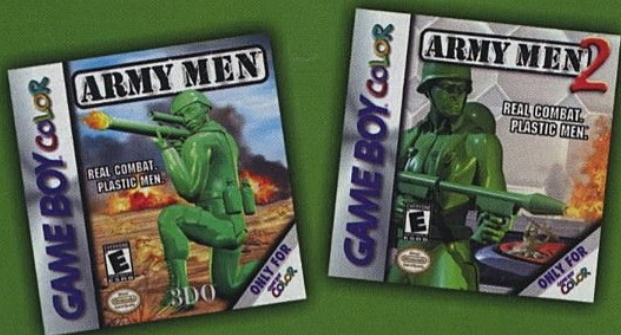


Hot New Games from 3DO!



THE 3DO COMPANY

600 GALVESTON DRIVE, REDWOOD CITY, CA 94063

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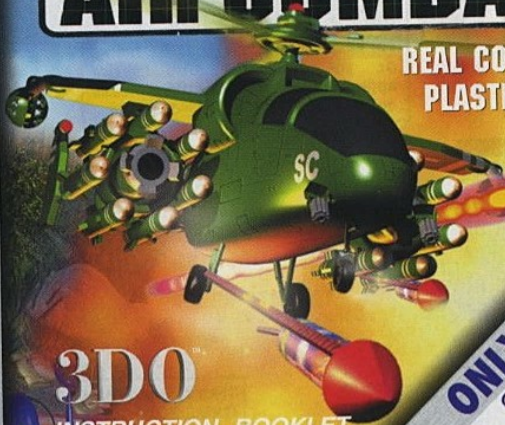
PRINTED IN JAPAN

Nintendo

GAME BOY color

ARMY MEN  
AIR COMBAT

REAL COMBAT.  
PLASTIC MEN.



3DO

INSTRUCTION BOOKLET

ONLY FOR  
GAME BOY  
Color

CGB-BATE-USA

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# GREEN PLASTIC NEWS



The Evil General  
**PLASTRO'S**  
Tan Army on our front

"Hello fellow Green Plastic citizens. We are sorry to interrupt your regularly scheduled programming, but this is a special GPN report just in from the front lines of the Green Army. Our Military Intelligence Division has uncovered an evil plot by General Plastro of the Tan Army. A major offensive of the Tan Army is planning to push through and seize our borders. War is unavoidable. Once again, we must step up to the task of crushing the evil Tan forces. We will now take you live to one of our reporters on the front line."

"Hello ladies and gentlemen. From what I can see here, we are only moments away from war with the Tan Army. Col. Grimm is just now unveiling the new Alpha Wolf Squadron and preparing to make a speech to rally the boys for what looks to be a very intense battle. Let's see what Col. Grimm has to say."



Col. Grimm says  
**WAR**  
is unavoidable.

"All right, listen up soldiers! The Tan aggressors are on the move and we're gonna stop 'em dead in their tracks. We have sent several scouts out to gather recon on the Tan movements. So far, none have returned.

We can only hope those scouts aren't dangin' over a candle right now. The Alpha Wolf Squadron is the most lethal force ever assembled. You have been hand-picked for this task because we know you're the best of the best. Your orders are simple; find the enemy and blow the living tar out of every last one of them! Am I making myself clear, soldiers?! Let's go melt some plastic!"

(background cheers) "YEAH!!!"

Those were some strong words from Col. Grimm. With me now is Captain William Blade, leader of the Alpha Wolf Squadron. Captain, can you tell me exactly what is going on?"

"Well sir, many of the details about this operation are classified. What I can tell you is, Tan is in for one heck of a fight. We plan to do whatever it takes to win this thing and put an end to the Tan Army once and for all."

"Spoken like a strong plastic soldier. Thank you for your time, Captain. We could use a lot more soldiers like you. We wish you the best of luck in the field. We wish all of the troops in the Green Army well. Hopefully, they can destroy the Tan menace once and for all and keep the world safe for Green plastic people forever. We'll keep following the progress and inform you of any new developments. We now take you back to your regularly scheduled programming."

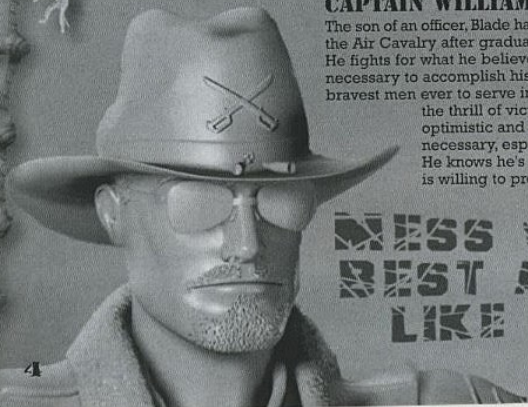


**AIR COMBAT™**  
**FACES OF WAR**

**CAPTAIN WILLIAM (BILL) BLADE**

The son of an officer, Blade has flying in his blood. He joined the Air Cavalry after graduating at the top of his class. He fights for what he believes in and will do whatever is necessary to accomplish his mission. He is one of the bravest men ever to serve in the Green Army. Living for the thrill of victory, Captain Blade is always optimistic and will take chances when necessary, especially to save Green lives. He knows he's the best at what he does and is willing to prove it.

**MESS WITH THE  
BEST AND MELT  
LIKE THE BEST**



**COL. GRIMM**

He is leader of the Green Forces. He knows the glory and the pain of battle.



**SERGEANT HAWK -  
A.K.A. "SARGE"**

He is Bravo Company Commandos' unquestioned leader. He's an experienced soldier who has seen it all.



**GENERAL PLASTRO**

Plastro is Tan Army's sadistic leader. He rules with an iron hand and a cold heart.





## AIR COMBAT™ CO-PILOTS

Your co-pilot is invaluable, responsible for Winch operation and aiming the guns. With this band of capable co-pilots, your job of taking out the Tan Army will be a lot easier. There are two different co-pilots from which to choose. You will get the chance to choose a different co-pilot at the beginning of every mission. Each co-pilot uniquely affects your abilities and performance on each mission.

### DAVE PARKER - A.K.A. "RAWHIDE"

Rawhide is as comfortable with the Winch as he is on a cattle drive. Riding in a helicopter is easy compared to taming a bucking bronco. He can Winch any item with uncanny accuracy.

### JAMES MARSHALL - A.K.A. "WOODSTOCK"

Don't let his nickname fool you - peace and love are definitely not his bag. His experiences in the jungle wars of the 60's have made him a madman on the Machine Guns.



## AIR COMBAT™ SET-UP

### SET-UP

To play this game, you must first have a Nintendo Game Boy Color video game system.

1. Set-up your Game Boy Color according to the Game Boy Color Instruction Booklet.
2. Make sure the power to your Game Boy Color is turned off before inserting or removing any Game Pak.
3. Insert the Army Men® - Air Combat™ Game Pak into the slot in the back of your Game Boy Color (label side out) until it clicks into place.
4. Turn the power on.
5. Select the language of your choice: English, French or German.



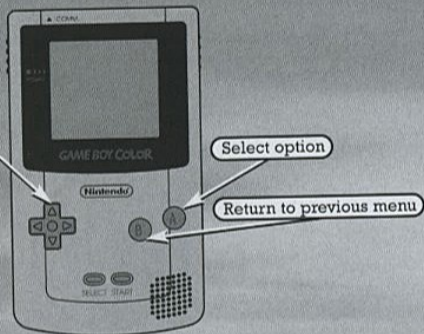
POWER ON/OFF



# AIR COMBAT™ CONTROLS

## MENU SCREEN BUTTONS

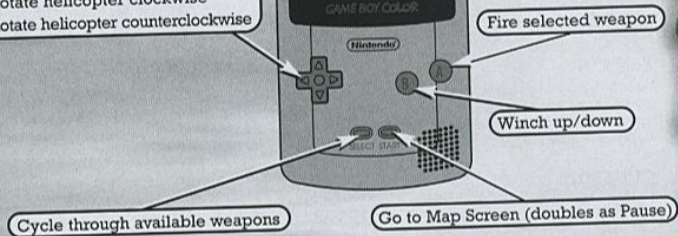
- ▲ Select Menu item above
- ▼ Select Menu item below
- ▶ Cycle options
- ◀ Cycle options



## IN-GAME BUTTONS

### DEFAULT CONTROLS

- ▲ Move helicopter forwards
- ▼ Move helicopter backwards
- ▶ Rotate helicopter clockwise
- ◀ Rotate helicopter counterclockwise



# AIR COMBAT™

## GETTING STARTED

### MAIN MENU

Within all menu screens, press the + Control Pad ▲/▼ to highlight an option, and press the A Button to select an option.

### START GAME

Select this option to begin playing the game with the current default configuration.

### PASSWORD

Select this option to begin a game at a higher level by entering a password. Press the + Control Pad ▲/▼/▶/◀ to enter the password. Press the A Button to begin the game once you've entered your password. Passwords can be obtained from the Mission Debriefing Screen after each completed mission.

### CONTROLS

This option allows the player to choose from two sets of default controls.

### MUSIC

Select this option to toggle music on and off.



### PAUSE MENU

Pressing START during game play brings up the Pause Menu.

### RESUME

Select this option to return to game play.

### MAP

Strategy map with mission objectives shown as dots.

### QUIT

Select this option to exit your current game and return to the Mission Briefing Menu.

## AIR COMBAT™

# YOUR 'COPTERS

### HUEY

The Huey is one of the fastest moving and most agile of the helicopters available to the Alpha Wolf Squadron. The Huey can dodge enemy projectiles with relative ease.



### SUPER STALLION

The Super Stallion is fast, has powerful weaponry and can carry heavy loads without taking a huge performance hit. It comes with a heavy compliment of armor as well.



### APACHE

The Apache is the ultimate in modern day helicopter technology. It is fast, agile, has the most powerful weapons, and the strongest armor. It can carry heavy loads with little effect on its speed. This is no bargain bin toy.



**NOTE:** Not all the 'Copters will be available at the beginning of the game.

## AIR COMBAT™

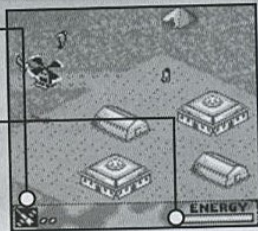
# HEADS UP DISPLAY

### WEAPON SELECT

The Weapon Select icon shows the current weapon selected and how much ammo for that weapon remains. Press SELECT to cycle through available weapons.

### ARMOR METER

The Armor Meter indicates your 'Copter's remaining armor. When your armor is gone, you can kiss that shiny plastic medal goodbye!







## AIR COMBAT™ THE WINCH

The Winch is a cable at the bottom of all of the 'Copters that allows you to get power-ups and pick up, carry and drop off certain objects. There are three types of objects that you can winch:

- Power-ups
- Ground troops (mission-specific characters)
- Some world objects

### POWER-UPS

Simply press the Winch button (B Button) to extend the Winch of your 'Copter and fly over the power-up item. The Winch will automatically lift the power-up to your 'Copter.

*Note: In order to keep the Winch lowered, the user must press and hold the Winch button (B Button).*

### WORLD OBJECTS

To winch world objects, such as pieces of food, you must position your 'Copter over the object and press the Winch button to winch it up. You can drop the object you are carrying by pressing the Winch button again.



## AIR COMBAT™ 'COPTER WEAPONS

The Alpha Wolf Squadron's 'Copters carry the most advanced pieces of pyrotechnic weaponry in the Green Army. Familiarize yourself with the different weapons at your disposal.

### MACHINE GUNS

The Machine Gun is your workhorse, and has unlimited ammo. It is aimed by your co-pilot and isn't all that strong, but works just fine for mowing down lines of infantrymen.

### ROCKETS

The basic straight firing Rocket is a very fast, straight-shooting weapon that packs a wallop but can be difficult to aim.



### **HOMING ROCKETS**

The guided Homing Rocket is extremely accurate. Once it is launched, it almost never misses its target.

### **NAPALM**

Shooting Napalm bombs causes an explosion across a large area of terrain as the effect of the jellied explosives spreads across the land.



## **AIR COMBAT™**

### **PORTALS AND POWER-UPS**

These mysterious gateways allow travel between "Our World" (the world of the human giants) and "Their World" (the Army Men world). General Plastro discovered these strange portals and has been using them ever since to carry weapons of mass destruction in between the two universes. Many of your missions will involve transporting inanimate objects from "Our World" and bringing them to life in the battle against the Tan in "Their World". Keep an eye open for these portals. Power-ups are boxes that sit on the ground and give you ammo or special abilities for your 'Copter. To activate a power-up, simply fly over it. As you pass over the power-up, extend your Winch and it will attach itself to the power-up and hoist it to your 'Copter. There are three types of power-ups: Timed, Armor and Ammo power-ups.

#### **TIMED POWER-UPS**

Timed power-ups will enhance your specific abilities for a limited time. The list is as follows:

#### **SUPER WEAPON JAMMER (PURPLE CRATE)**

This power-up temporarily renders the 'Copter invulnerable.

#### **TURBO BOOSTERS (RED CRATE)**

This power-up temporarily increases the maximum speed of the 'Copter.



### **ARMOR POWER-UPS**

Armor power-ups will restore 50% of your depleted shields.

### **AMMO POWER-UPS**

Ammo power-ups add ammo to your 'Copter's ammo reserve for a specific weapon. For example, getting the Rocket power-up would add ammo to the 'Copter's current Rocket total.

### **ROCKETS**

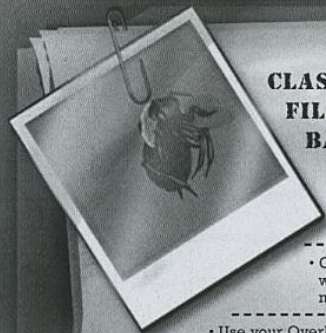
This adds Rockets to the 'Copter's current Rocket ammo reserve.

### **HOMING ROCKETS**

This adds Homing Rockets to the 'Copter's current Homing Rocket ammo reserve.

### **NAPALM**

This adds Napalm bombs to the 'Copter's current Napalm ammo reserve.



**Classified**

### **CLASSIFIED FILES: TOP SECRET BATTLE INFORMATION!**

- Insects are friends of neither Green nor Tan. Given the right motivation, they will attack either side.
- Choose your co-pilot wisely. Each co-pilot has a weapon specialty that helps complete specific mission types.
- Use your Overhead Map to locate enemy units and objectives quickly.
- Learn the strengths and weaknesses of each 'Copter, as each will be better suited for different types of missions.







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