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Nintendo

GAME BOY COLOR

CGB-AVCE-USA

ARMY MEN™

REAL COMBAT. PLASTIC MEN.™

3DO™

INSTRUCTION BOOKLET

ONLY FOR GAME BOY COLOR

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Basic Training Manual

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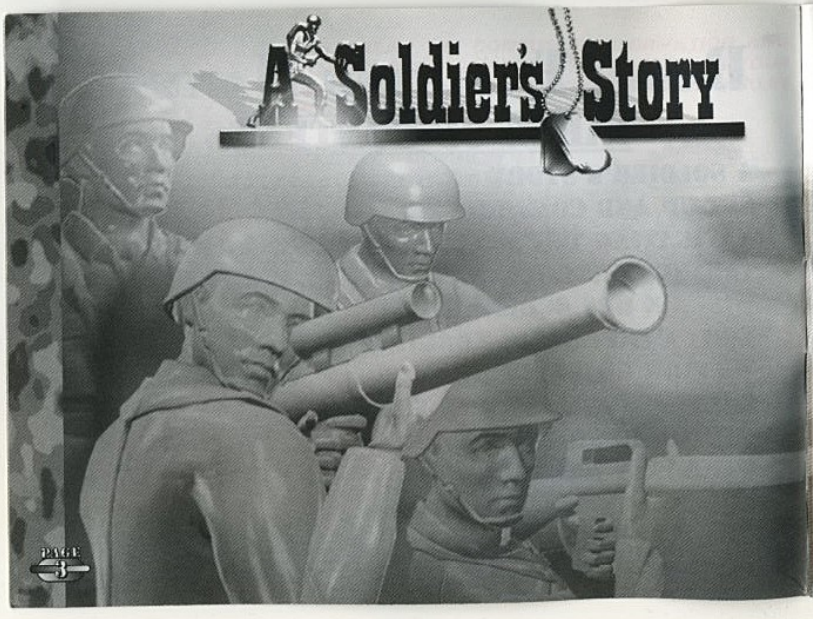


A cold wind blew across the sandy plains. Sarge, a war-hardened veteran, stood alone on a field now strewn with twisted plastic and the melted remains of what were once the Tan reinforcements.

"Ha! Tans never could field a grenade," Sarge chortled to himself. "I love the smell of burnt plastic in the morning!"

Back at HQ that night, a recently molded recruit sat nervously by the fire. He was so scared Sarge could smell it. Quietly the grizzled veteran walked up behind the young soldier. The kid hadn't heard Sarge come up behind him and nearly jumped out of his green plastic boots when Sarge tapped him on the shoulder.

"Stay away from the fire if you're gonna jump, kid," Sarge growled in his scratchy voice. He spoke with the hard tones of a man who hadn't known the luxury of a warm bed in several years.

A long silence passed between Sarge and the young recruit while sounds from the enemy camps in the distance swirled in on the clammy breeze. Slowly the youngster worked up the courage to speak.

"I... I don't like to admit it," he started in a shaky voice, "but I'm scared, Sarge. I'm scared that we might not make it back home again."

"What's your name, kid?" Sarge responded. "On second thought forget it, it's probably better if I don't know."

Sarge led the recruit away from the fire and to the munitions dump. He promptly re-lit his cigar and took a thoughtful pose.

"Listen, kid," he continued, "anybody who tells you they're not afraid before a battle is either a fool or a liar. The bottom line is that plastic melts. Someday we all gotta' go back to the melting pot we were poured from. Some will get shot, others blown up by grenades or run over by tanks. Maybe some will eventually get to go home, but do yourself a favor and don't start thinking of going home until the fighting is over. If nothing else, think of it as dishonoring your fallen comrades. They died for this war – afraid or not, they deserve our respect, understand?"

"I guess so, Sarge, but the Tan Army is so big! I just can't stop thinking about what we're up against tomorrow. Why does there have to be war, Sarge?"

"Son," Sarge responded, "there's nothing gonna' keep you from thinking about what we're up against. That's just a fact a soldier has to learn to deal with. But remember this: as long as there are plastic soldiers to fight them, there will always be wars. It's just as simple as that."

The young recruit knew Sarge was holding something back, but he couldn't quite guess what it was.

Sarge thought for a moment. If this kid was going to die tomorrow, he should at least know what he was fighting for. "Okay, kid," he began slowly, "you're right. There is more to it this time. We're on a mission to find something out there. Something powerful. All I know is that we can't let the Tans – or anyone else – get to it first."

Some of the tension lifted and the kid calmed noticeably. "Somehow that helps, Sarge," he said. "I guess I just needed you to be straight with me." He thought deeply for a few moments and then added, "We're here because we have to be here, aren't we? Because if we weren't here something powerful could fall into the wrong hands."

"You're pretty quick, kid," Sarge said patting him on the shoulder. "We'll make a plastic soldier out of you yet."

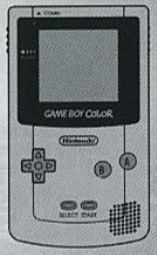
SET-UP AND CONTROLS

SET-UP

To play this game, you must first have a Nintendo Game Boy Color 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™ 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 and German

CONTROLS



+ CONTROL PAD — MOVEMENT AND MENU SELECTIONS:

Use the + Control Pad to move the cursor in the menu screens, as well as to control the direction and movement of your character during game play.

SELECT — PAUSE THE GAME:

During game play, you can press SELECT to pause game play and view the Mission Options Screen.

START — DROP AN ITEM:

During game play, START is used to drop an item from your inventory.

A BUTTON — THE "PERFORM ACTION" BUTTON:

Use the A Button to select menu commands, as well as for using items and firing weapons during game play.

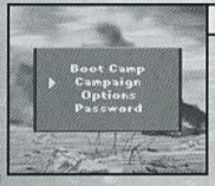
B BUTTON — CYCLE THROUGH INVENTORY:

During game play, the B Button is used to cycle through your inventory of items.

MISCELLANEOUS:

There are some maneuvers during game play that require more than one button to be pressed simultaneously. This is denoted by the & sign (i.e. ▲ & A Button, or the A & B Buttons.)

NAVIGATING THE G.S.M. GAME START MENU



BOOT CAMP

Harden yourself into the mold of a plastic soldier in the Army Men Boot Camp training scenarios. The best way to train before going into battle! (See 'Boot Camp: Basic Training' on page 16 for details!)

CAMPAIGN

Take on the world in a heroic attempt to prove once-and-for-all that plastic is stronger than steel. All your training, determination and good ol' polyurethane-grit will see you through! Selecting Campaign takes you to the Campaigns screen where you will be able to choose which campaign you want to play. See the 'Campaigns, Scenarios and Missions' section on page 17 for more information.

OPTIONS

You can select the control method, difficulty level and toggle the music on and off from this screen.

PASSWORD

Keep track of the passwords that are given at the successful completion of each mission. Enter them on this screen to return to your current mission.

TAKING CONTROL

Before you even start Boot Camp, it is important that you first know how to move around. Take a moment to familiarize yourself with these basic controls.

CONTROLLING SARGE

There are two modes for controlling Sarge in the Army Men game. Mode #1 is the default mode. You may select which mode to use from the Options Screen.

MODE #1

DESIRED ACTION	CONTROL
Run Forward	▲
Walk Backwards	▼
Turn Right	▶
Turn Left	◀
Dive and Go Prone	B Button & ▼
Turn Right	▶
Turn Left	◀
Stand	▲ or ▼

MODE #2

DESIRED ACTION	CONTROL
Run Up	▲
Run Down	▼
Run Right	▶
Run Left	◀
Dive and Go Prone	B Button & ▼
Face Up	▲
Face Down	▼
Face Right	▶
Face Left	◀
Stand	B Button & ▲

INVENTORY

Cycle Inventory ..... B Button
Fire Weapons/Use Item ..... A Button
Drop Item ..... START

VEHICLE

Get In/Out of Vehicle ..... SELECT to pause, then select the 'In/Out Vehicle' command
Move Forward ..... ▲
Move Backwards ..... ▼
Turn Right ..... ▶
Turn Left ..... ◀
Fire Weapon ..... A Button

MISCELLANEOUS

Pause Game and Display Options Menu ..... SELECT

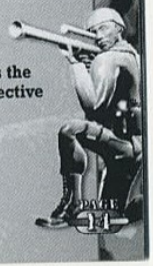
MISSION OPS SCREEN

Once you have started a mission, you can access the Mission Options Screen by pressing SELECT. This pauses the game and brings up a menu that offers several important options.

STRATEGY MAP

This option displays the Strategic Map Screen, which shows the entire area map for the current scenario.

The position of the current game screen is shown on this map by a white rectangle. Sarge is depicted by a flashing green dot and enemies are represented by flashing white dots. The best way to read the map is by using the sectors. To pinpoint a location, use the letters which run across the top of the map, and the numbers that run down both sides. If an objective directs you to sector E-4, the strategy map really comes in handy!



IN/OUT VEHICLE

This option allows Sarge to climb in or out of a vehicle that he is standing next to. Climbing into a vehicle switches control from Sarge to Vehicle controls (see Page 13).

MISSION OBJECTIVE

Even the best soldiers become disoriented in the heat of battle! This option lets you review your orders to see what you still need to accomplish.

ABORT MISSION

Selecting this option exits the current mission and returns you to the Main Menu Screen.

Note: To exit the Pause Screen without selecting any menu options, press SELECT again; this will unpause and return you to your current mission.

BOOT CAMP: BASIC TRAINING

Attendance at Boot Camp is not mandatory in the the Army Men game, but it is strongly recommended for new recruits!

Boot Camp offers the chance to familiarize yourself with controls and game play before entering into the heat of battle. Detailed instructions are offered for the successful use of a variety of weaponry and the use of vehicles.

Sarge will receive initial instructions and then enter Boot Camp. For instructions at each range, walk up to the large signs and press the A Button. There are 8 ranges in all, located along the main Boot Camp road. Do them in order, or just roam freely about the map — either way, you must find the signposts to receive your instructions.

It is not necessary to do all eight scenarios before leaving Boot Camp; press SELECT, then highlight and select 'Abort Mission' to leave early. Otherwise, complete your Basic Training by destroying the two guard towers and the two Tan soldiers that wander into the training area.

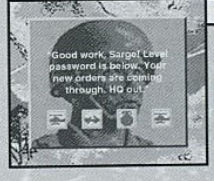
"Yeah, kid, you can go into battle without training, but you might as well be carrying a white flag!"

MISSION BRIEFING

CAMPAIGNS, SCENARIOS AND MISSIONS

There are two campaigns available in the game: The Desert Campaign and the Alpine Campaign.

You start with the first mission (Ghost Town) of the Cactus Flats Scenario in the Desert Campaign.



MISSION SUCCESS

Successful completion of a mission requires that you meet all of the objectives stated in the Mission Briefing. To view the Mission Briefing at any point during your mission, select 'Mission Objective' from the Pause Menu.

After successfully completing a mission, you will be given a password for the next mission. Press the A Button to go to the next mission.

MISSION FAILURE

There are several ways to fail a mission, but only one way to succeed!

TIME LIMIT EXPIRED

When a mission has a set amount of time for you to complete it, and you go over that allotted time limit, the mission fails.

ENEMY WINS

When a mission objective is to complete a task before your enemy does, or if your objective is to keep your enemy from doing something, your mission will fail if you do not succeed before your enemy does.

SARGE DIES

If Sarge dies, the mission fails immediately. You are then given the option to either restart that mission, or return to the Main Menu.

(Select 'Yes' to continue, or 'No' to quit.)

T.O.T.
TOOLS OF THE TRADE

PICKING UP AND EQUIPPING WEAPONS AND OBJECTS

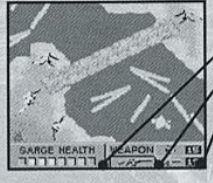
Sarge may start the game with only a rifle, but soon you will find that there are other weapons and items to be found all over the map! The Green Army — as well as the enemy — have strategically placed supplies and ammo throughout the map areas for their troops; all of these are available to Sarge.

To pick up an item on the ground, just run over it. Sarge will automatically pick up the item and its icon will appear in the weapon box at the bottom of the game screen. To then equip the item, use the B Button to cycle through your inventory list until the item is highlighted. Remember that Sarge can only carry two items, in addition to his rifle.

When an item is used up or runs out of ammo, it disappears from your inventory. To manually drop an item from your inventory, highlight the item and press START. The item will appear on the ground and you can leave it behind or re-collect it.

WEAPONS AND THEIR USE

"Using weapons is easy, kid! Just line up the crosshairs with your target and pull the trigger (press the A Button)!! If you lined up the shot right, your enemy (or whatever you're shooting at out there) is as good as gone. Remember though, some things take more than one shot."



SARGE'S HEALTH METER

SARGE'S WEAPON

INVENTORY SLOTS

DIRECTIONS FOR RANGED WEAPONS

Ranged Weapons — grenades and mortars — work a little differently than other weapons do. When you press and hold the A Button, the crosshairs will automatically move in and out. This will determine the distance of your shot. Releasing the A Button when the crosshairs are close will result in a short shot, and releasing it when farther away will result in a long shot.

ACCURACY VS. STANCE

A weapon's accuracy can be affected by your stance in relation to an enemy's stance, and vice versa. For example, if you're standing and an enemy is kneeling or prone, he'll be able to shoot at you with greater accuracy than you'll be able to shoot at him. If an enemy is standing on a rise above you, you'll be more likely to hit him if you're standing than if you're prone.

AUTOMATIC RIFLES

The Browning Automatic Rifle (BAR) is found in boxes like this:

"The Browning is a soldier's best friend, kid. The sooner you pick up one of these babies the better!"

When Sarge picks up the BAR, it will replace the rifle in his inventory and will automatically become the primary weapon. The BAR is the only power-up that cannot be dropped.

GRENADES

Grenades are found in boxes like this:

"Grenades are straight forward enough. I'm sure you know what these are for, kid. I personally like to throw them at Tans! Never met a Tan that could catch either — and with these babies, they don't get a second try!"

MORTARS

Mortars are found in boxes like this:

"We aren't talking bubblegum here, kid! Make sure you aren't standing in front of one of these boom tubes when it goes off — the shell sure won't go around ya. And if you're shooting one yourself, make sure there's nothing between you and your target. Firing into a tree that's right in front of you won't do you any good... and it'll just anger the tree!"

BAZOOKA

Bazookas are found in boxes like this:

"Bazookas are simply a tube and a rocket. Don't let their simplicity fool you though — this baby packs quite a nice punch. They are so portable, you could practically send one home to Mom! Remember what Sarge told ya... Let 'em fly and watch 'em die."

FLAME THROWER

Flame throwers are found in boxes like this:

"Flame throwers have a limited amount of fuel. You can throw out a stream of flame as long as you keep the trigger held down, but when you're out of fuel, the fire dies... and it gets cold and lonely in the dark."

LAND MINES

Land Mines are found in boxes like this:

"No friendly game of hide-and-seek is complete without these little helpers! Just don't forget where you've hidden them... a mine doesn't play sides!"

To lay a land mine, highlight them and then press the A Button. The mine is placed where you are standing. Mines appear as a small disk — enemy land mines won't be as easy to locate.

MINE SWEEPERS

Mine sweepers are found in boxes like this:

With the mine sweeper highlighted, you will detect any mine you walk over, and (lucky you) the mine won't blow up! To deactivate any mines you find, press the A Button when directly over the mine you want to deactivate.

While mine sweepers aren't offensive weapons, they are invaluable when you find yourself in a mine field.

VEHICLES

VEHICLE WEAPONS

The only weapons you can use in a vehicle are the weapons mounted on that vehicle. You can't use or equip the weapons Sarge is carrying while he's driving.

These weapons work much the same as the weapons Sarge carries. Firing vehicle weapons is the same as firing a non-vehicle weapon.

TANK

Top Speed: .....Slow
Weapon: .....Cannon
Rate of Fire: .....Slow

"Tanks may not be very nimble, or even very quick, but given the choice between walkin' and ridin' inside one of these armored babies? — What do you think?!"

JEEP

Top Speed: .....Fast
Weapon: .....50 Caliber Machine Gun
Rate of Fire:.....Very Fast

"Quick, comfortable and maneuverable, the jeep is easily the favorite of any smart soldier! You won't have to worry about flat feet with a jeep at your command."

VEHICLE HEALTH

When Sarge is in a vehicle, the vehicle's condition is shown in the Vehicle Health meter. When the meter is full, the vehicle is intact. As it sustains more and more damage, the meter empties from green to yellow to red. When the meter is empty, the vehicle explodes and Sarge is ejected.

NON-WEAPON OBJECTS

INSTANT HEALTH

Instant Health is found in boxes like this:

It restores Sarge to full health, but can only be used once. These packs are used automatically when you walk over them (unless you are already at full health).

FIRST AID KIT

First Aid Kits are found in boxes like this:

These small kits are capable of restoring up to 1/3 of your health, and can be used multiple times. Unlike instant health, Sarge must equip and use the First Aid Kit as if it were a weapon.

GOOD LUCK, KID. NOW GET OUT THERE AND FIGHT!!

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