



PlayStation

NTSC U/C

PlayStation



# ACTION MAN

TM



## OPERATION

# EXTREME



CONTENT RATED BY ESRB

SLUS-00887  
99214



HASBRO  
Interactive



# WARNING

## **READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise it may permanently damage your TV screen.

## **USE OF UNOFFICIAL PRODUCT:**

The use of unofficial product or peripherals may damage your PlayStation® game console and invalidate your console warranty.

## **HANDLING YOUR PLAYSTATION® DISC:**

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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## GETTING STARTED

**Important!** Do not insert or remove peripherals or Memory Cards once power is turned on. You will need a Memory Card to save your games.

1. Set up your PlayStation® game console according to the instructions in its Instruction Manual.
2. Make sure the power is OFF before inserting or removing a compact disc.
3. Insert the *Action Man: Operation Extreme* disc and close the disc cover.
4. Insert the game controllers (and Memory Card if you have one).
5. Turn ON the PlayStation® game console. The introductory sequence will begin.  
To skip this sequence and go directly to the Main menu, press the **START** button.

**Note:** You will not be able to save your progress or game information if you don't use a Memory Card. Make sure there is at least one free block on your Memory Card before beginning your game. You are not able to swap Memory Cards during play and you must leave the Memory Card in slot 1A of your multi-tap if you are using one.

If you already have a saved game stored on the Memory Card do the following to load your *Game in Progress*:

- From the Start Screen in the Apartment press the **X** button. To load your currently saved game use the RIGHT or LEFT directional buttons to find Load Game then press the **X** button again. Selecting YES will restore the game to the same point as when you last saved on that Memory Card.

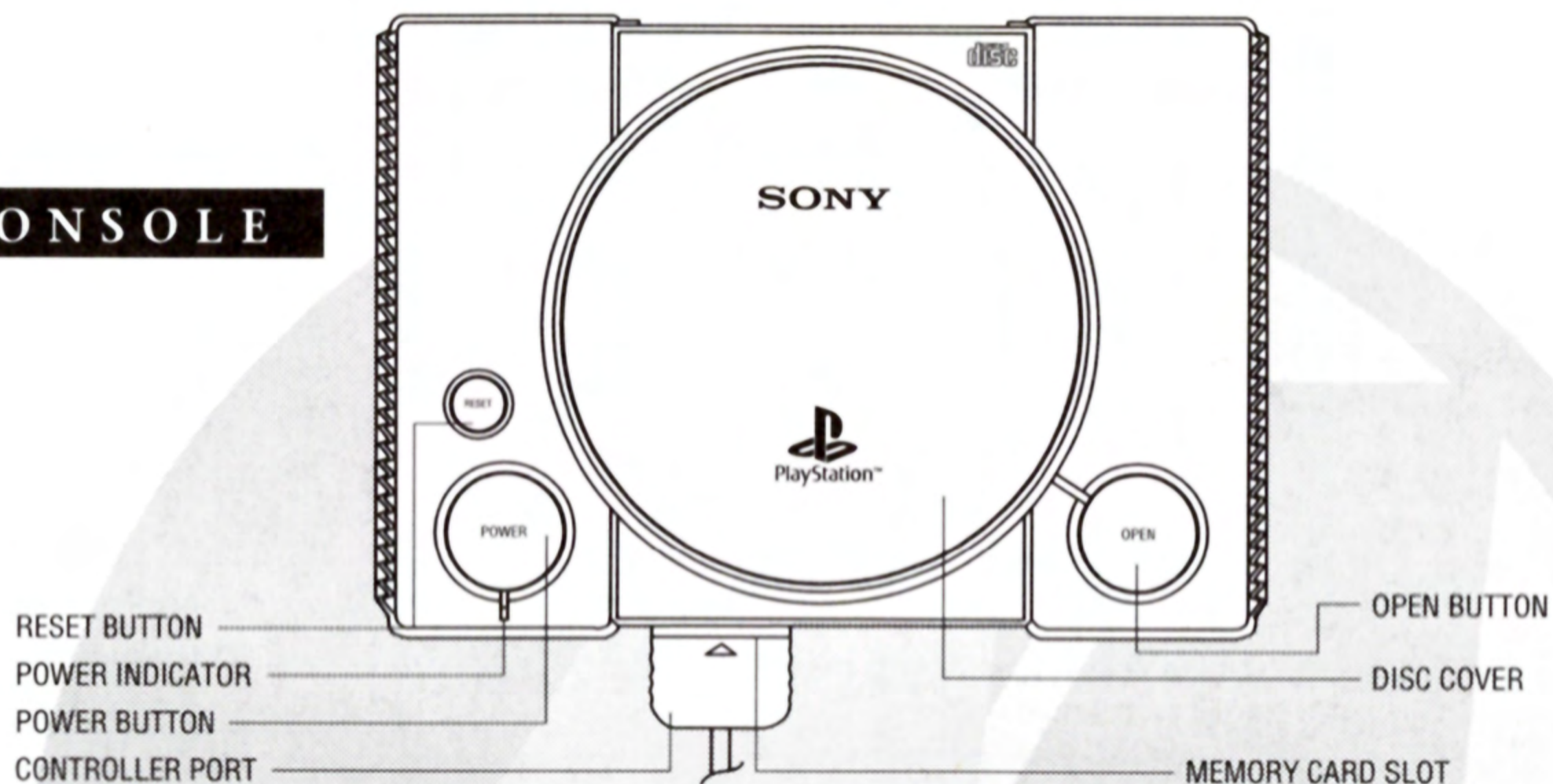
**Note:** If you already have a game stored on the Memory Card, *Action Man: Operation Extreme* will auto detect and load up any saved game options already contained on the Memory Card.

**Warning!** Don't forget to save your progress before you turn off the console.

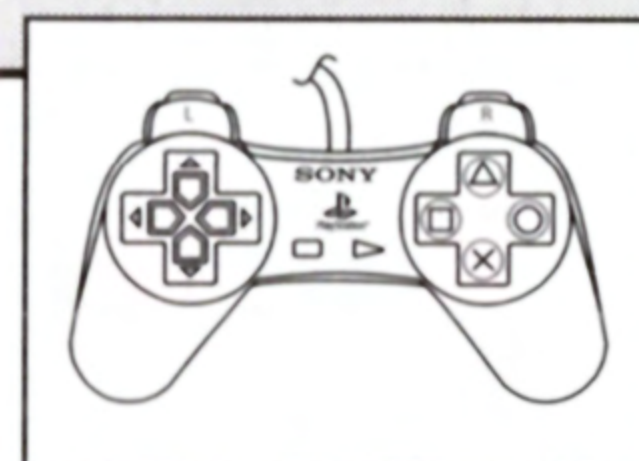
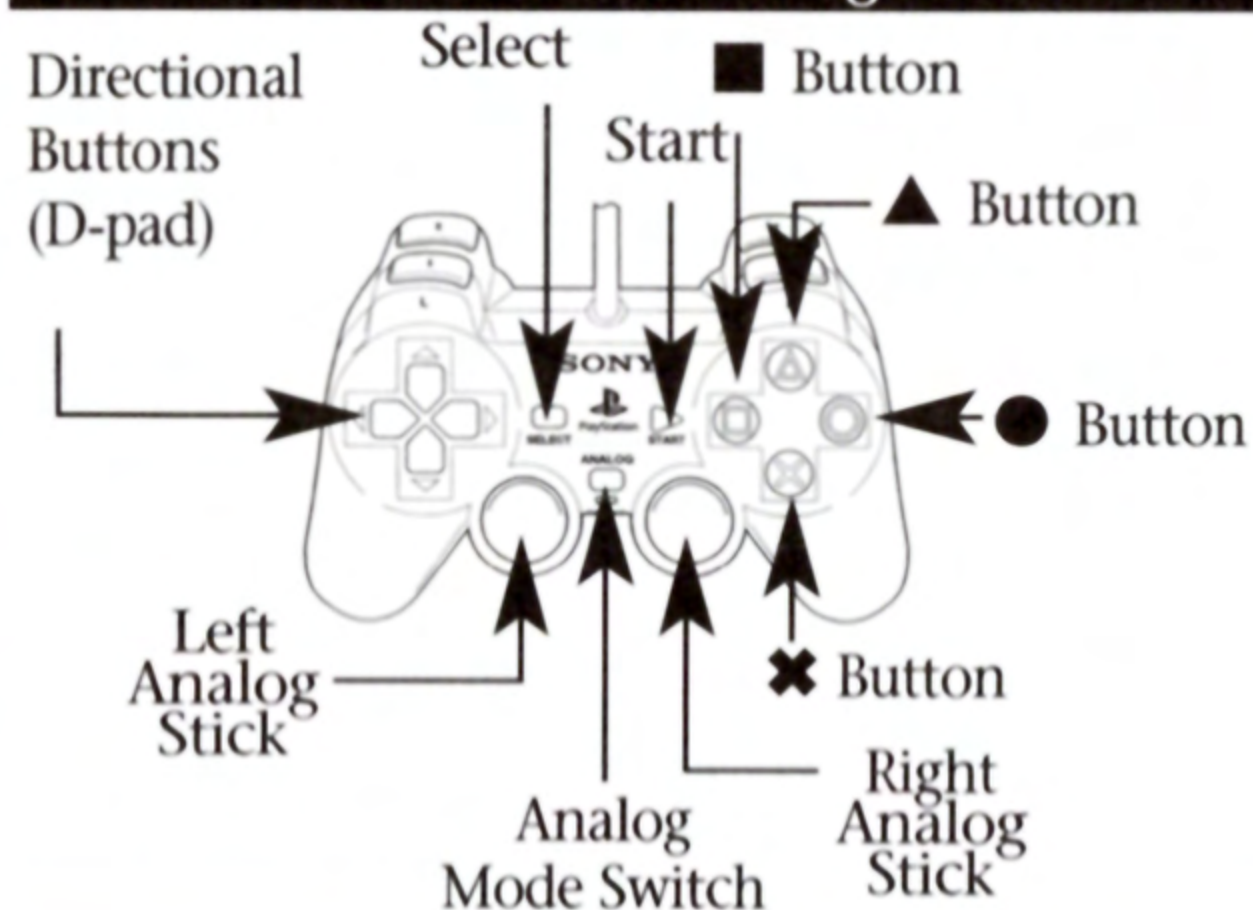


# THE GAME CONTROLS

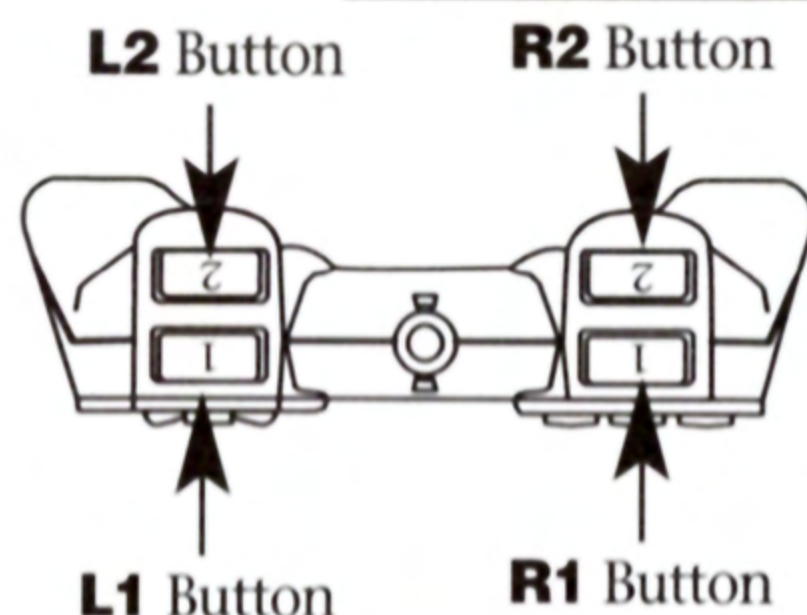
## CONSOLE



## DUALSHOCK™ analog controller



◀ NOTE: You may have a controller that looks like this.



## THE VEHICLE LEVELS

These controls will come into play when Action Man™ is in one of his vehicles/craft.

## THE ACTION LEVELS

These controls come into play when Action Man is exploring the world on foot.



## **THE START BUTTON**

During the game, pressing the START button will pause the game, give you access to the pause menu options and a summary of your current objective.

# ***INTRODUCTION TO ACTION MAN™: OPERATION EXTREME***

Now you've got control of the ultimate action hero. Action Man™ comes to life on your PlayStation® game console in this fantastic new adventure game where you must help him battle against master criminal Doctor X and his dangerous accomplices.

*Action Man: Operation Extreme* begins when Action Man has to stop Professor Gangrene's forces from raiding his home city. But little does the action hero realize what a web of intrigue and adventure this will lead to.

Doctor X, Action Man's archenemy, has hatched a devious plot to take over the world and only our hero (with your help) can stop him. He must discover the evil doctor's plans — a quest that will take him from the scorching desert sands to the bitter cold of the North Pole, testing his courage and determination to the max.

*Action Man: Operation Extreme* gives you the complete Action Man world divided into two distinct adventure experiences: the action levels (where you control Action Man in the murky underworld his enemies inhabit) and the vehicle levels (where you control Action Man's cars, motorbikes, airplanes, boats, etc).

As Doctor X's evil and twisted plot begins to unfold, Action Man will be pushed to the limits and only YOU can help him!

Extreme danger. Extreme action. Extreme adventure.



# STARTING YOUR GAME

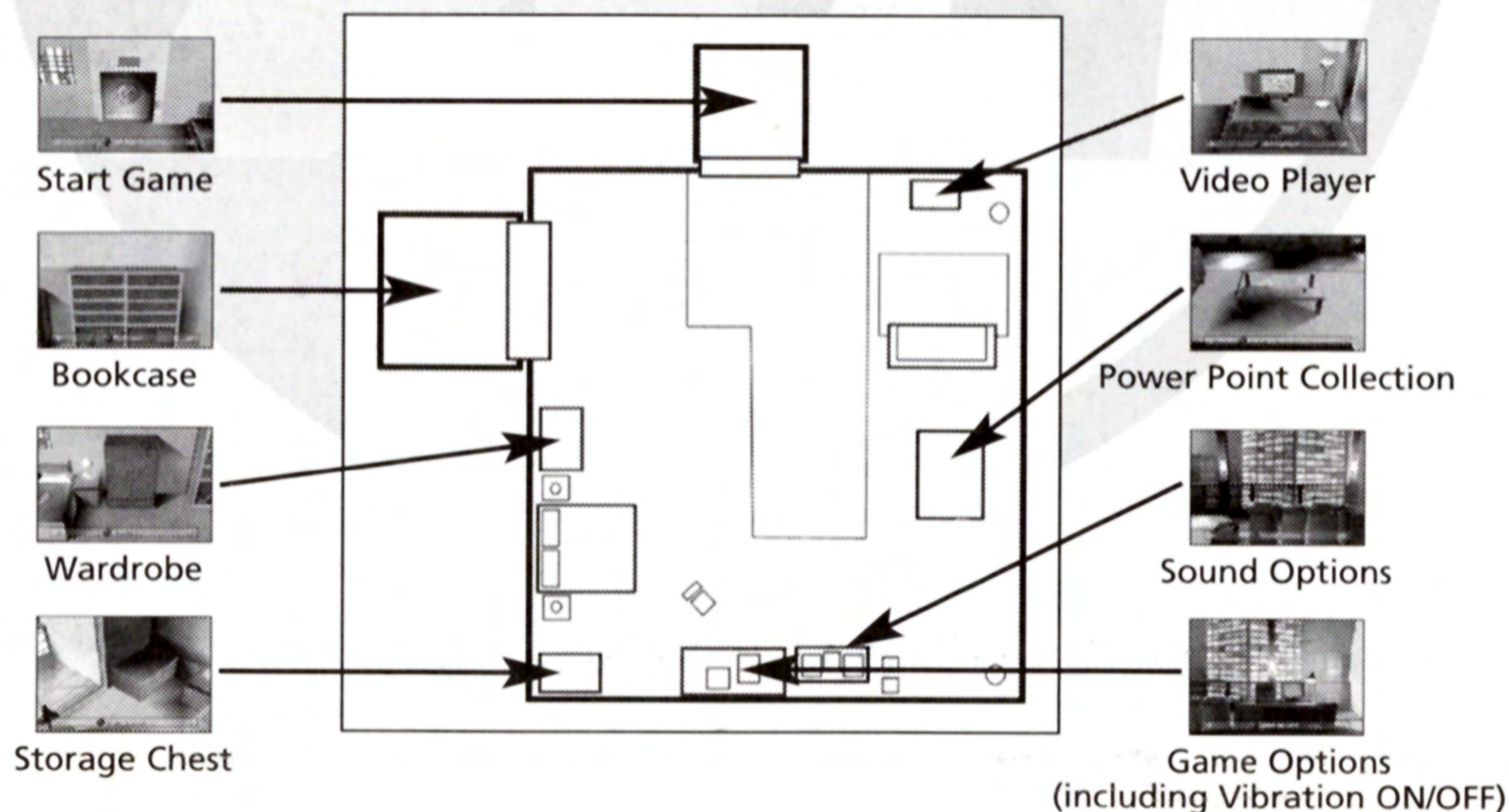
Once you've loaded *Action Man: Operation Extreme* (as described previously), and after you have watched the game introduction, you will find yourself in Action Man's city apartment. This is where your game will begin and where all game options can be accessed.

## THE APARTMENT

When you first begin the game, only the first level, City Streets and the Desert Base level will be available to you. You must progress through each level gradually discovering what evil plans Doctor X is plotting.

To access the various options available in the apartment, use the LEFT or RIGHT directional buttons. Press the ✖ button to select and then follow the on-screen directions. Press the ▲ button to exit any menu.

You will be returned to the apartment at the end of each level. Here you can view the game options, save your game, load a previously saved game or continue on to the next level.





All option menus have a help menu at the bottom of the screen to remind you of the buttons to press.

Now let's get on with the first mission.

- Use the RIGHT or LEFT directional buttons to find Start Game (the elevator doors).
- Press the ✖ button to select. The elevator doors will open and give you the mission briefing (missions can have several objectives).

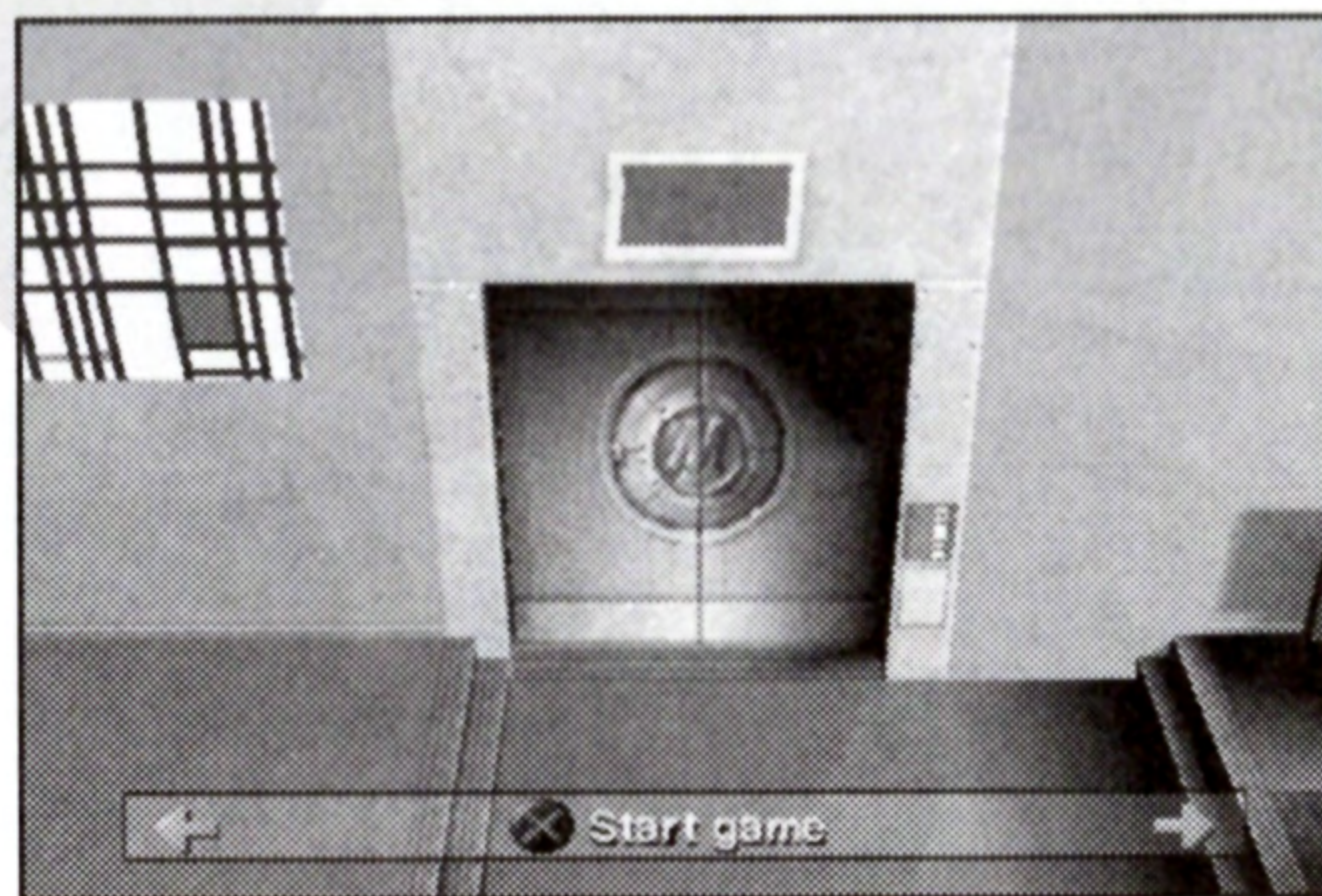
If you have a Saved Game, load the game by using the RIGHT or LEFT directional buttons to find Load Game and press ✖ to confirm. The game will return you to your last saved position.

Alternatively press the LEFT or RIGHT directional buttons to access levels you have previously opened up.

You can also save your progress in the apartment. Use the RIGHT or LEFT directional buttons to find Save Game and press the ✖ button to confirm the save.

If this is your first mission, you won't have a saved game.

- Press the ✖ button once you are ready to enter the mission. You will be shown more details about the mission and the different objectives.



Start Game Screen



# VEHICLE AND ACTION LEVELS

The Action Man game world has been split into Action levels and Vehicle levels. The first mission you encounter will be a Vehicle level.

## VEHICLE LEVELS

The Vehicle levels allow you to take control of the fantastic range of cars, aircraft and boats that Action Man has at his disposal. Each of these missions is a white-knuckle ride, pushing his vehicles to the limit and beyond in an attempt to thwart Doctor X.



## Controls Summary

UP directional button

DOWN directional button

LEFT/RIGHT directional buttons

Left stick

START button

R1 & R2 buttons

✕ button

■ button

● button

Accelerate/Forward

Reverse

Turn Left/Right

All Directions

Pause Menu/Mission Objectives

Fire Weapons

Accelerate

Reverse

Handbrake Turn (if applicable)



Every mission begins with a mission briefing transmitted by Action Man's computer.

Remember to keep an eye on Action Man's energy bar. If this gets too low it will start to flash red and Action Man will be in danger of being captured by Doctor X or one of his accomplices.

Your current mission objective is always shown in the lower left-hand corner of the screen. The number of enemies left to destroy or number of Power Points etc. to collect is shown in the top right hand corner.

The radar map points out the location of enemy vehicles and Action Man's apartment/garage.

Whenever Action Man drives past his apartment, the garage door will open. If Action Man drives into the garage he can change his vehicle to any other that may be available. The selection of vehicles available will automatically display. Highlight the vehicle you want to use using the LEFT or RIGHT directional buttons and press **X** to select.

In the City Skies level you have to land your helicopter on the roof of Action Man's apartment to change vehicles. In the Ice Flow level you need to return to the submarine.

### **Vehicle Pickups**



As you move the vehicle around the city you can get various Vehicle Pickups by driving through them.

Get these Repair Pickups to help restore any damage that has been done to Action Man's vehicle.



## Power Points



You can also collect Power Points (with the AM logo on them). Collect these throughout the levels for special bonuses. Your collection will be shown in the apartment.

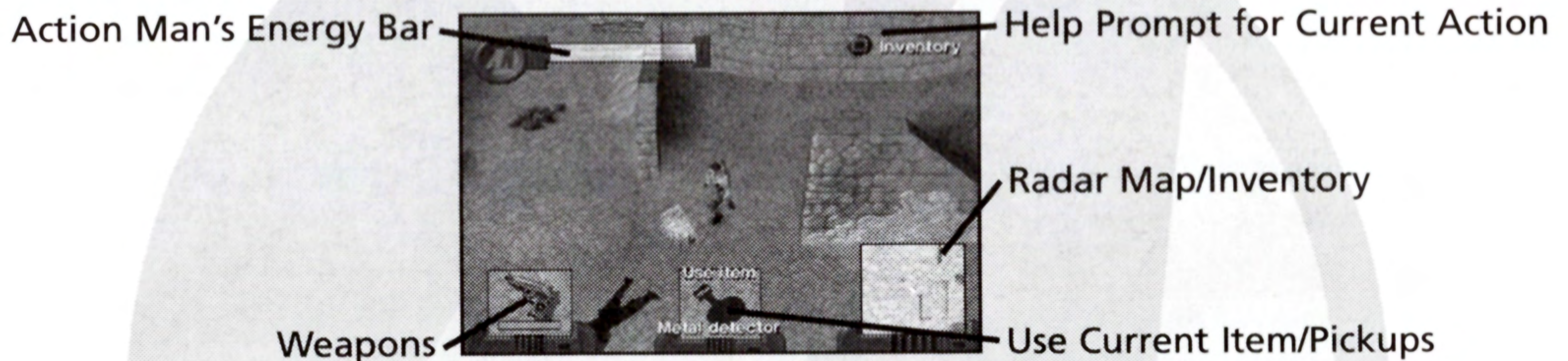
**WARNING!** There is no game save in the vehicle sections. You must complete the objectives in a single turn! If you fail in your mission you must restart. Once you have defeated all enemies and completed all objectives you will face a final boss. If you are defeated while facing the boss character, your mission will restart at the beginning of the boss section.

If you are defeated during a vehicle section you will have 10 seconds to press the **✕** button to continue the level.



# ACTION LEVELS

The Action levels allow you to take control of Action Man himself as he investigates the murky underworld his enemies inhabit. Robot warriors, mutant plants and deadly insects are just a few of the surprises awaiting him. Action Man's strength and resourcefulness will be severely tested as he battles to stop Doctor X and his cohorts.



## Controls Summary

Directional buttons

Left stick

START button

SELECT button

L1 button

L2 button

R1 button

R2 button

✕ button

■ button

● button

Move

Move

Pause Menu/Mission Objectives

Map Screen

Sniper Mode Zoom Out

(Held down) Walk

Sniper Mode Zoom In

(Held down) Look Around

Action/Attack/Fire

Weapons/Inventory (includes Save Game)

Single Jump x 1; or Double Jump x 2



In the boss sections, in the Action levels, some weapons will require you to hold down the ✖ (fire) button to lock onto a specific target. Hold down the ✖ button until the target changes to the red lock-on mode and then release the button to fire the weapon. This will be indicated by an on-screen help prompt when necessary.

Keep an eye on Action Man's energy bar. If it gets too low it will start to flash red and Action Man will be in danger of being captured by Doctor X or one of his many cohorts.

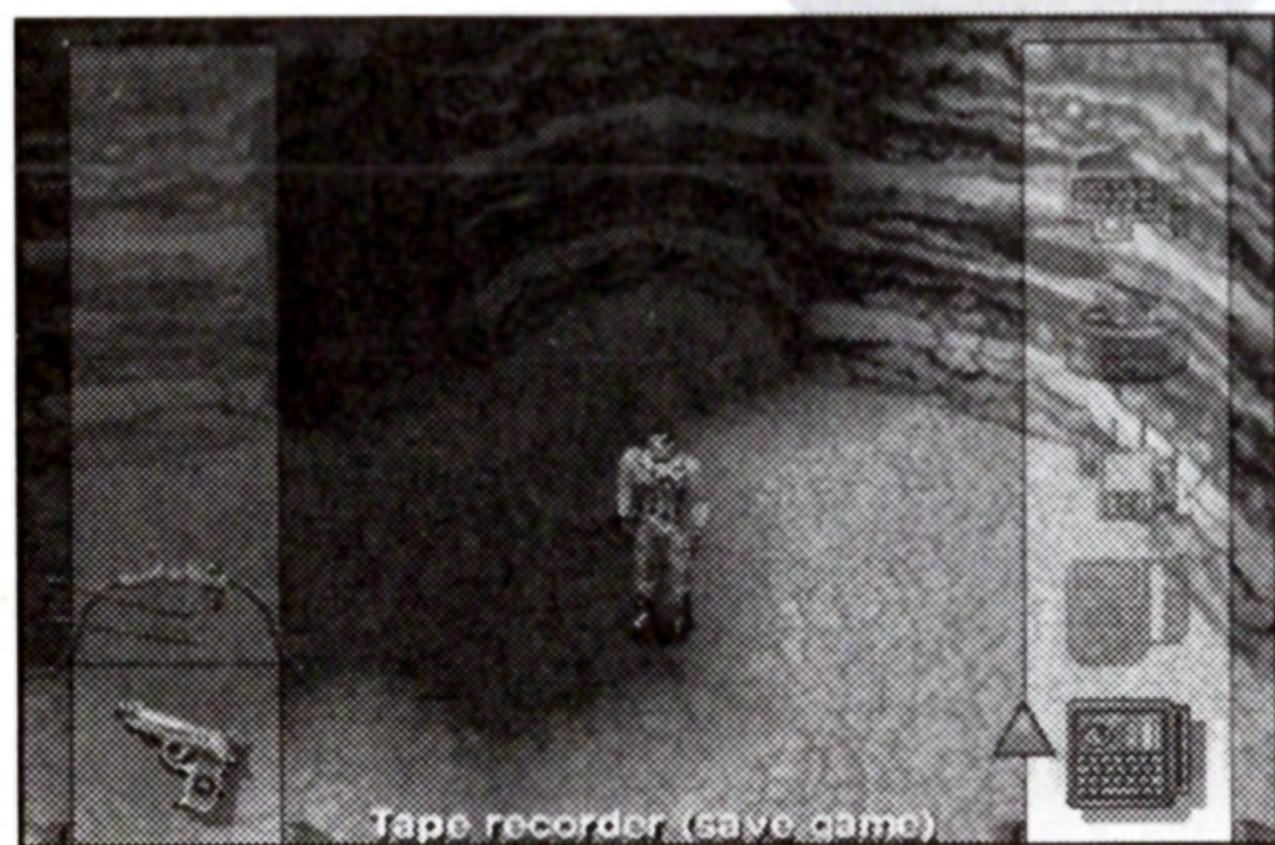
If you are captured in the Action levels you will have 30 seconds to press the ✖ button to continue the level.

Whenever there is a special action that can be performed, you'll be shown a help prompt at the top-right of the screen. It shows a single word summary of the appropriate action that will be carried out if the ✖ button is pressed (e.g. ✖ activate).

The radar map will point out where enemies are located and help you find your way through the level (also see *Map Screen* on page 14).

Throughout the Action levels of the game Action Man will need to use a variety of weapons and gadgets to solve his mission objectives. Some of these will already be in his possession at the start of a mission, others need to be collected as you progress through the levels (see *Inventory* on page 15).

### **Saving Action Levels**



- Press the ■ button to access the Inventory.
- Select the Tape Recorder (Save Game) option.
- Follow all on-screen instructions.



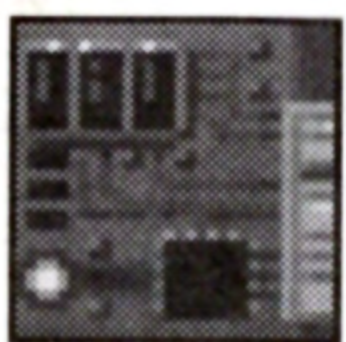
## Action Level Pickups



Picking up these Health Packs will help restore any energy loss that has been inflicted on Action Man.



Collect Power Points throughout all the levels for special bonuses. These also provide Action Man with a limited amount of health.



Throughout the Action Levels you will have to collect a number of Code Pieces. These could be lying around in the game world or they might be held by an enemy.



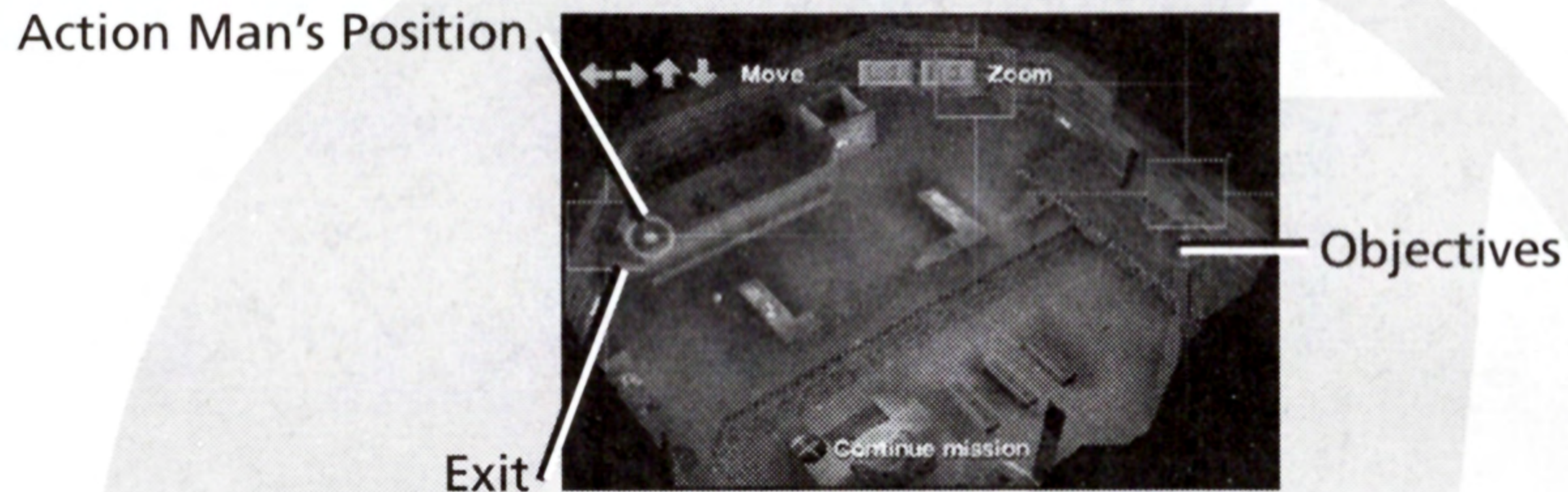
At times you will have to collect other weapons and gadgets to help Action Man complete his mission objectives. These are four of them.





## MAP SCREEN

As well as the small radar map that's permanently on the screen, pressing the SELECT button during the game will show a more detailed map of your current location.



Action Man's current position is indicated by a pulsating dot on the Map Screen.

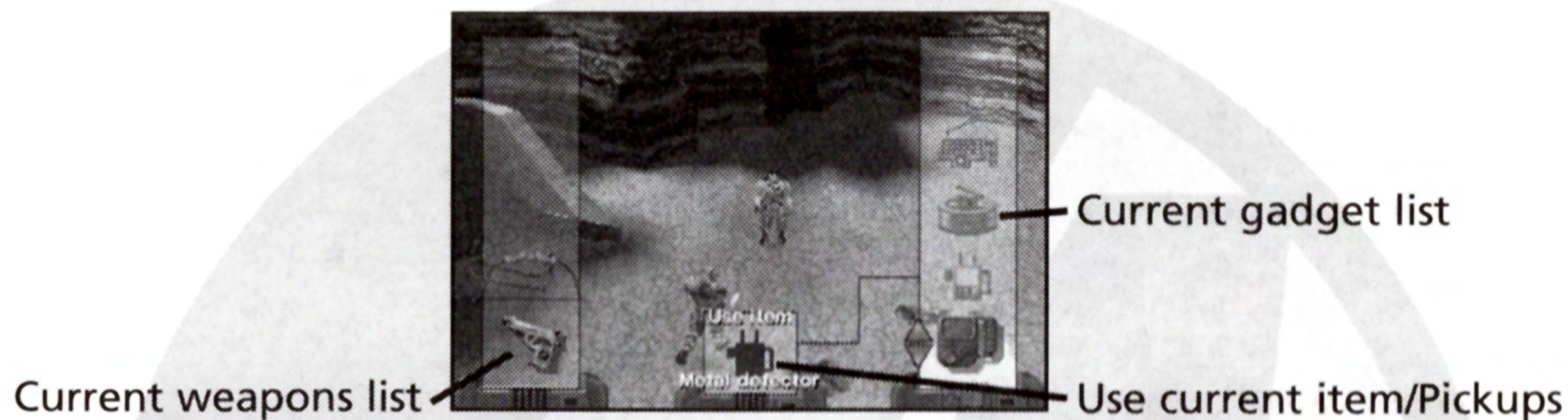
Any objectives that must be completed within the current environment are indicated by a green flashing dot on the Map Screen.

The exit from the current environment is indicated by a flashing white square.

- You can rotate or tilt the map by using the directional buttons.
- You can also zoom in and out of the map by using the **L1** and **R1** buttons.
- Press the **X** button to return to the game.



# INVENTORY



Whenever you need a particular item to complete a mission, you will see a "grayed out" picture of the object in the middle section of the screen display.

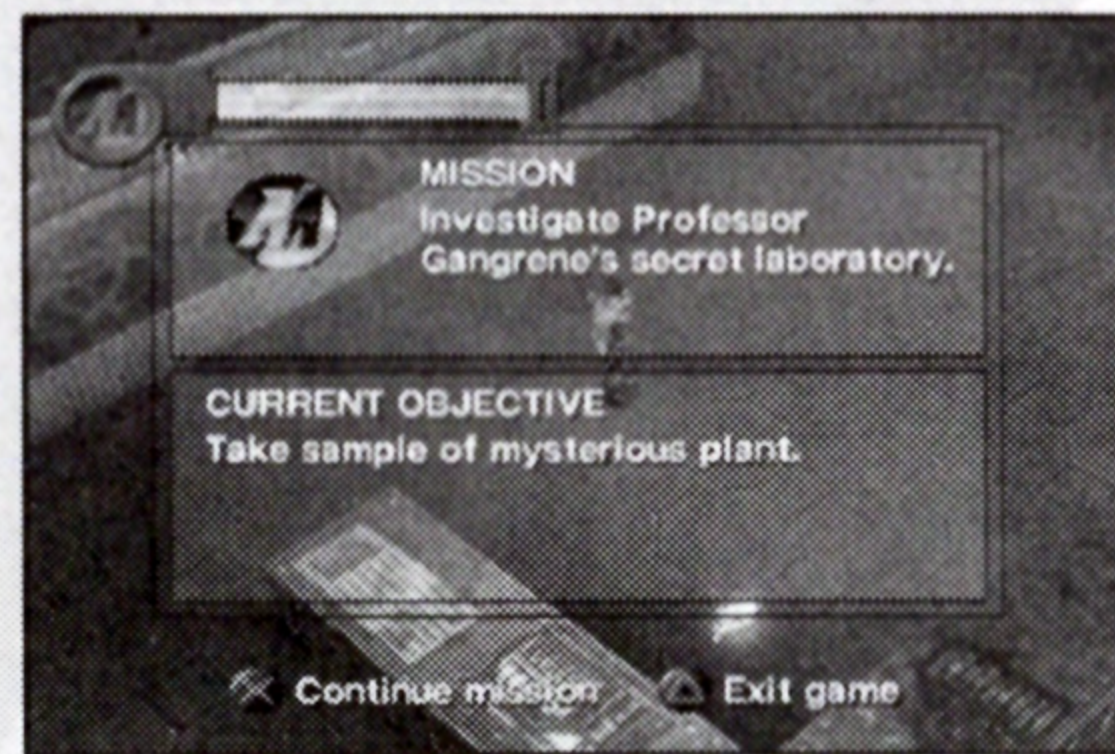
- To access Action Man's inventory press the ■ button. This will bring up the gadget and weapons list.
- Select an item using the UP or DOWN directional buttons and then press the ✕ button.
- Press the ▲ button to make Action Man hold the selected weapon and again to put it away.

Remember that the tape recorder in the inventory can be used to save the game, if you have a Memory Card inserted (see "Getting Started" previously).



## THE PAUSE MENU

Throughout the game, pressing the START button will open the Action Man Pause Menu. The actual contents of the Pause Menu will change according to where you are in the game, and what you've got connected. But here is an example of an options screen you might encounter during the game.



Action Man Pause Menu

To speed up the mission briefing, hold down the **X** button, then press the **X** button again to continue the mission.

You can return back to the apartment from the Pause Menu. Remember to save your game using the tape recorder (Save Game option) in the inventory before returning to the apartment.

All option menus will have a help menu at the bottom of the screen reminding you of the buttons to press.

### **Boss Sections**

Your inventory in boss sections in the Action levels will not always be available, but you will be provided with the weapon or gadget you need to defeat each boss.



## **HASBRO INTERACTIVE'S WEB SITES**

Hasbro Interactive has exciting, full and active web sites dedicated to ensure you get the most out of your new game. You can visit us at:

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- Hints and Tips
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If you enjoyed this product and would like to purchase other great Hasbro Interactive products online, stop by the ONLINE STORE for convenient shopping from home. Purchasers must be 18 years or older or have parent's permission.

### **CHECK OUT THE OFFICIAL ACTION MAN WEB SITE!**

**<http://www.actionman.com>**



## **TECHNICAL SUPPORT**

If you are having technical difficulties with the *Action Man: Operation Extreme* PlayStation® game, and need to call Technical Support, please have the correct name of the game available (and be ready to take notes).

For telephone technical support, please call **(410) 568-2377**. Support hours are from 8:00 a.m. to 12:00 midnight, Eastern Standard Time, Monday through Friday, and from 8:00 a.m. to 8:00 p.m., Eastern Standard Time, Saturday and Sunday, holidays excluded. No game hints will be given through this number.

You may also communicate with our technical support via the Internet at:

**<http://support.hasbro.com>**

This site contains an up-to-date interactive knowledge base and email contacts for technical support.

For information about any Hasbro Interactive product, please visit our main web site at:

**<http://www.hasbro-interactive.com>**



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If you believe you have found any such error or defect in the Game during the warranty period, (i) if you are in the United States, call Hasbro Interactive's Consumer Affairs Department at 800-683-5847 between the hours of 8:00 a.m. and 4:45 p.m. Monday through Friday (Eastern Time), holidays excluded, and provide your Product number; or (ii) if you are outside the United States, send your original Game to Hasbro Interactive at Caswell Way, Newport, Gwent, NP9 0YH, United Kingdom; together with a dated proof of purchase, your Product number, a brief description of such error or defect and the address to which it is to be returned. If you have a problem resulting from a manufacturing defect in the Game, Hasbro Interactive's entire liability and Your exclusive remedy for breach of this limited warranty shall be the replacement of the



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Action Man™ Operation Extreme™

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