



PlayStation

NTSC U/C

PlayStation®

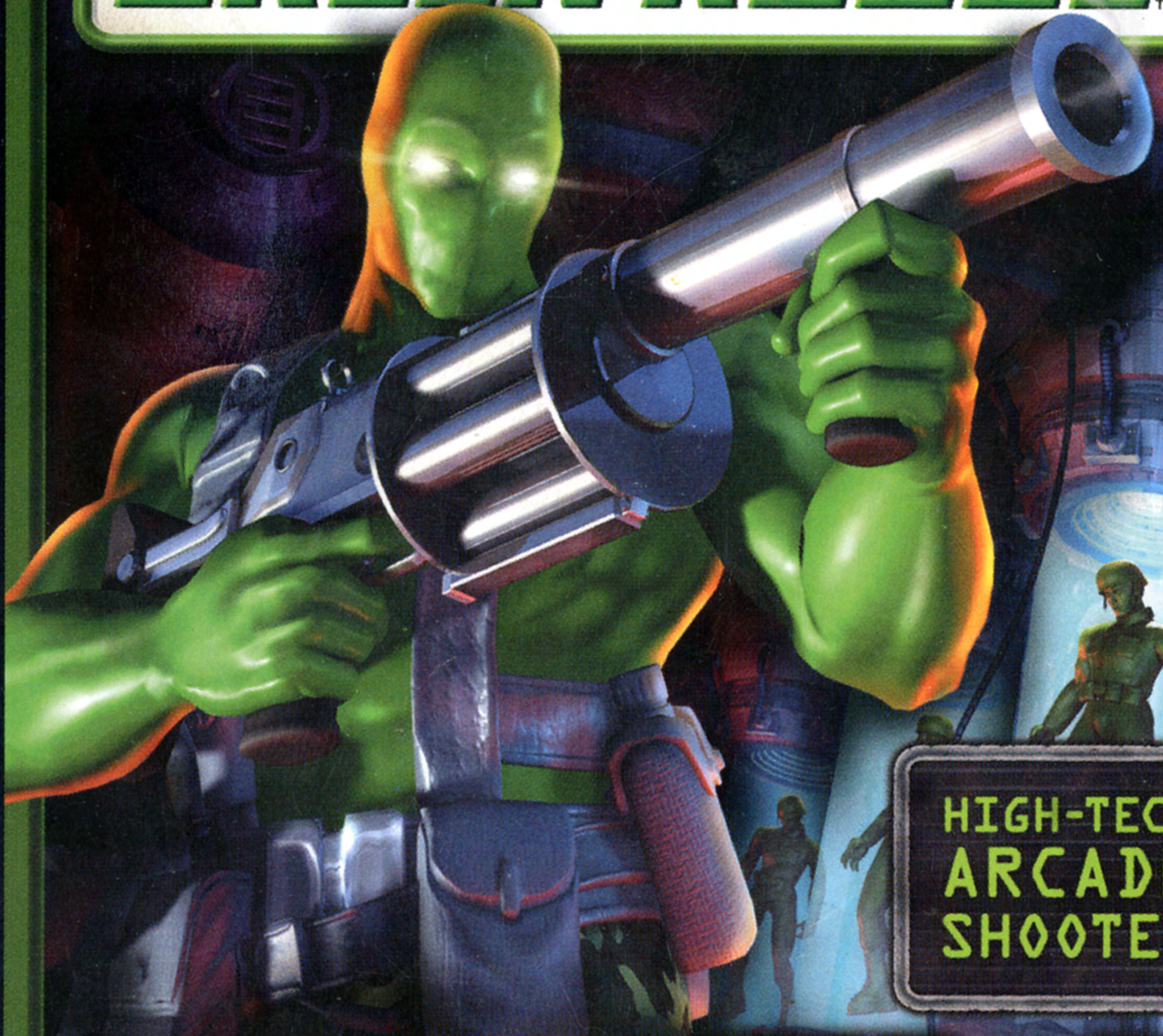


CONTENT RATED BY
ESRB

SLUS-01330
PMN-5191-151

ARMY MEN®

GREEN ROGUE™



HIGH-TECH
ARCADE
SHOOTER

REAL COMBAT. PLASTIC MEN.®

3DO™

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.

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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 products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

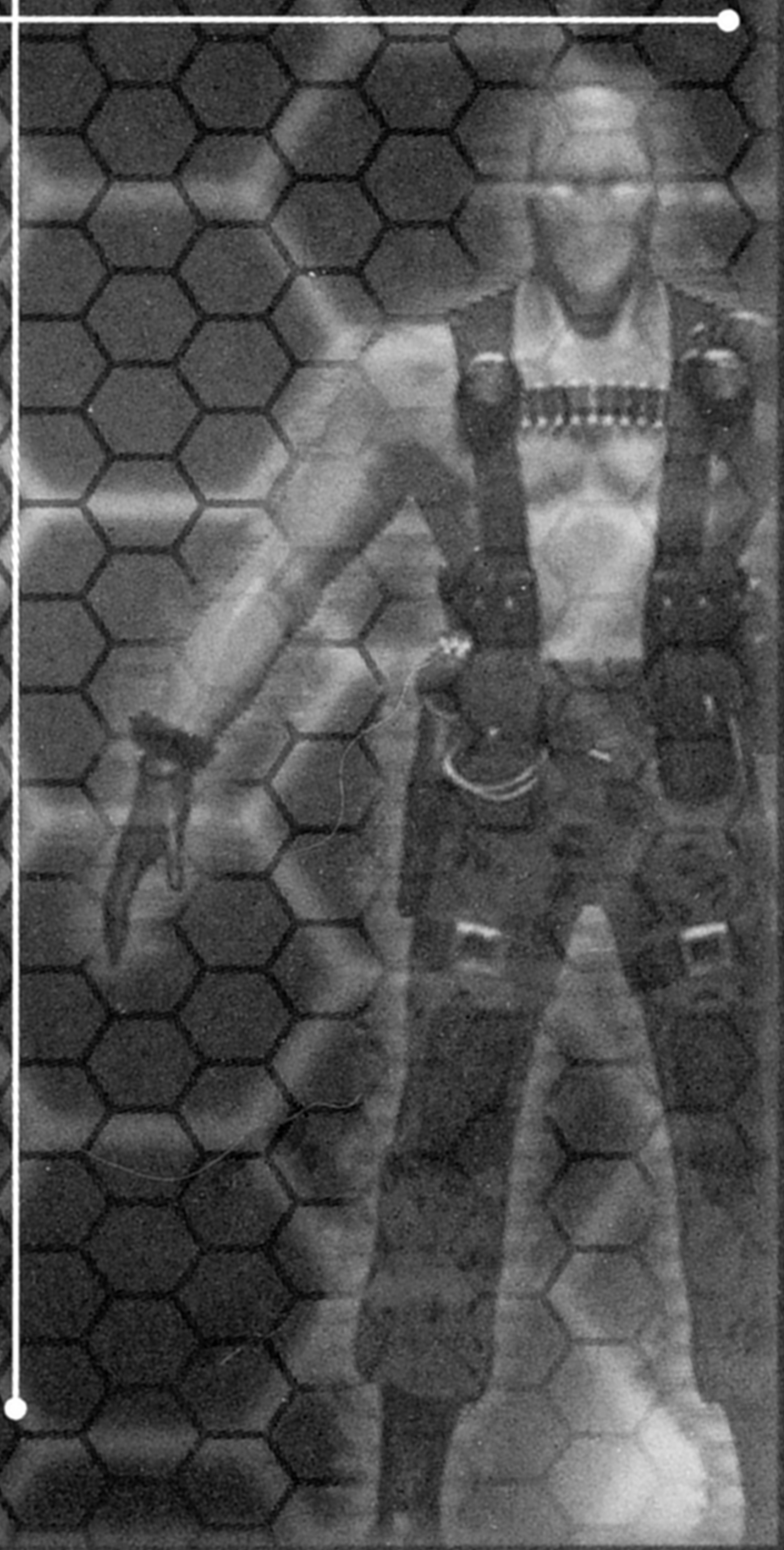
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc 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.

EXPLORING . . .

**ARMY MEN®:
GREEN ROGUE™
INSTRUCTIONAL MANUAL**

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TRAINING
SECTION**

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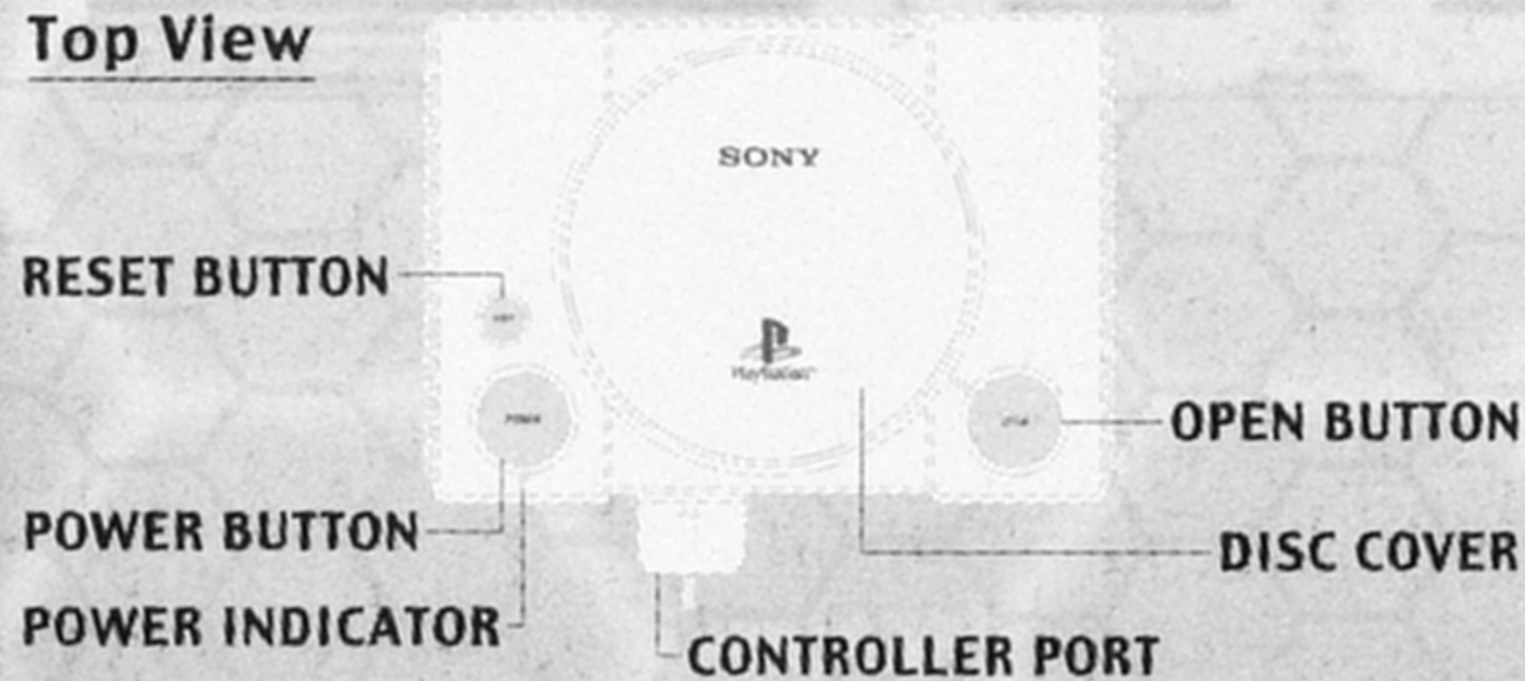


GETTING STARTED

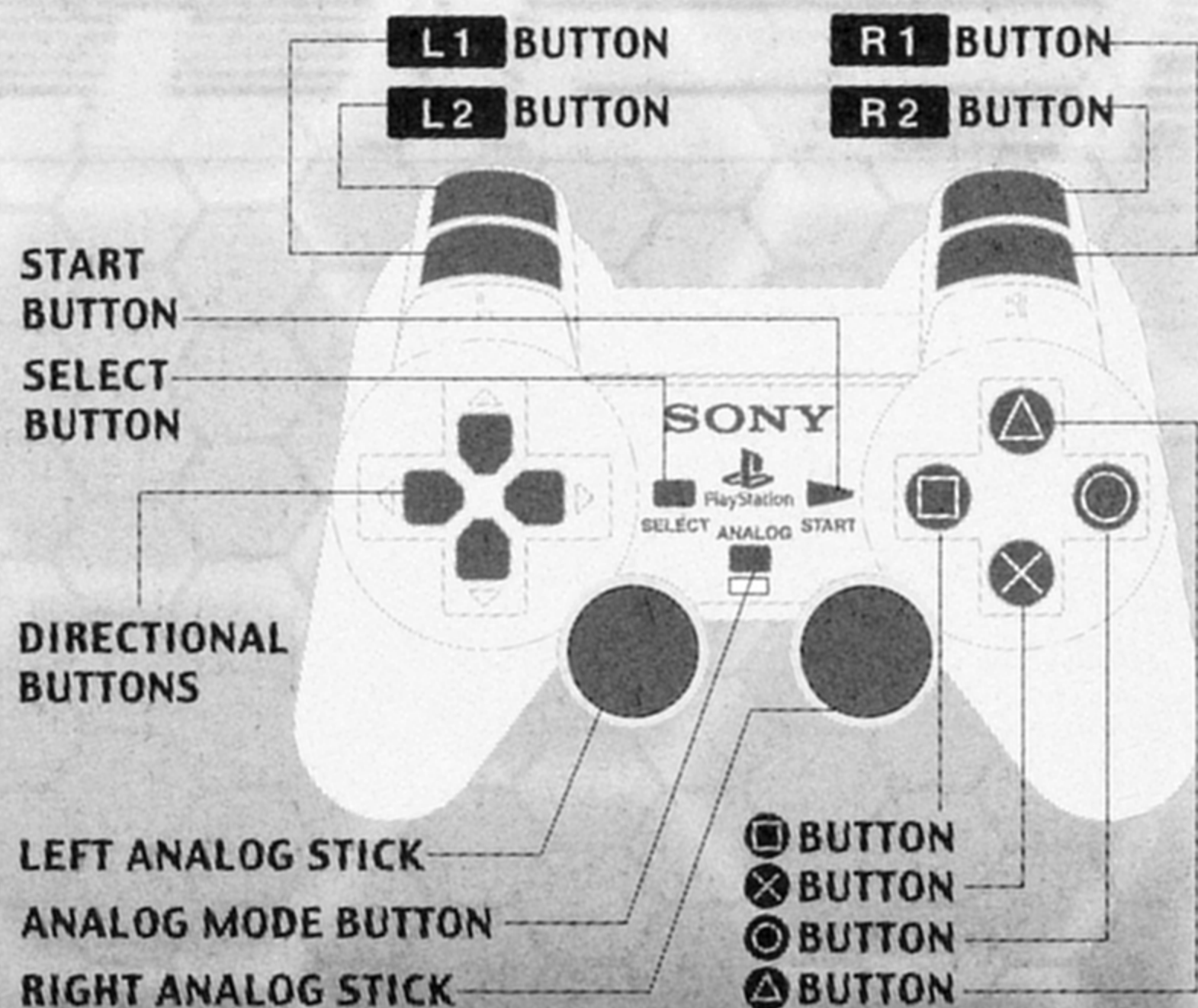
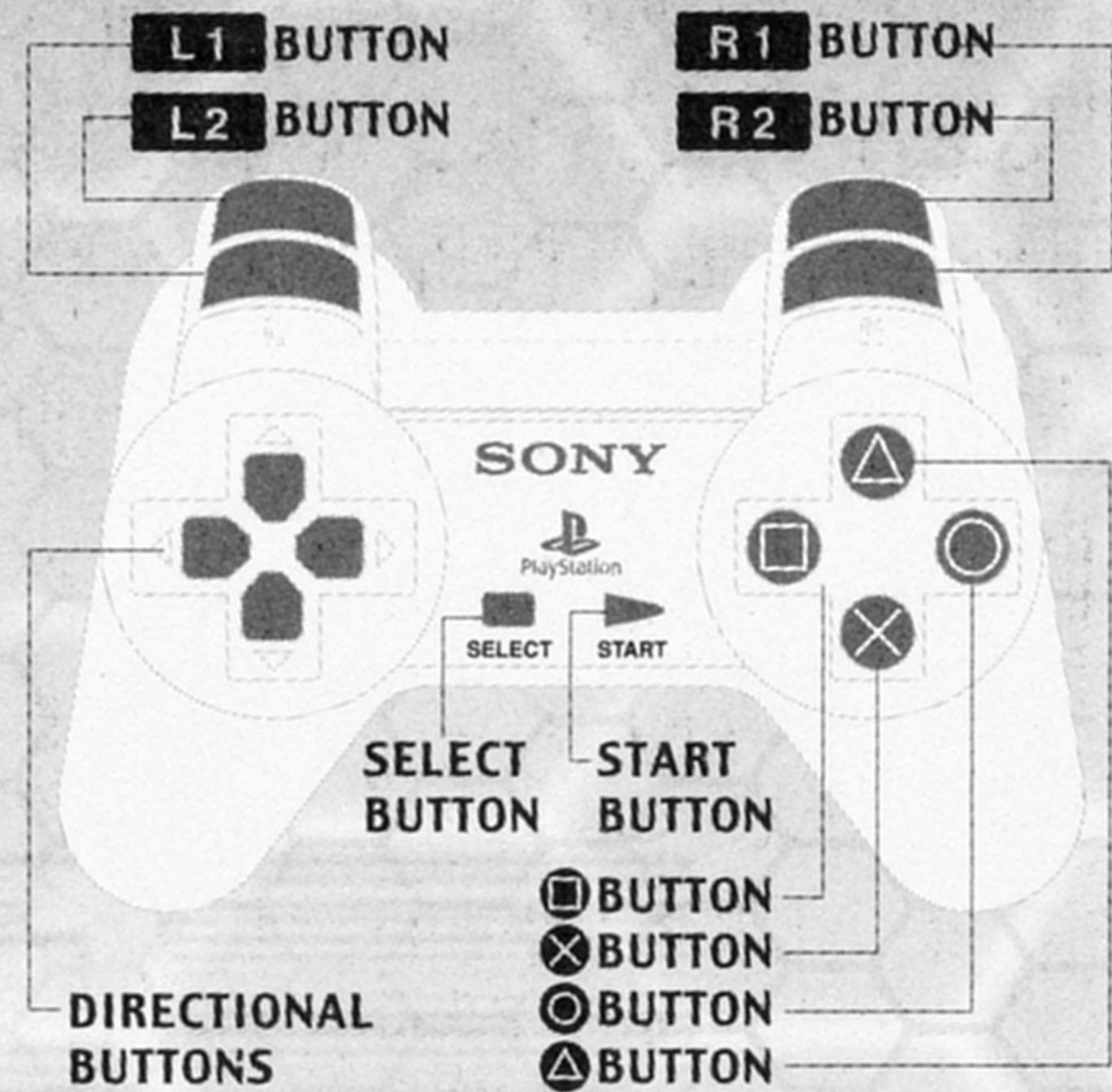
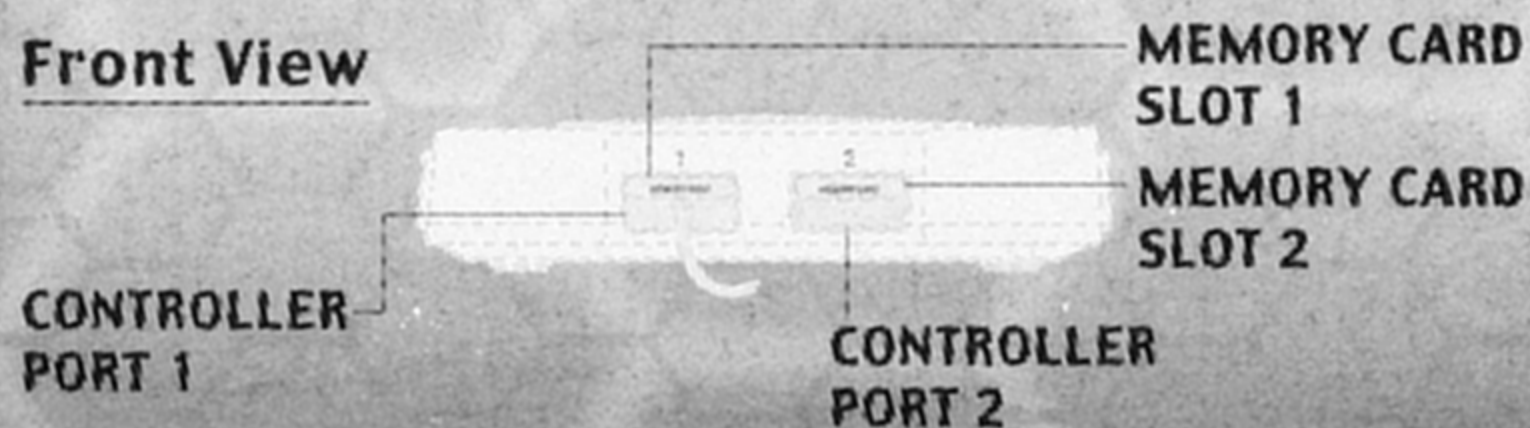
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Army Men®: Green Rogue™ disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

If you wish to load or save information during gameplay, insert a MEMORY CARD, with at least 1 free MEMORY CARD block, into MEMORY CARD slot 1. View sections later in this manual for more details. It is advised that you do not insert or remove peripherals or MEMORY CARDS once the power has been turned on.

Top View



Front View



THE CREATION OF OMEGA SOLDIER

G.A.A.R.D. (Green Army Advanced Research Division) Chief Scientist's Journal

9/21 02:08 hrs. Omega Soldier thriving; completed 12th developmental stage 31 min ahead of schedule. My superior's ideas again prove to be revolutionary...and controversial.

Colonel Grimm thought it was reckless of him to harvest genetic material from Sarge and the other members of Bravo Company to create Omega Soldier. I had my doubts - a supersoldier who would possess the battle instincts and skills of those brave soldiers? And possibly have transformative abilities unlike any other man?

But these are desperate times. This war of attrition with the Tan Army must end; the cost in tears and plastic is just too high. Every few weeks, Plastro obtains a new monster toy, signs a new treaty with the Blue Army, or buys more arms from the Gray Nation...

9/25 20:49 hrs. Perhaps I was too emphatic at the Defense Council about Omega Soldier's capabilities - and about his unpredictability. Not even his creator, Mr. X, knows what his mental state will be, especially when he is first released from his die-cast mold. He has no family, no friends, possibly even no memories. He will have awesome power, but I pity him.

And what if he cannot be trusted? I believed it was a question that had to be voiced, but I posed it all too clearly to the Army's officers. I suspect Mr. X is in a foul mood.

10/2 14:12 hrs. Omega Soldier's mold has been prepped for transport. It's not safe to move him, but Grimm assured us it's less safe to keep him here. Oh - the jeep's waiting. See you at the base, Omega Soldier.

CONTROLS

DEFAULT CONTROLS FOR OMEGA SOLDIER

DUALSHOCK™ ANALOG CONTROLLER

LEFT OR RIGHT ANALOG STICK / DIRECTIONAL BUTTONS

Move Omega Soldier All Directions

L1 BUTTON

Bio-Strike

R1 BUTTON

Bio-Strike

□ △ ○ BUTTON

Select Weapon




× BUTTON

Fire Weapon

START BUTTON

Pause

MAIN MENU

The Main Menu screen will be displayed after the Title screen. Press the  or  directional button to highlight your selection and then press the  button to make the selection. Select one of the following from the Main Menu:



NEW GAME

1 PLAYER

You play as Omega Soldier.

2 PLAYERS

Each player plays as an Omega Soldier simultaneously on one screen.

BOOTCAMP

A special environment for learning how to control Omega Soldier.

LOAD GAME

Load a previously saved game from your memory card.




OPTIONS

Change the default settings of the game and view previews and credits.

SCOREBOARD

View the top ten 1 player and 2 player scores.

OPTIONS MENU

Press the  or  directional button to highlight a selection and then press the  button to make the selection.







DIFFICULTY

Select between three game difficulty settings: Easy, Normal, or Hard.





AUDIO

Adjust the music and sound effects volumes.

CONTROLLER 1

Select one of three different Controller configurations using the  or  directional button. Select Vibration ON or OFF for Player 1's Controller using the  or  directional button.

CONTROLLER 2

Select one of three different Controller configurations using the  or  directional button. Select Vibration ON or OFF for Player 2's Controller using the  or  directional button.

VIEW MOVIES

Take a look at other great games from The 3DO Company!

CREDITS

See the names of the people who created this game.

PLAYER NAME ENTRY

You can enter your name (up to 7 characters). Select a letter by using the ◀ and ▶ directional buttons. To change a letter, use the ▲ and ▼ directional buttons. Once you have entered your name, the game will begin. Press the ⊗ button when finished. Your next step is to select your mission.

ENTER YOUR NAME:

OMEGA

UP/DOWN DIRECTIONAL BUTTONS:
CHOOSE LETTER
PRESS THE X BUTTON WHEN DONE

⊗ DONE

⏪ GO BACK

SELECT MISSION

Select the level you wish to play by pressing the ▲ or ▼ directional button to scroll through levels. Press the ⊗ button to confirm your choice.

You may go back and replay any previously completed level. Collect more Medals and achieve a higher score!

BEACH FRONT

TROPICAL DUNES

SCORE

0






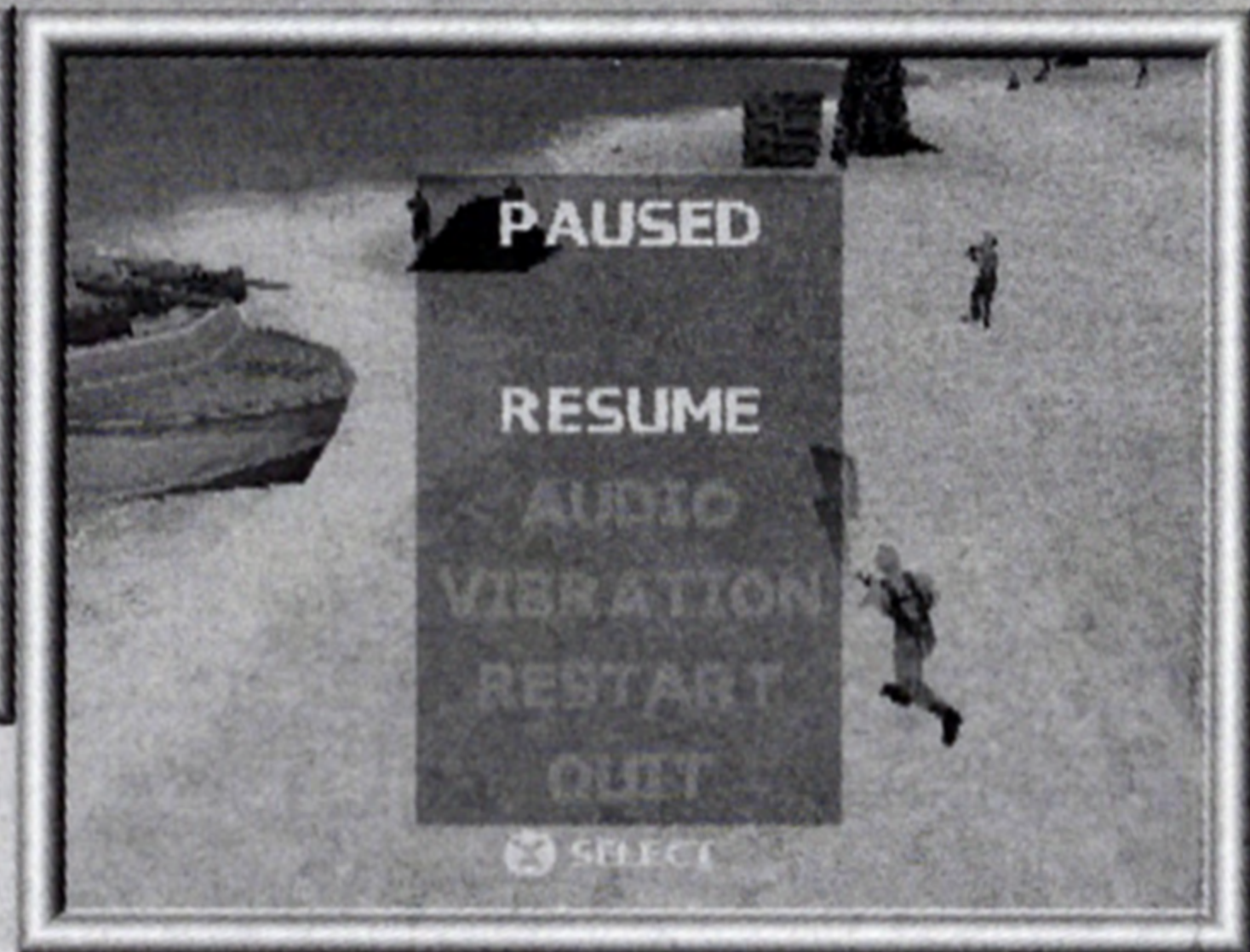
⊗ SELECT

⏪ GO BACK

NOTE: All Medals earned will be retained, even if you replay a level, during continuous play, or after saving. Upon replay, scores will only reflect improvement to your previous score.

PAUSE MENU

During gameplay, press the START button to bring up the Pause Menu. Press the  or  directional button to highlight a selection and then press the  button to make the selection.





RESUME

Continue playing the game.

AUDIO

Adjust the music and sound effects volumes.

VIBRATION

Use the  or  directional button to choose either ON or OFF.

RESTART

Restarts the current level from the beginning.

QUIT

Quit the game and return to the Main Menu.

GAME SCREEN

The following game status information is displayed while playing the game.



NOTE: While in cooperative play, scores and lives are combined.

SCORE

Your current score. The score increases by shooting enemy units and picking up power-ups.

HEALTH BAR

Shows the remaining health for the Omega Soldier. When the Health Bar is empty, you will lose one life.

LIVES

You begin the game with three lives.

BIO-STRIKE

This icon shows the status of the Bio-Strike.

WEAPON

This icon represents the weapon that the player is currently using.

CHARACTERS

The history of war between the Green and Tan Nations has been long and trying. Although courageous in their struggle for justice, the Green Army has been without a clear course to victory for some time. The following characters have taken it upon themselves to lead their people to victory – or total domination.



OMEGA SOLDIER

The product of G.A.A.R.D.'s most advanced research, Omega Soldier represents a new era in the Green Nation's long struggle for peace. His biogenetic composition gives him an ability that other soldiers in the Green Army do not possess. The following ability is associated with the Omega Soldier:

THE BIO-STRIKE

In times of great peril, Omega Soldier has been genetically enhanced to use his living energy as a weapon. This effect, dubbed a "Bio-Strike" by G.A.A.R.D. researchers, causes rays of energy to radiate from his body and quickly expand, damaging most anything in their wakes.

(See the "WEAPONS" section for more details on how the Bio-Strike works.)

MR. X

The mysterious and elusive head of G.A.A.R.D.'s research laboratory, Mr. X was the most vocal advocate of the Omega Soldier Project. He believes his genetic experimentation will give the Green Army an edge over the Tan on the battlefield.

COLONEL GRIMM

The heroic military leader of the Green Nation, Colonel Grimm is suspicious of experimenting on plastic soldiers and prefers to fight his battles the old-fashioned way.

PLASTRO

Dictator and leader of the Tan Army, Plastro has suffered numerous losses in the past. But a recent string of victories, as well as a secret strategic manufacturing plan, has given him the confidence that he can eliminate the Green Army once and for all.

WEAPONS

Skilled in all four categories of combat weapons, Omega Soldier's arsenal is as deadly as it is vast. Every weapon category has three levels of strength, which can be upgraded by collecting weapon power-ups. Omega Soldier starts the game with a level 1 Rifle and level 1 Grenade.

RIFLE

The mainstay of any good soldier, Omega Soldier begins the game with a standard Rifle. By picking up the Rifle weapon power-up, Omega Soldier's Rifle will upgrade and become more powerful. The upgraded Rifle weapon delivers more damage and has a higher firing rate. No weapon fires as many projectiles so quickly. At the higher states, the Rifle weapon is highly effective against multiple enemy units. However, Rifles are not the ideal weapon against vehicles.

RIFLE

This Rifle is standard issue.



SUBMACHINE GUN

The Submachine Gun has a higher rate of fire than the Rifle.

ANTI-PERSONNEL MACHINE GUN

This weapon is much like a Submachine Gun but has a wider spread of fire.

GRENADE

Grenades explode on contact, inflicting damage in a circular area. By picking up the Grenade power-up, Omega Soldier will be equipped with more powerful Grenades. The Grenade is highly effective against clustered enemy infantry, vehicles, and for getting to enemy units behind cover objects. With the blast explosion effect, the Grenade is a very forgiving weapon to use. The distance the Grenade is thrown can be increased by holding the  button down longer. Release the  button when the targeting reticle is positioned on the target.

GRENADE

Inflicts damage to target upon impact.

MEGA GRENADE

The Mega Grenade has a greater blast area than the standard issue Grenade.

CLUSTER GRENADE

The Cluster Grenade creates more damage by launching three additional Grenades upon impact.

BAZOOKA

Rockets are fired out of a heavy-duty Bazooka. They travel in a straight line and explode on impact. Much like the Grenades, the Rockets have a blast radius that can affect enemy units not directly hit by the Rocket itself. Because of this, you don't have to be a perfect shot. Though it may be a challenge to hit individual troops, the Bazooka is deadly against groups and against vehicles.

STANDARD BAZOOKA

The standard military issue. This weapon fires a Rocket projectile that travels until connecting with a unit or object, and then explodes, damaging all units or objects within the blast radius.

HIGH-POWERED BAZOOKA

The Rockets fired from the High-Powered Bazooka inflict more damage and fire faster than the Standard Bazooka.

TRIPLE BARRELED BAZOOKA

Launches three High-Powered Bazooka Rockets. The Rockets travel parallel to each other until colliding with a target.

FLAMETHROWER

One of the most hazardous weapons a plastic soldier could handle, the Flamethrower spits out scorching fire that burns almost anything in its path. The variety of the Flamethrower weapons provides Omega Soldier with many ways to melt and torch enemy units. The Flamethrower has a shorter range than the other weapon types. However, the fire from the Flamethrower is very deadly. Any enemy unit hit by it usually ends up as a melted pool of plastic.

FLAMETHROWER

The Flamethrower fires a continuous stream of flame.

BOOSTED FLAMETHROWER

This weapon fires a longer and wider stream of flame.

SPREAD FIRE FLAMETHROWER

The Spread Fire Flamethrower weapon releases the largest stream of flame. This weapon has a slightly longer range than the other Flamethrowers.

BIO-STRIKE



The Bio-Strike ability has three levels of power. Each time a Bio-Strike power-up is collected, the energy blast that Omega Soldier will emit becomes more powerful. The Bio-Strike can be triggered at any energy level, but will completely deplete all of Omega Soldier's stored energy. You will need to collect more power-ups to begin building it up again.

If you collect more than three Bio-Strike power-ups, you can begin storing energy for a second Bio-Strike. You can have a maximum of two fully charged Bio-Strikes.

POWER LEVELS:

LEVEL 1 – ENERGY STRIKE

LEVEL 2 – EXPANDED ENERGY STRIKE

LEVEL 3 – NUCLEAR STRIKE

POWER-UPS

Other than providing Omega Soldier with weapons and upgrades, power-ups will provide invulnerability, health and extra lives. Collecting power-ups is critical if Omega Soldier is to survive in Tan territory.

When you lose a life, you also lose one upgrade of each weapon.

WEAPONS

Upgrades the weapon in use.



BIO-STRIKE

Upgrades the power level of the Bio-Strike weapon.



HEALTH

Gives Omega Soldier extra health.



EXTRA LIFE

Gives Omega Soldier one more life.



INVULNERABILITY

Causes Omega Soldier to glow and become temporarily invulnerable.



ENEMY UNITS

The soldiers of the Tan Army are Omega Soldier's primary enemy.

INFANTRY

RIFLEMEN

These soldiers carry Rifles and are determined to find and take out Omega Soldier.

GRENADIERS

These plastic soldiers are experts with Grenades. Grenade explosions can be lethal either by getting hit directly, or by getting hit by their explosive blast.

BAZOOKA MEN

These units are well-trained with the Bazooka. One Bazooka Rocket can sometimes stop Omega Soldier cold.

FLAMETHROWER MEN

These units use the Flamethrower to sweep through enemy troops.

VEHICLES

TANK

The Tank is a moderately paced vehicle. Its main gun fires a powerful explosive projectile. It will also run you over if you stay in its path!

JEEP

The jeep is quicker and more agile than the Tank. It is equipped with a Machine Gun.

PT BOAT

This vehicle is a force in water. It is equipped with a Machine Gun.

FIGHTER AIRCRAFT

These aircraft will shoot at Omega Soldier as they fly overhead.

HELICOPTER

Helicopters transport Tan infantry to the battlefield. Riflemen will shoot at Omega Soldier from the helicopter when in flight.

BOSSSES

At the end of some missions, Omega Soldier will encounter a diabolical Boss toy. Plastro has brought each Boss over from the Real World using a portal between his world and ours. These Bosses represent the greatest challenge to Omega Soldier's mission, as each has been instructed to stop at nothing to defeat him.



THERE ARE FOUR DIFFERENT BOSSES.

STATUS SCREEN

After completing a level, the Status screen will show your level score, your total score and the Medals you have earned. After viewing this screen you will be prompted to save the game to your memory card.



CROSS OF GLORY

NUMBER OF TAN UNITS KILLED (77)
VS. TOTAL NUMBER OF TAN UNITS (89)
EFFICIENCY 86%



GREEN STAR

FOR COMPLETING A LEVEL
WITHOUT DYING

TOTAL SCORE

22100

LEVEL SCORE

22100

X SELECT

MEDALS

Medals are awarded after each level of the game for outstanding achievements. There are three different types of Medals:

CROSS OF GLORY

This Medal is awarded for defeating a high percentage of the Tan units encountered.



THE GREEN STAR

This Medal is awarded for every level completed without losing a life.



BOSS

This Medal is an example of one of the four different Boss Medals that can be earned.





HIGH SCORE SCREEN


When the game is over, if your score is one of the top ten, your score and name will be recorded in the High Score screen.

1 PLAYER

1)	HUNTER	500000
2)	S HANK	450000
3)	RIFF	400000
4)	C GRIMM	350000
5)	MR X	250000
6)	SHRAP	200000
7)	SCORCH	150000
8)	PLASTRO	100000
9)	THICK	75000
10)	HOOVER	50000

 SELECT

 GO BACK

Note: Pressing the  button in the High Score screen will toggle you between 1 player and 2 player high score lists.

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Call (650) 385-3193, Monday through Friday, 9:00am - 12:00 noon and 2:00pm - 5:00pm, Pacific Time; or fax us at (650) 385-3181.

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NOTES



NOTES



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