



PlayStation

®

NTSC U/C

PlayStation<sup>®</sup>



CONTENT RATED BY  
ESRB

SLUS-00781



# SMALL SOLDIERS

TM



ELECTRONIC ARTS™

DREAMWORKS  
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.

## **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.

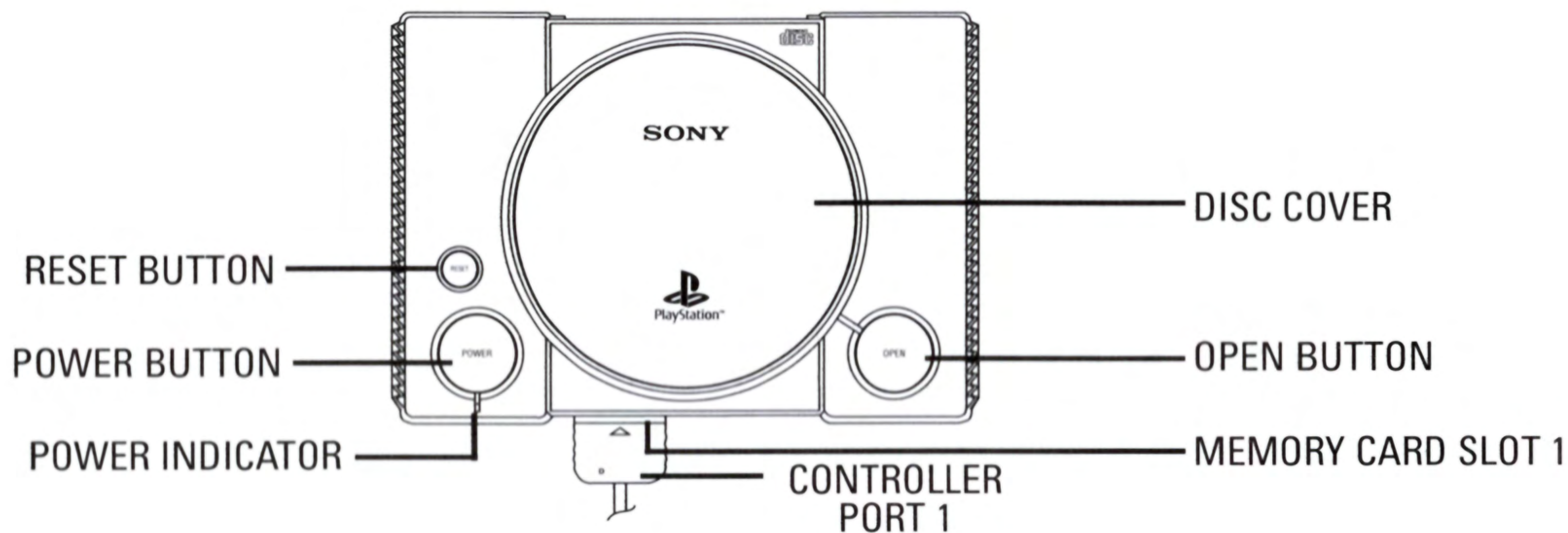
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

# CONTENTS

<b>STARTING THE GAME</b> .....	<b>2</b>
<b>CONTROL SUMMARY</b> .....	<b>3</b>
<b>BASIC GAME CONTROLS</b> .....	<b>4</b>
<b>LET THE BATTLE BEGIN!</b> .....	<b>5</b>
<b>SETTING UP A GAME</b> .....	<b>6</b>
<b>MAIN MENU</b> .....	<b>6</b>
<b>OPTIONS</b> .....	<b>7</b>
<b>PLAYING THE GAME</b> .....	<b>8</b>
<b>GORGONITES</b> .....	<b>8</b>
<b>COMMANDOS</b> .....	<b>11</b>
<b>WEAPONS</b> .....	<b>13</b>
<b>TWO-PLAYER</b> .....	<b>16</b>
<b>SAVING AND LOADING GAMES</b> .....	<b>17</b>
<b>PASSWORD</b> .....	<b>17</b>
<b>SAVED GAMES</b> .....	<b>17</b>
<b>CREDITS</b> .....	<b>18</b>

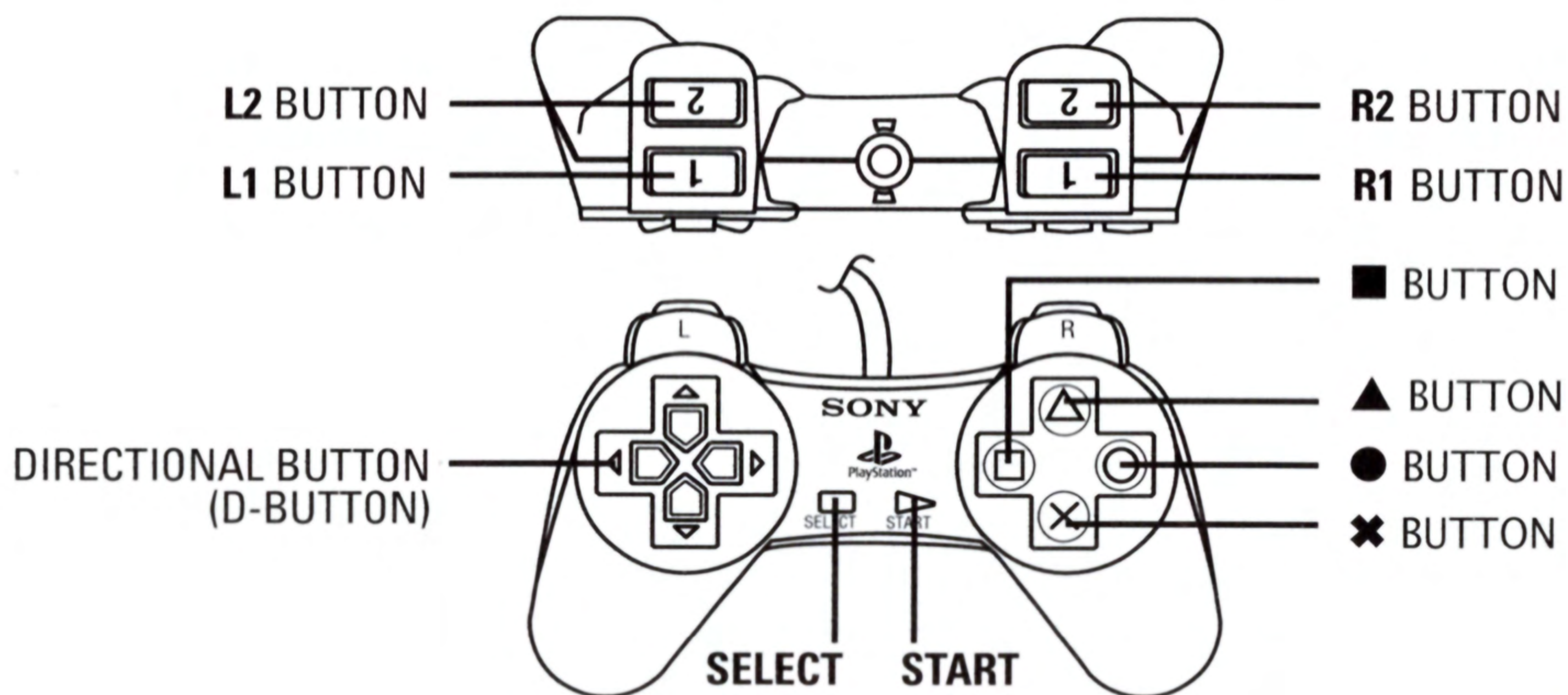
➤ Check out Small Soldiers™ on the web at [www.smallsoldiersgame.com](http://www.smallsoldiersgame.com).

# STARTING THE GAME



1. 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.**
2. Insert the *Small Soldiers*<sup>™</sup> disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation game console.
4. You come to the Main menu (➤ *Main Menu* on p. 6.). Here you can choose which game you wish to play.

# CONTROL SUMMARY



*The Analog controller will only work in analog mode if the light is red.*

# BASIC GAME CONTROLS

<b>Move</b>	<b>D-Button or left stick</b>
<b>Fire</b>	<b>■</b>
<b>Select Special Weapon/Allies</b>	<b>▲</b>
<b>Deploy/Use Special Weapon/Allies</b>	<b>●</b>
<b>Jump</b>	<b>×</b>
<b>Strafe Left/Right</b>	<b>L1/R1</b>
<b>Weapons Select</b>	<b>L2</b>
<b>Aim Weapon/Sniper Mode</b>	<b>R2 + D-Button or left stick</b>
<b>Pause/Quit</b>	<b>START</b>
<b>Change Camera View</b>	<b>SELECT</b>

# LET THE BATTLE BEGIN!

Led by Chip Hazard, the soulless, militaristic Commando Elite has launched a full-scale assault on the realms of Gorgon. Archer, noble leader of the monstrous Gorgonites, has fallen back with the defeat of each of the Gorgonite worlds, and now his most desperate hour has arrived. Archer must repel the invasion, liberate each of the captured realms, and take the battle into Commando space, driving their elite military forces to their war-torn homeworld, where he has to face and defeat Hazard once and for all.

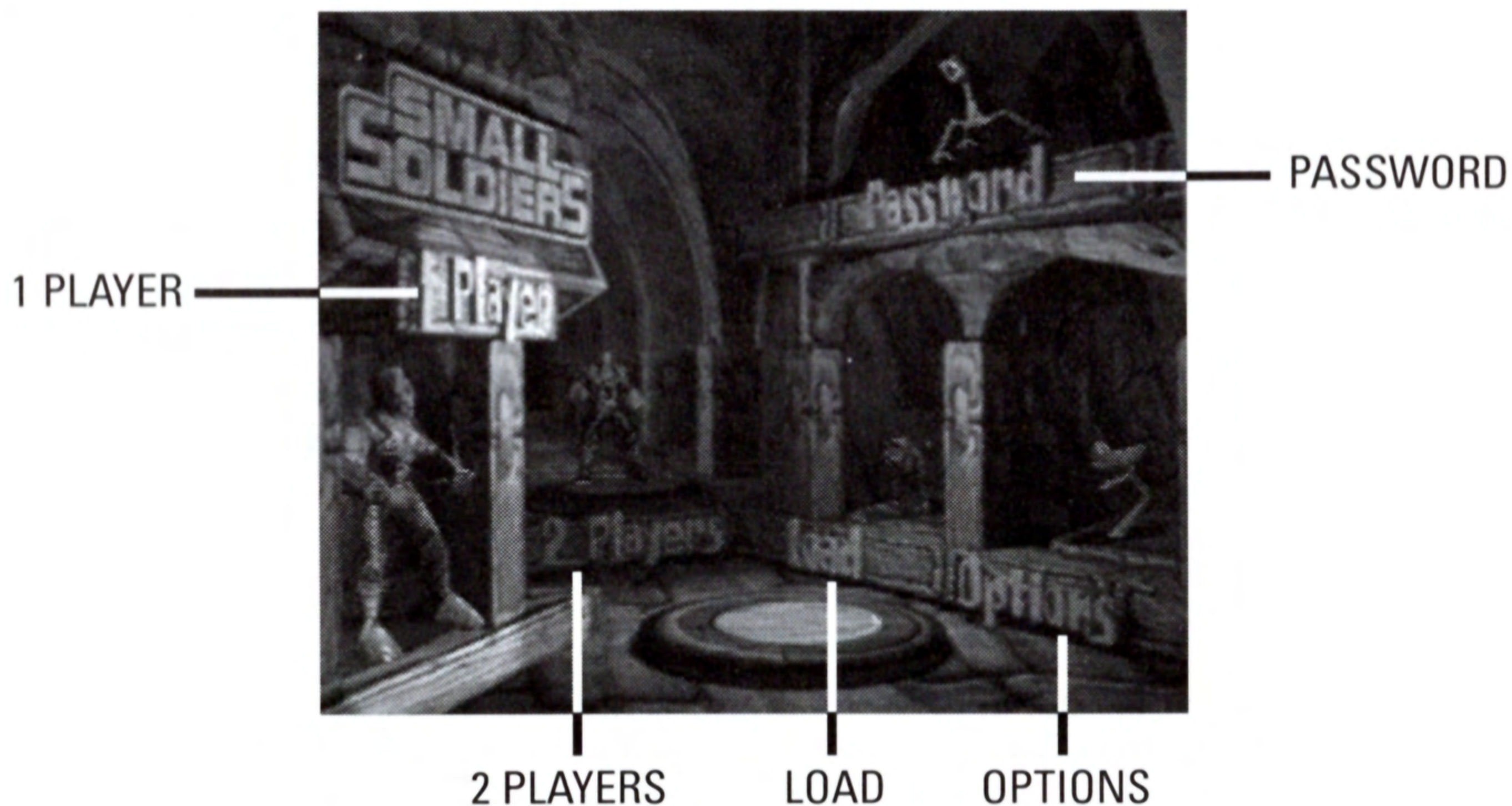
The battle begins on Gorgon, where Hazard's lieutenants have secured the mysterious Gorgonite capital and captured Insaniac, one of Archer's most powerful allies. Yet none of the commandos are prepared for the savage Archer to turn the tide. Let the battle begin!

*Small Soldiers* is a nonstop fast-shooting action game featuring:

- ◆ Fierce combat at breakneck speed
- ◆ 14 addictive 3-D battle zones, from the temples of Gorgon to the wasted landscape of the Commando homeworld
- ◆ Six two-player levels for head-to-head, Archer vs. Chip Hazard warfare
- ◆ 14 devastating weapons
- ◆ Featuring Tommy Lee Jones as the voice of Chip Hazard

# SETTING UP A GAME

## MAIN MENU



### 1 Player

Begin a single player game.

### 2 Players

Begin a two player game (> *Two Player* on p. 16).



*You must have a second controller connected to the controller port 2 to start a two-player game.*

### Load

Load a previously saved game (> *Saving and Loading Games* on p. 17).

### Password

Re-enter a game at the beginning of a level.

### Options

Adjust elements of game play such as difficulty, sound, and controller configurations (> *Options* on p. 7).



# OPTIONS



## CONTROLLER

Adjust the configuration for your controller.

## DIFFICULTY

Choose the difficulty option to set the gameplay challenge level.

## SOUND

Adjust volume levels for music and sound effects.

## CREDITS

View the game credits.

## EXIT

Return to the Main menu.

# PLAYING THE GAME

In *Small Soldiers*, you are Archer, leader of the mighty Gorgonites. The Commandos have invaded your worlds and are looting its resources to drive their massive war effort. It's up to you to rally your allies and take on the enemy! On each of the twenty levels (fourteen in single-player games and six in two-player mode), weapons and special summons for your fellow Gorgonites lie hidden for you to discover. Find the idols needed to release the mystic Chanters, then take the keys to unlock passages throughout the worlds. When a level's objectives are complete, the Chanters summon a dimensional portal which takes you to the next level. Knock out the Commandos and follow the portals' path from Gorgon to Chip Hazard's fleet—and on to the Commando homeworld for their ultimate defeat!

## GORGONITES



### ARCHER

You play Archer, savage warrior and leader of the Gorgonites. Loyal to his planet, he will use all his might to defend his homeworld and his people.



Archer's Gorgonite friends assist him in his battle for peace. Hidden on each level are power-ups that give Archer the power to summon his allies to the fight.



## **PUNCH IT**

Stand clear when Punch It starts to throw his weight around. He's tough as a rhino and has sabre claws that cut through Archer's enemies like butter!



## **INSANIAC**

Insaniac rules! He's got a few screws loose, but when he lets the twisted mojo rip, Commandos start making out their wills.



## **SLAMFIST**

Not the sharpest knife in the drawer, but he's always ready to rumble. With a boulder for a fist, any Commando in his way is between a rock and a hard place.



## **SCRATCH IT**

Punch It's best buddy, a hyper-spaz weasel with frightening dental work, is hell on two legs in battle.



## **NIBBLE**

This flying freak is a mutant menace. With Nibble as your wingman, Commandos are grass—and you're the lawnmower.



## **OCULA**

Nothing gets past her evil eye ... alive.



## **STENCH**

Stench is a real stinker! A walking whoopee cushion, he packs an arsenal of air biscuits that sends Commandos running for cover.



## **CHANTERS**

The mysterious Chanters hold the keys to the Gorgonite realms. Use the keys to unlock the colored gates to get through the levels. When assembled together, the Chanters tap the ether to open portals to other worlds.

# COMMANDOS

These Commandos are the creeps who have trashed Gorgon and are looting its resources. Each one of these guys has his own talents and tactics—watch out for them!



## CHIP HAZARD

Leader of the Commando Elite, Chip Hazard will stop at nothing to defeat his hated rival Archer and crush the Gorgonites. Packing a potent plasma pistol, Hazard wrote the field manual on combat tactics.



## NICK NITRO

Demolitions expert. This bombastic brute loves to launch his high explosives and watch the wreckage. He'll try to keep his distance to lob grenades. Run him down and take him out!



## KIP KILLIGAN

Assassin. He's the psycho killer of the Commandos, wielding some heavy artillery, including a massive flame thrower, laser-sighted gun, and ninja throwing stars.



## BUTCH MEATHOOK

Master at Arms. With his rocket-launching Gatling gun, he's a one-stop Commando shop for Gorgonite population control.



### **BIPOD**

Sporting the latest destructive Commando technology, the model XJ-57 Bipedal Walking Weapons Platform is a Commando's best friend—and a menace to Gorgonite society.



### **SENTRY**

This flying food processor is programmed to slice and dice all Gorgonites. Featuring experimental mag-lev propulsion and motion-sensitive targeting.



### **MORTAR**

The Q36 Mobile Artillery Unit is a combat-proven veteran with concussive projectile launchers. Deadly from a distance.

# WEAPONS

Press **L2** to cycle through the weapons available. Archer starts with only his mighty crossbow. He must explore the levels or defeat enemies to find more weaponry.

## Archer's Weapons



### CROSS-FIRE

Bolts from Archer's crossbow. Unlimited supply.



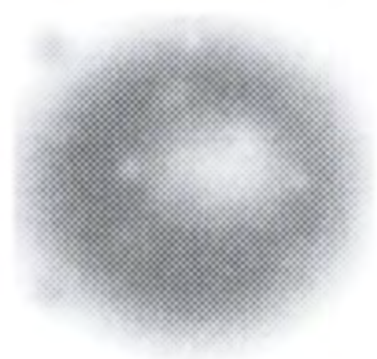
### REBOUND

Special arrows that can ricochet off walls and enemies. Angle them to hit an enemy from a safe spot, or line up groups of enemies to destroy them all!



### STAR BOLT

A star-shaped arrow that homes in on Commando targets. Use them to fire around corners and over ledges while keeping out of Commando range.

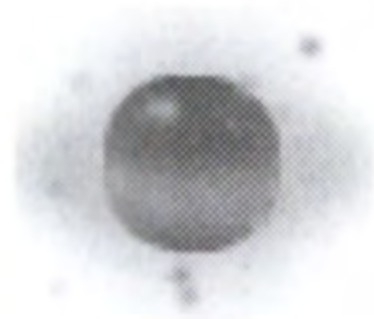


### BIG BLAST

A massive energy charge that blows most Commandos to ashes.

## Archer's Specials

When Archer gains special weapons and allies, you can launch them by pressing ●. If he's accumulated several, ▲ cycles through the available specials.



### SPIRIT BOMB

Mines to catch your enemy unaware. Lead opponents into placed mines and watch the fireworks!



### EARTH SHAKER

This potent shock wave takes out every enemy close to Archer.



### ORB

This timed bomb can detonate destructible doors and blow Commando strip miners to bits.

## Commando Weapons



### BULLET

Standard (but deadly) fire from the Commandos' guns.





## **RICOCHET**

Special bullets that ricochet off walls. Watch out for their well-aimed attack.



## **ROCKET**

Homing projectiles from hand-held rocket launchers.



## **NINJA STARS**

Guided hand-thrown weapons.



## **BAZOOKA**

Huge explosive shells that blast a wide area.

## **Commando Specials**



## **CLAYMORE**

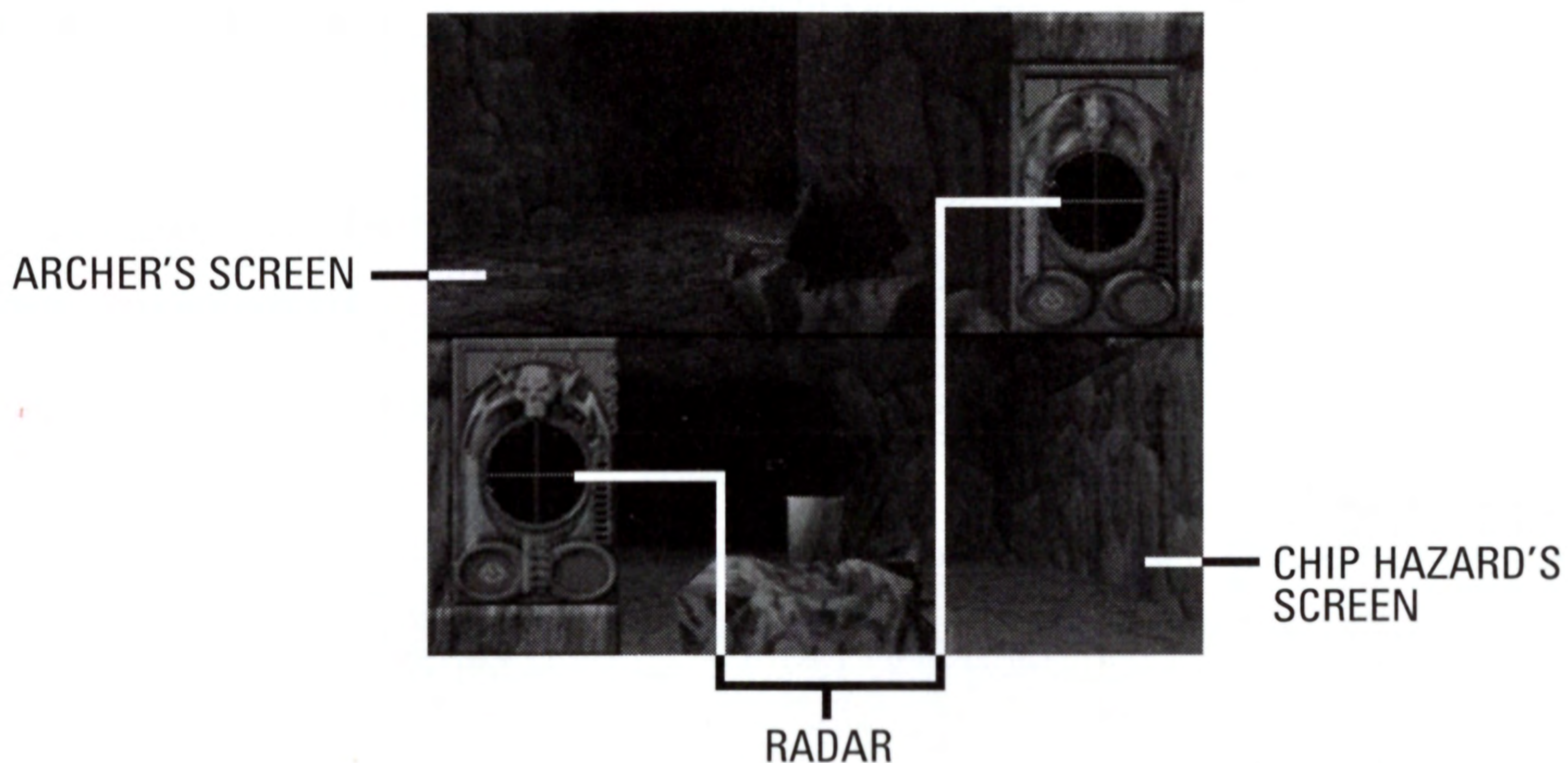
Mines that are set as traps. Watch where you step when these are deployed.



## **GRENADE**

A fragment weapon that explodes after a time delay.

# Two-PLAYER



In two-player mode, players can choose between being the mighty leader Archer or gun-toting Commando Chip Hazard. There are two game modes available:

## **FRAG MODE**

Kill or be killed—the first to get five kills is the winner!

## **FLAG MODE**

To win, you must collect all three flags in the level and return them to your home base while your opponent tries to do the same. You can only carry one flag at a time, and the first to get all three wins. Set up defenses or go on the offensive and steal flags by raiding your opponent's home base.



*To pause or quit the game:*

1. Hit START during play. The game will pause.
2. You are given the option to continue or quit.
3. To quit the game, select QUIT followed by YES at the YES or NO prompt.

## SAVING AND LOADING GAMES

### PASSWORD

At the end of each level, the Quest Complete screen appears.

1. Along with your score for the level just completed, a password appears down the left side of the Quest Complete screen. Write this password down so you don't forget it.
2. **D-Button** to PASSWORD at the Main Menu and press **✕**. This takes you to the Password screen.
3. Using the symbols on your controller, enter the password. You resume play at the start of the next level.

### SAVED GAMES

**To save a game:**

1. At the Quest Complete screen, **D-Button**  $\updownarrow$  to the SAVE button and press **✕**.
2. At the SAVE GAME screen, **D-Button** to the slot to which you want to save the game. Press **✕**. The game saves to your memory card.

**To load a saved game:**

1. Select LOAD from the Main Menu screen.
2. Using **D-Button**, highlight the game you wish to enter.
3. Press **✕** to begin the selected game.



*Never insert or remove a memory card when loading files.*

# CREDITS

## DREAMWORKS INTERACTIVE

**Executive Producer:** Patrick Gilmore

**Design Project Lead:** Parker A. Davis

**Technical Project Lead:** Cary Hara

**Associate Producer:** Stephen Townsend

**Background Lead:** Micah Linton

**Animation Lead:** Tim Goodwin

**Engineers:** Chris Granger, Gustavo Oliveira, Dennis Taylor

**Backgrounds and Layout Design:** Brian Morrisroe, David Prout

**Animators:** John Haley, Derek Nansen

**Textures and Visualization:** Jeff Haynie, Chad Dezern

**Level Layout Design:** Randy Oyler

**Sound Design Lead:** Erik Kraber

**Tools Lead:** Tom McDevitt

**Test Lead:** Damon Tripodi

**Testers:** Jason Hicks, John Garcia-Shelton

**Additional Testing:** Michael Conard, Laurence Monji, Shane Tate, Sebastian Vignieri, Kelly Wand

**Additional Backgrounds:** Dmitri Ellingson

**Additional Visualization:** Matt Hall

**Sound Design:** Franklin Media (Bryan Franklin, Jack Grillo)

**Voice of Chip Hazard:** Tommy Lee Jones

**Voice of Archer:** Gregg Berger

**Music Composed and Orchestrated by:** Michael Giacchino

**Conducted by:** Tim Simonec

**Performed by:** The Northwest Sinfonia

**Score Recorded by:** Xtreme Studios

**Music Contractor:** Simon James

**Vocal Contractor:** David Werthe

**Copyist:** Gregg Nestor

**Vocals:** Matthew Alexander, Bill Bowersock, Robert Buchanan, Carl Halverson, Carlton Lowe, Gregory M. Miller, David Werthe

**Package Illustration:** Jeff Haynie

**Localization:** Wesley Yanagi

**Marketing Lead:** Jeff Nuzzi

**Special Thanks To:** Jeffrey Katzenberg, Steven Spielberg, Glenn Entis

**Thanks To:** Steve Arnold, Joe Aguilar, Amy Nabi, Monica Singh, The Medal of Honor Team, The T'ai Fu Team, The Trespasser Team, The Small Soldiers PC Team, Brad Globe, Jerry Schmitz, Rick Rekedal, Anissa Romero

## ELECTRONIC ARTS

**Project Manager, EAD:** Marci Galea

**Assistant Project Manager, EAD:** Tod Haight

**Product Manager:** Chris Lindner, Emily Kenner

**Project Director, International Product Development:** Atsuko Matsumoto

**Production Specialists, Int'l Production Development:**

Bryan Davis, Barry Feather, John Pemberton

**Artists, Int'l Product Development:** Chris Bimbaum, John Sicat, Louis Sremac, Ivayo Vaklinov

**Audio Engineer:** Marc Farly

**Documentation:** Yuri Hospodar

**Documentation Layout:** Golden VizComm

**Package Design:** Mary Mitchell

**Package Art Direction:** Nancy Waisanen

**Product Testing:** Andy Young, Andy O'Brien, Rebecca Colbourn, Yakim Hayuk

**Quality Assurance:** Bobby Joe, Benjamin Crick, Jamil Dawsari, Gabriel Gils Carbo, Daniel Hiatt, Todd Manning, Jay Miller

## ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

**LIMITATIONS**—This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts software product.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

**NOTICE**—Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice.

This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts, P. O. Box 9025, Redwood City, California 94065-9025, Attn: Customer Support.

**RETURNS WITHIN 90 DAY WARRANTY PERIOD**—To replace defective media within the 90-day warranty period, send the defective media, a copy of the original sales receipt, a return address, and a small note describing the difficulties you are experiencing to Electronic Arts' address below. If the software media was damaged through misuse or accident, you will need to follow the returns after warranty policy detailed below.

**RETURNS AFTER WARRANTY**—To replace defective media after the ninety (90) day warranty period has expired, send the original CD to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$15.00.

ELECTRONIC ARTS CUSTOMER WARRANTY, P.O. Box 9025, Redwood City, California 94065-9025

If you have warranty questions, you can also contact Customer Warranty via e-mail at [cswarranty@ea.com](mailto:cswarranty@ea.com) or by phone at (650) 628-1900.

**TECHNICAL SUPPORT**—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time. **No hints or codes are available from (650) 628-4322. You must call DreamWorks Interactive's HINTS & INFORMATION HOTLINE for hints, tips, or codes.**

EA Tech Support Fax: (650) 625-5999.

## HOW TO REACH US ONLINE

**Internet E-mail:** support@ea.com

**World Wide Web:** Access our Web Site at <http://www.ea.com>

**FTP:** Access our FTP Site at <ftp.ea.com>

*If you live outside of the United States, you can contact one of our other offices.*

In **Australia**, contact:

Electronic Arts Pty. Ltd.

P.O. Box 432

Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.

P.O. Box 835

Slough SL3 8XU, UK; Phone (753) 546465.

In **Australia:** For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM. If you are under 18 years of age parental consent required.

For customer service in **New Zealand**, phone (09) 479 7459.

Need Gameplay Help? Call DreamWorks Interactive's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week! In the US, dial 900-454-GAME. 95c per minute. If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

The Official Small Soldiers PlayStation Strategy Guide is available from BradyGAMES.  
To order, call 1-800-858-7674 or visit [www.bradygames.com](http://www.bradygames.com)

©1998 DreamWorks Interactive L.L.C. All rights reserved. DreamWorks Interactive is a trademark of DreamWorks L.L.C. Small Soldiers™ & ©1998 Universal City Studios, DreamWorks and Amblin Entertainment.

Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved.

PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

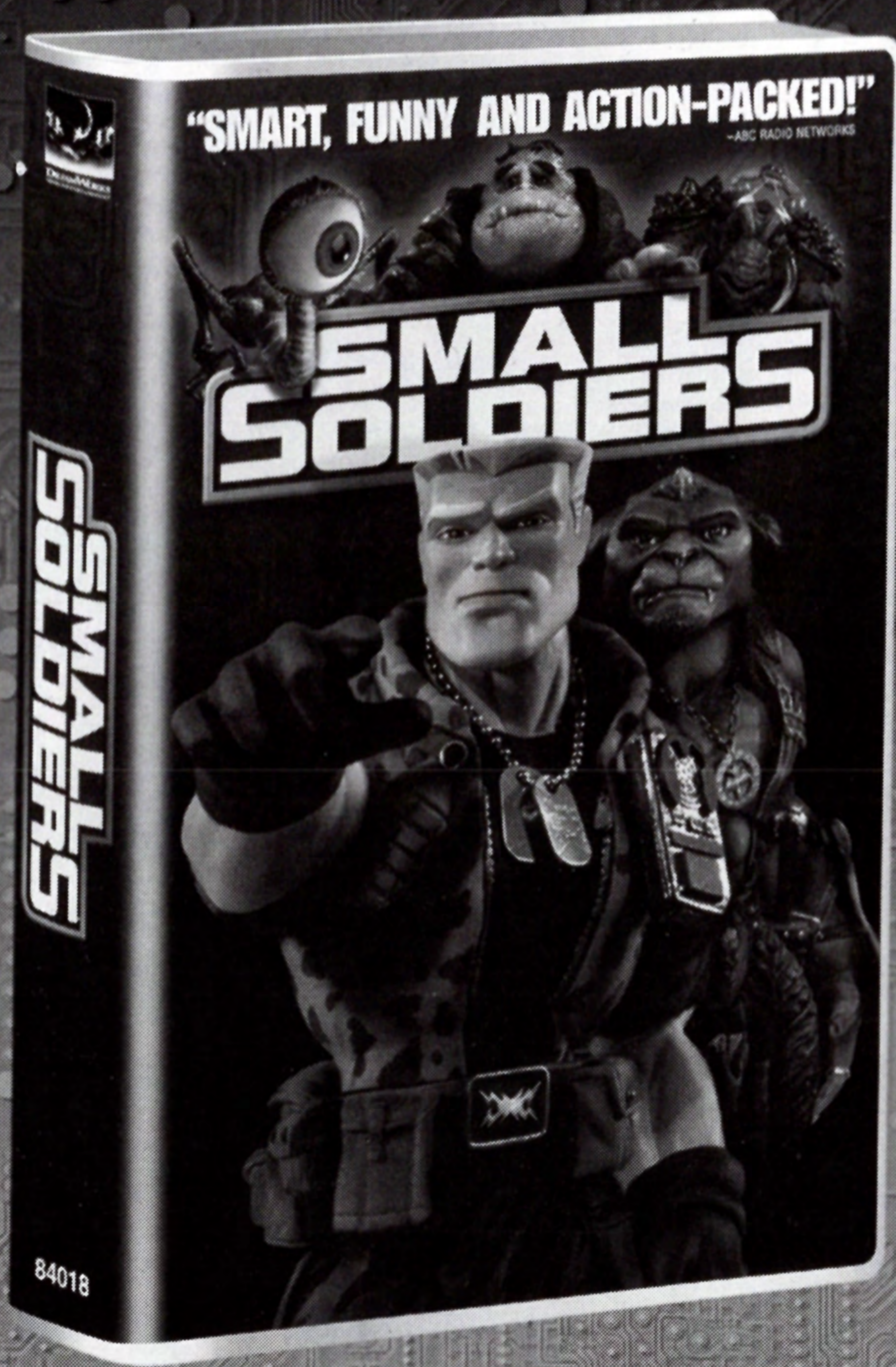
**PROOF OF PURCHASE**

**SMALL SOLDIERS**

**0-14633-07930-2**



**PLAY THE GAME... OWN THE MOVIE!**  
**NOW AVAILABLE ON VIDEOCASSETTE.**



**DREAMWORKS**  
**HOME ENTERTAINMENT**

© 1998 DreamWorks, LLC. All Rights Reserved.



Electronic Arts, 209 Redwood Shores Parkway, Redwood City, CA 94065. ©1998 DreamWorks Interactive L.L.C. All rights reserved. DreamWorks Interactive is a trademark of DreamWorks L.L.C. Small Soldiers TM & © Universal City Studios, Inc., DreamWorks L.L.C. and Amblin' Entertainment, Inc. Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved. **793005**



Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.