

INSTRUCTION BOOKLET

ARMY MEN®

R T S

REAL TIME STRATEGY



REAL COMBAT. PLASTIC MEN.®

3DO™



© 2002 The 3DO Company. All Rights Reserved. 3DO, Army Men, Real Combat, Plastic Men., and their respective logos, are trademarks or registered trademarks of The 3DO Company in the U.S. and other countries. GameSpy and the GameSpy logo are trademarks of GameSpy Industries, Inc. All other trademarks belong to their respective owners.

The software and related manual for this 3DO product are copyrighted. No portion of this product may be photocopied, scanned, translated, reproduced, copied or reduced to any tangible or electronic medium or machine-readable form, or publicly performed or displayed, without the prior written consent of The 3DO Company. The owner of this product is entitled to use the software and related manual for his or her own use, but is not entitled to reproduce and distribute any copies of the software or manual to any other individual or entity; nor to rent or lease this product or any copy thereof to any third party.

Windows® 95, Windows® 98, DirectPlay and DirectX® are trademarks of the Microsoft Corporation.



★ TABLE OF CONTENTS ★

QUICK START	4
SYSTEM REQUIREMENTS	4
INSTALLATION	4
MAIN MENU	5
MULTIPLAYER GAME	7
GAME CONTROLS	10
OPERATION BLINTZ	11
GETTING STARTED	12
HEADS UP DISPLAY	12
BASIC STRATEGY	12
RESOURCES	14
MAP	15
UPGRADES	15
SQUADS	16
RALLY POINTS (FLAGS)	16
SARGE'S OUTFIT	16
RELATIVE DAMAGE/STRENGTH	19
COMPONENTS	20
POWER-UPS	27
SECRET CODES	27
PAUSE MENU: SAVING AND LOADING	28
CUSTOMER SUPPORT	29
LIMITED 90-DAY WARRANTY	30





QUICK START

SYSTEM REQUIREMENTS

Make sure that your computer meets all of these requirements before installation.

- **Operating System:** Windows® 95/98/Me/2k/XP home
- **CPU:** Pentium® 233 (PII400 recommended)
- **Free Hard Disk Space:** 250MB
- **Memory:** 64MB RAM minimum (96MB recommended)
- **CD-ROM Drive:** 4X Speed
- **Video Card:** DirectX® 8.0 compatible at least 16MB VRAM (32MB recommended)
- **Sound Card:** All major DirectX 8.0 compatible sound cards
- **Peripherals:** Keyboard and mouse
- **Multiplayer:** 56k modem or faster connection to the Internet. TCP/IP protocol for the Internet or LAN play

Note: May not run from CD-RW and DVD drives.

You must have Winsock v2.0 [comes installed in Windows 98, 2000, Me and XP home] and DirectX 8 installed on your computer. Both of these files are available directly from <http://www.microsoft.com>.

INSTALLATION

1. Place the CD-ROM labeled *Army Men®: RTS* into your CD-ROM drive and follow the onscreen instructions. If your CD-ROM does not autorun, double-click on the CD-ROM drive icon under "My Computer" from your desktop.
2. When you see a listing of the files on the CD-ROM, look for AUTORUN.EXE and double-click to install *Army Men: RTS*.
3. Press the "Install" button to begin installing and follow the onscreen instructions.
4. View the Readme file that contains last minute information and changes that could not be printed in this manual. If you have any problems with *Army Men: RTS*, please review the Readme file for any known problems and workarounds.



MAIN MENU

BOOT CAMP (TUTORIAL)

Boot Camp offers three lessons in real-time strategy basics:

1. **Camera and Movement:** Learn to set the camera position and how to command each Soldier.
2. **Building a Base:** This lesson is essential for knowing how to build and set up camp, upgrade each building, and create your army.
3. **Squads and Combat:** The final lesson of the tutorial teaches you how to create individual squads and engage the enemy.



CAMPAIGN

Campaign mode takes you on 15 action-packed missions through the backyard and into the house in your search for the renegade soldier, Blintz.

GREAT BATTLES

If you're in the mood for simple short skirmishes, Great Battles allows you to choose from a list of unique single-objective missions. Try missions like eliminating all Tan structures, blowing up the Tan base, or clearing the bathroom towel rack of all Tan troops! Great Battles are unlocked as you earn Gold Medals in the campaign.

LOAD GAME

From here you can load a previously saved game.

MULTIPLAYER

Go here to start or join a Multiplayer Game. (see Multiplayer Game section on page 7 for more specifics)



OPTIONS

The Options Menu is separated into the following sections:

VIDEO OPTIONS

Screen Resolution and Color Depth

Here you choose among seven different options. High performance computer systems can run at higher resolutions than low performance systems. If you find the game running slowly, you can modify this setting to a lower resolution.

World Detail & Texture Detail

Again, higher performance computers should use a higher setting.

AUDIO OPTIONS

You can set the Master Volume and the Music Volume separately with these controls.

DIFFICULTY

We recommend playing the game on "Normal" difficulty. However, some missions may require playing on "Hard" difficulty to be awarded a gold medal.

CREDITS

Select this option to view the game credits.

QUIT

Select this to quit the game and return to the desktop.

MULTIPLAYER GAME

Now you can challenge friends to tactical battles online, either on a Local Area Network or over the Internet. As many as eight people can play. Join up as teammates or play head-to-head. The goal is simple: defeat your opponent's troops and destroy his or her Headquarters. If you are able to destroy the Headquarters and your opponent is unable to rebuild it within 3 minutes, you win! Likewise, if your Headquarters is destroyed and can't be rebuilt in time, you're out of the game.

FOR A MULTIPLAYER GAME OVER A LOCAL AREA NETWORK:

- Select MULTIPLAYER from the Main Menu.
- From here you can create a game, select an existing game, create or change your player name and access your address book for additions or modifications.
- Select Change Name to create your player name. Enter the name you wish to give yourself and select OK.
- If someone is already hosting a game, the game name will appear in the dialog box; select it if you want to join in.
- To Host a new game, select Create Game, enter a name for your new game and select OK.
- Now you can choose from several multiplayer missions by clicking on the Select Mission button, highlighting a mission and selecting OK. The current mission map is displayed beneath the Select Mission button.
- You can choose to let the computer control a team by selecting the Add AI Player button.
- Wait for other players to join in (their names will appear in the Players Box).
- Select the Lock Game button if you don't want anyone other than the players listed to join in.
- Select a color for your troops by clicking on a color sphere. The selected color will appear next to your player name in the Players Box.
- Once you have made all the modifications you want, and all the players' names appear in the Players Box, select Play to start the mission.





HOW TO PLAY *ARMY MEN: RTS* IN GAMESPY ARCADE:

You can play *Army Men: RTS* online through GameSpy Arcade, which comes conveniently bundled with the game. If you haven't done so already, insert your *Army Men: RTS* CD and install Arcade now. Then, to play *Army Men: RTS* online, just follow these simple instructions:

Launch GameSpy Arcade and Go to the Army Men: RTS Room: Click on the GameSpy Arcade link in your Start Menu. When the software starts, you'll see a list of games and more along the left-hand side. There's plenty to do, but there's time for that later. Click on the *Army Men: RTS* button on the left to enter the *Army Men: RTS* room.

Find or Start an Army Men: RTS Server: Once you're in the *Army Men: RTS* room you can meet or greet other players, find servers or create your own server. The top half of the application will list all of the available servers, including the number of people playing and your connection speed – measured by something called "ping." The lower your ping, the better. Don't like any servers? Click on the "Create Room" button to start your own server and wait for people to sign up. (A clever server name, such as "Taste the end of my rusty hob-nailed boot!" usually attracts people.) Otherwise, double-click on a server of your choice to join in.

Joining and Starting a Game: Once you double-click on a server or start your own, you'll be in a staging room, in which you can trash talk with your fellow players and prepare for combat. When you're ready to play, click the "Ready" button at the top of the screen. When everyone in the room has signaled their readiness, the host can then launch the game. Arcade will fire up *Army Men: RTS* and the carnage will begin!

Problems? If you have problems using Arcade, whether installing the program, registering it, or using it in conjunction with *Army Men: RTS*, consult our help pages, located at <http://www.gamespyarcade.com/help/> or e-mail us by using the form located at: <http://www.gamespyarcade.com/support/contact.shtml>.



FOR A MULTIPLAYER GAME OVER THE INTERNET:

- Select MULTIPLAYER from the main menu.
- From here you can create a game, select an existing game, create or change your player name and access your address book for additions or modifications.
- Select Change Name to create your player name. Enter the name you wish to give yourself and select OK.
- If you want to join an existing game, select Address Book and select the IP address of the host of the game you wish to join. If the address has not yet been entered, select Address Book, and select Add. Enter the name and IP address of the person hosting the game, and select OK to add it. You can edit any address at any time by selecting Edit on the Multiplayer screen.
- To Host a new game, select Create Game, enter a name for your new game and select OK.
- Now you can choose from several multiplayer missions by clicking on the Select Mission button, highlighting a mission and selecting OK. The current mission map is displayed beneath the Select Mission button.
- You can choose to let the computer control a team by selecting the Add AI Player button.
- Wait for other players to join in (their names will appear in the Players Box).
- Select the Lock Game button if you don't want anyone other than the players listed to join in.
- Select a color for your troops by clicking on a color sphere. The selected color will appear next to your player name in the Players Box.
- Once you have made all the modifications you want, and all the players' names appear in the Players Box, select Play to start the mission.



OPERATION BLINTZ



GAME CONTROLS

FUNCTION	MOUSE
Select Unit	Left Mouse Button
Select Multiple Units	Left Mouse Drag
Move Selected Unit(s) to	Left Mouse Button
Location Selected/Attack	
Deselect Unit	Right Mouse Button
Change direction of building	Middle Mouse Button,
before construction	"<" and ">" Keys
Scroll Camera Around.	Right Mouse Drag
Camera Height	Mouse Wheel

FUNCTION	KEYBOARD
Create squad with currently	Ctrl + [number key]
selected units	
Select Squad.	[number key]
Bring up Game Menu.	ESC
Move camera to the	
last point of combat.	Spacebar
Stop Units.	s
Center Camera Over Headquarters.	h
Camera Height	F1 – F4
Quick Save	F9
Save/Load Game.	F10
Scroll Screen.	Arrow Keys



I've seen plenty of action in my time. I've led troops into countless skirmishes, situations where we knew we'd either make it back to fight another day or be reduced to puddles of plastic on the battlefield. But we've never had to deal with anything like this before. This mission is bad. Worst I've ever seen.

Not long ago, we had this region secure under the supervision of one of our own, Colonel Blintz. That changed when Blintz was injured in the line of duty. Medics did what they could, but he sustained a "massive, disfiguring head wound". Long story short, there's a chunk of plastic missing from the top of his head. "Disfiguring head wound"? He's lost his mind...literally!

That was the last we had heard of him. That's when our reconnaissance got on the case and found...well, it ain't pretty. With the help of a bucket of paint, Blintz has gone Tan.

Our mission is to find Blintz and...terminate him. This will be the toughest mission I've ever had to lead. Blintz was famous for inspiring loyalty. His men would march across a grill if he ordered it. And there are a lot of them.

This won't be easy.

- Sarge





GETTING STARTED



Listen up, Soldier...this is a war we've got on our hands! If you want to make it to the end of the day, you've got to know this platoon inside and out.

HEADS UP DISPLAY



BASIC STRATEGY

There are several steps you will need to follow in most missions.

1) Begin base-building missions by building a Headquarters (HQ). This allows you to build several Dump Trucks. In addition, the HQ is a prerequisite for all buildings except the Resource Depot, so you'll want to have one at all times. You can also build Bulldozers from the HQ should you lose one to the enemy or want more than one.

- To build a structure, select the Bulldozer and your choices appear on the left in the Construction Menu.
- Left-click on the structure you would like to build.
- A ghosted icon of your new structure appears on your cursor. Move the cursor over the place on the playfield you would like to build it. (If the image is red, it cannot be placed in the current location.)
- Use the "<" and ">" keys to rotate the structure to the desired position, and then left-click to build it.

2) Use a Bulldozer to build a Resource Depot reasonably close to any resources you see, and then send your Dump Truck(s) to the resource to collect it.

- Follow the instructions listed in Step 1 to build the Resource Depot.

3) When your HQ is built, you're ready for recruits! Use the Bulldozer to build a Barracks and create a basic squad comprised of Grunts, Grenadiers and a couple of Mine Sweepers. With your squad ready for action, send them out to explore the area immediately around your base.

- Follow the instructions listed in Step 1 to build the Barracks.
- To create Soldiers, select the Barracks. The Construction Menu with Soldier icons will appear on the left.
- Select the Soldiers you would like to create. Every click on a Soldier icon is another Soldier to be made. The total number of Soldiers being created appears over the icon. If you change your mind, simply right-click on the Soldier icon to subtract from the queue.
- Set a Rally Point for the Soldiers. (See the "Rally Points" (Flags) section in this chapter.)
- Select the group of Soldiers you want to explore the area with by left-clicking, dragging a box around them, and releasing the left mouse button.
- Left-click on the point of the playfield you would like them to explore.

Note: When a Soldier type is highlighted in the Construction Menu, his relative strength vs. Infantry, Armor and Air enemies is displayed on the right side of the screen. This info is useful when you are deciding which soldiers you will need to fight against the enemies you currently face.

4) Once you've sent your squads out to explore the area, you'll have a general idea of where the Tans attack from and the basic layout of the land. With these things in mind, build a Barbed Wire Fence around your camp. It's also a good idea to put a few Guard Towers between pieces of fence. The Tower functions as a lookout and has the firepower of several Grunts.





5) When you've got the resource reserves built up enough, upgrade your HQ to a Super HQ and build a Garage. Use the Garage to build Medic jeeps that can heal your troops, your buildings and each other. You can also create Half-Tracks (aka: machine gun trucks), Minelayers and Tanks.

- See the "Upgrades" section of this chapter.
- Follow the instructions listed in Step 1 to build the Garage.

...in more advanced missions.

- 6) When you have the resources, upgrade your Barracks to a Super Barracks. You can use this new structure to pump out a more specialized platoon: Bazooka Men, Machine Gunners, Snipers and Mortar Men.
- 7) Finally, when you have the resources available, upgrade the Garage to the Super Garage and make DumDums and Choppers for assaults on the Tan base!
- 8) Further upgrades will allow you to take on the enemy even more effectively.

NOTE: If any icon in the Construction Menu appears red, you either don't have the necessary requirements or the resources available to build it yet.

RESOURCES

Resources are the vital components that allow you to create items and build up your army. In order to survive, you need to keep building, and in order to keep building, you need to keep collecting resources: Plastic and Electricity. While you may not have an immediate need for resources, it's always a good idea to keep collecting and storing so you have them when you need them. Be sure to keep an eye on each resource as it's being collected, as each will eventually become depleted.



COLLECTING

Use Dump Trucks to collect all Plastic and Electricity. Water guns, dog bowls, batteries, and walkie-talkies are just a few of the items you may find. When you locate a resource, build your Resource Depot nearby. Your trucks will collect resources faster if they only have to move a few feet to deliver the goods. Be sure to check your resources from time to time to see if they're being depleted. The amount of collected Plastic and Electricity appears in the upper-right of the game screen. If a resource runs dry, move the Dump Trucks to the next available resource and continue the hunt. It is also helpful while one Dump Truck works on collecting resources, to have another one looking to collect melted plastic Soldiers, vehicles, etc. Dump Trucks collect resources automatically, and do not need to be directed. However, you can override the automatic function by manually assigning them to a resource:

- To manually send a Dump Truck to mine a resource, left-click the Dump Truck to select it and left-click the resource you want it to collect.

MELTING STUFF

If a structure becomes unnecessary, melt it down and you'll get half of your resources back.

- To melt a structure down, simply left-click it to select it.
- The "Melt" button will appear in the upper-right corner of the screen. Select it to melt the structure.

MAP

The map is your most useful tool for keeping apprised of everything at once; use it to immediately jump to enemy units or your own squads. When you get a red warning that your units are under attack, double-click on the map or press the Spacebar to instantly jump to the action!

UPGRADES

Whenever you have collected enough Plastic and have reasonable defenses in place, you can begin upgrading your buildings. You'll want to have the most specialized equipment before the Tan do! The buildings that can be upgraded are: the HQ's, the Barracks and the Garage. You can upgrade each one on its Construction Menu.



SQUADS

You can form up to four unique squads. This makes independent control of each group on multiple battlefronts much easier!

- Highlight a group of Soldiers and press Ctrl + 1, 2, 3, or 4 to assign a number to each group or click on a Squad icon at the bottom of the screen.
- To instantly highlight a squad and give them a command, press the corresponding key: 1, 2, 3 or 4, or select the Squad icon at the bottom of the screen.



RALLY POINTS (FLAGS)

As you build troops and vehicles, you can set up Rally Points to immediately ship your units to any specified location the moment they pop out of the mold. This automates your troops, allowing you to concentrate on the mission at hand.

- Highlight the structure (either the Barracks or the Garage) by pressing the left-mouse button.
- Left-click anywhere on the playfield to set the Rally Point, a Flag icon will appear. (Right-click will cancel Flag placement.)

SARGE'S OUTFIT

As you advance through the missions, you may recognize these faces: Sarge, Hoover, Scorch, and many other members of Bravo Company. Some or all of these fighters are the first to appear in each mission. Assign them to the defense of your base until you get the Barracks up and running, then lead them into battle! They are leaner, meaner and tougher than any Soldiers you can create and have more hit points, so send them out with your squads and into battle. Use them wisely!



- To select a Soldier and move him, left-click on the Soldier and then on the place on the playfield you want him to move to. If an enemy is sighted, the Soldier automatically launches an attack and radios a message to you.
- To select a group of Soldiers, left-click, drag a box around them, and release the left mouse button. Left-click on the point of the playfield you would like them to move to.

SERGEANT HAWK

Sergeant Hawk, a.k.a. "Sarge", is the Bravo Company Commandos' unquestioned leader. Whether the battle is in a town, on a bridge or in a backyard, Sarge is itching for the chance to send the Tan Army back to the plastic goo from which they were molded! Sarge has plenty of motivation to fight the Tan menace - he must save his friends in Bravo Company to keep the Green Nation safe and to protect the woman of his dreams, Vikki.



VIKKI

Vikki is Colonel Grimm's feisty and lovely daughter. She has a spirit for adventure and has chosen the occasionally dangerous occupation of reporter. She's able to take care of herself and is practically one of the Bravo Company Commandos - only her beauty singles her out from the rest of the war dogs! Sarge is the guy for her.



RIFF

Riff is itching to play some tunes on the Tan Army in the key of "B", for Bazooka! Riff is the heavy hitter of Bravo Company and the Commando the Green Army needs when serious thumping on the Tan Army is required.





HOOVER

Private Hoover has got the most stressful job in Bravo Company and it shows, judging by his easily startled nature. Still, he is a heroic soldier who is called upon whenever a mine field needs sweeping.



SHRAP

Shrap is a Mortar Man extraordinaire. Although he would rather be catching a wave than riding the sound wave of a large mortar explosion, Shrap is happy as long as he's dropping some heinous mortar shells on the Tan Army.



THICK

Thick is about as sharp as a marble. What the big lug lacks in brains, he makes up for with brawn and enough cover fire with his M-60 machine gun to knit a lead blanket. Sarge has a soft spot for Thick and the enthusiasm he brings to the Bravo Company Commandos.



SCORCH

Scorch likes fire just a little too much, considering that he's made of plastic. There's nothing Scorch loves to hear more than the sound of Tan Soldiers bubbling after he has laid on some serious heat with his flamethrower.

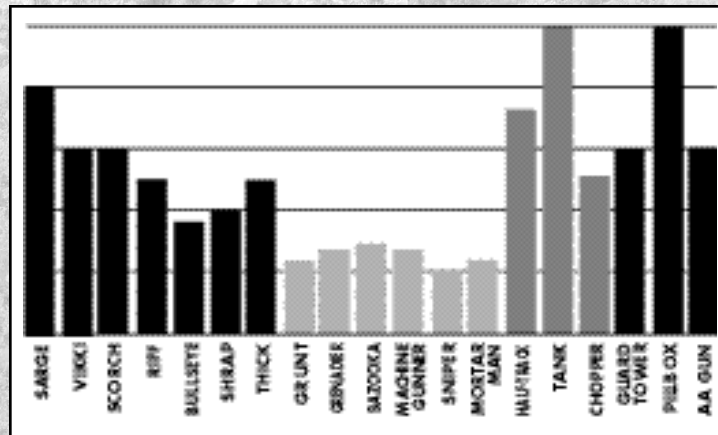


BULLSEYE

Bullseye, the newest Commando in the company, has a keen eye. His sharp shooting can drop a Tan Soldier in his tracks even before the others know danger is coming. He keeps his cool in any situation - the "ice man" of the Bravo Company Commandos.

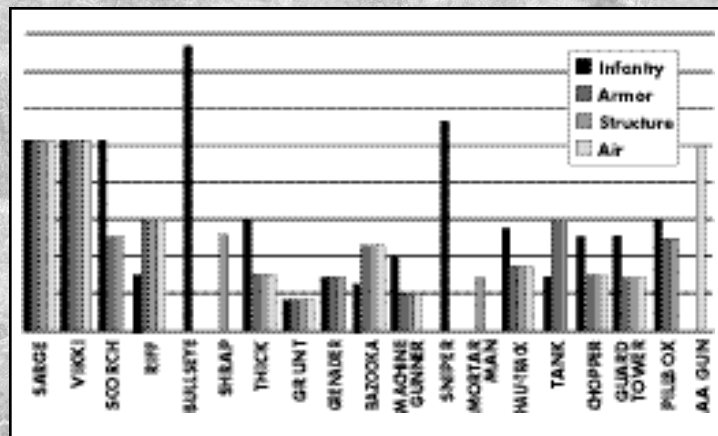


RELATIVE DAMAGE/STRENGTH



RELATIVE DAMAGE

The chart above shows how much damage each component can take.



RELATIVE STRENGTH

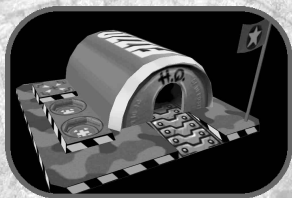
The chart above shows how much damage each component in the game causes the other components.



COMPONENTS

Everything revolves around Plastic and Electricity – the more resources, the bigger the army you can create. The mission itself determines the amount of Plastic you begin with.

BUILDINGS



HEADQUARTERS (HQ)

Plastic required: 400

This is the most basic component in your base. The HQ allows you to build Bulldozers and Dump Trucks that are necessary for building every other unit in the army. This should be the focal point of your base.



RESOURCE DEPOT

Plastic required: 500

The Resource Depot is the structure in which you process all of the Plastic and Electricity the Dump Trucks collect. Guard the Resource Depot well!



BARRACKS

Plastic required: 300

The Barracks creates the bread and butter of your army: your infantry. Your Barracks is your first line of attack... and defense. Units built from the Barracks do not require electricity, which can be scarce at times.



BARBED WIRE POST

Plastic required: 50

Use Barbed Wire Posts to build fences to hold back the enemy and keep them out of your base. It is cheap and fast to build.



GUARD TOWER

Plastic required: 200

Guard Towers are very effective for providing defense around the perimeter of the base and at the main entrance, as well as against Tan air attacks. Guard Towers can link to Barbed Wire Posts.



GARAGE

Plastic required: 400

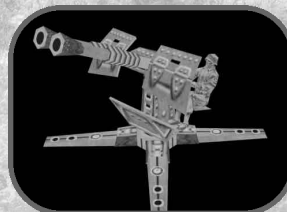
The Garage gives you the ability to build heavy assault vehicles and one of your most important assets, the Medic jeep.



PILLBOX

Plastic required: 300

This is a small building which allows the Soldiers inside to be protected, yet have the ability to shoot 360° from a single position. They are vulnerable from the air.



ANTI-AIRCRAFT GUN

Plastic required: 150

This stationary gun mount for defense against enemy Choppers is a must for every army base.





SOLDIERS



GRUNT

Plastic required: 50

You can never have enough Grunts in your platoon. They operate by targeting one thing and firing at it continuously with rifles. They are not only the cheapest unit you can create, but are also effective against the entire Tan Army.



GRENADIER

Plastic required: 75

Grenadiers are the other staple to every squad. These highly effective fighters throw grenades for an area-effect attack and are cheap to produce, so don't be afraid to populate the platoon with them. However, they cannot attack air vehicles.



MINE SWEEPER

Plastic required: 50

While Mine Sweepers are not fighters, they are very useful for detecting Tan mines.



MACHINE GUNNER

Plastic required: 100

Like Bazooka Men, Machine Gunners have the ability to fire long-range guns. Also, their guns shoot much more rapidly than Grunts fire.



BAZOOKA MAN

Plastic required: 125

These plastic Soldiers use their bazookas for long-range attacks, and are very effective against Half-Tracks, Tanks, Choppers, and buildings.



SNIPER

Plastic required: 250

While a Sniper's rate of fire is fairly slow, his gun has the longest range of any Soldier's. However, they are only effective against personnel.



MORTAR MAN

Plastic required: 150

Mortar Men attack structures only, so send them out directly to each Tan base for some serious long-range wreckage. Remember, if they can see it, they can destroy it.



RADIO OPERATOR

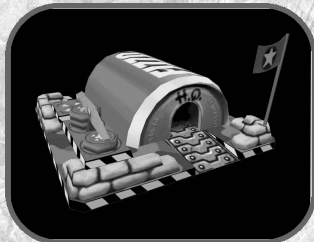
Plastic required: 400

Bring in a Radio Operator for some incredible attacks! Use Radio Operators to call in:

- Paratroopers
- A giant Magnifying Glass for massive Tan melting
- Bombing Runs



STRUCTURE UPGRADES



SUPER HQ

Plastic required: 400

Upgrade the HQ to a Super HQ to increase your build options.

SUPER BARRACKS

Plastic required: 400

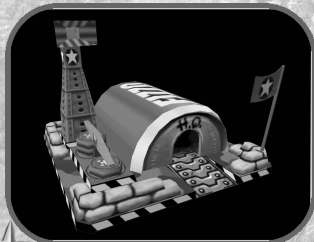
Upgrade your Barracks to get the Super Barracks. This new structure gives you the ability to produce the "best of the best" fighters: Bazooka Men, Machine Gunners, Snipers and Mortar Men. These Soldiers have increased range and more powerful guns than the basic Grunts.



SUPER GARAGE

Plastic required: 400

When the Plastic is available, upgrade your Garage to a Super Garage. This will give you access to the next level of equipment, including Choppers!



SUPER-DUPER HQ

Plastic required: 600

This will let you build a Radio Operator. Radio Men will let you build Paratroopers, a Magnifying Glass and Bombing Runs.

VEHICLES



BULLDOZER

Plastic required: 200

Bulldozers are essential to building all camp structures: Barracks, Guard Towers, HQ, Resource Depots, Barbed Wire Posts, Anti-aircraft Guns, Garages and Pillboxes. Keep them safe from the enemy as they are key to getting your base up and running, and keeping it active.



DUMP TRUCK

Plastic required: 150

Dump Trucks are the key to collecting resources. They gather the Plastic and Electricity needed to build your army.



MINELAYER

Plastic required: 100

Electricity required: 100

The Minelayer is useful in situations where your army is on the move and you need to protect your flank and lay mines.



MEDIC

Plastic required: 100

Electricity required: 150

A Medic jeep allows you to heal all of your wounded Soldiers, any damaged structures and even other damaged Medics.





VEHICLES CONT...



HALF-TRACK

Plastic required: 100

Electricity required: 150

The Half-Track is a good all-around assault vehicle, and its ability to hit air targets, as well as ground troops, makes it a useful addition to any squad.



TANK

Plastic required: 200

Electricity required: 250

Tanks are well-known as powerhouses in any assault. Just watch out for Choppers. These guys can't do anything but run away from them.



CHOPPER

Plastic required: 150

Electricity required: 250

Choppers are great for quick aerial assaults on enemy positions.



DUMDUM

Plastic required: 50

Electricity required: 150

Send these small robots out to the enemy lines where they can deliver the explosives strapped to their backs up-close and personal.



POWER-UPS



WEAPON BOOST

This power-up increases the firepower of all your units.



SPEED BOOST

This power-up increases the rate of movement of your troops.



HEALTH BOOST

This power-up gives full health to all of your units on the map.

SECRET CODES

For destroying specific objects in some missions, the player will be awarded a "secret code" on the Victory screen. (When the object is destroyed, a sound effect will be heard).

Entering the secret code: While in any mission, hold down the "ALT" key and press the "Backspace" key. This will bring up a dialog box. Type in the secret code and press the "Enter" key. You may enter most codes only once per mission.



PAUSE MENU: SAVING AND LOADING

At any point in the game, simply press the ESC key to pause the game and bring up the Pause Menu. The Pause Menu offers the following options:

RESUME GAME

Select this when you are ready to return to gameplay.

MEDAL GOALS

This displays the Medal Goals for the current mission.

SAVE AND LOAD

Save the game or load a previously saved game.

OPTIONS

Adjust your Gameplay or Audio Options.

RESTART MISSION

If the mission is going badly, select this option to begin again.

ABORT MISSION

Quit the current mission.

QUIT

Quit the game.

NOTE: The game cannot be paused in Multiplayer mode.

CUSTOMER SUPPORT



However you choose to contact us, there are some pieces of information about your computer that we will need in order to help you properly. You can get this information by following these steps: First, right-click on the **My Computer** icon and choose "Properties". On this System Properties screen, you will find the following information that we will need: Computer OS type (Windows version), amount of RAM and CPU type.

After you get this information, exit the System Properties screen, then double left-click on the **My Computer** icon. On this screen, right-click on the icon of the hard drive that the game is installed on and choose "Properties". On this screen, you will need to find out the drive's total capacity, and the amount of free space left on the drive.

WEBSITE

Visit www.3DO.com/support for late-breaking news and information, answers to Frequently Asked Questions (FAQ's), links to hardware manufacturers' websites, and the latest product updates.

If you want to ask a specific technical question, you can use the online email form available at our website or send e-mail directly to: customer-support@3DO.com.

AUTOMATED PHONE AND FAX

Call (650) 385-3193 or fax us at (650) 385-3181.

U.S.MAIL

Customer Support
The 3DO Company
100 Cardinal Way
Redwood City, CA 94063

BUY DIRECT

If you wish to purchase additional copies or other titles from The 3DO Company, please visit the 3DO Direct Online Store at <http://store.3DO.com>, or call:

3DO Direct Sales (800) 336-3506 in the United States
(650) 385-3187 in Canada and Mexico

WORLD WIDE WEB

<http://www.3DO.com>



THE 3DO COMPANY LIMITED 90-DAY WARRANTY

The 3DO Company ("3DO") warrants to the original consumer purchaser of this 3DO software product that the media on which the underlying computer program is recorded is free from defects in materials and workmanship under normal, recommended use for ninety (90) days from the date of purchase. The 3DO software program recorded on such a media is sold on an "as is" basis, without any warranty or condition of any kind, and 3DO shall not be liable for any losses or damage of any kind or nature resulting from the use or inability to use such program.

3DO's entire liability and the original consumer purchaser's exclusive remedy for breach of any warranty (express or implied) shall be, at 3DO's option, either: (a) to replace, free of charge, this 3DO software product, or (b) to return to the original consumer purchaser the price paid for this 3DO software product. The preceding warranty shall not be applicable and 3DO shall not be obligated to replace this 3DO software product or to return any such sum to the original purchaser unless this 3DO software product is returned within the 90-day warranty period, postage pre-paid with proof of purchase to The 3DO Company, 100 Cardinal Way, Redwood City, CA 94063, Attn.: Customer Support Dept. The preceding warranty shall be void if any defect in this 3DO software product arises through accident, negligence, use in any application for which this 3DO software product was not designed or intended, modification without the prior consent of 3DO, any cause external to the product (e.g., heat), or by any other cause unrelated to defective materials or workmanship.

EXCEPT FOR THE LIMITED WARRANTY SET FORTH ABOVE, ALL OTHER REPRESENTATIONS, WARRANTIES, CONDITIONS, TERMS AND OBLIGATIONS, WHETHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR ANY PARTICULAR PURPOSE AND/OR NON-INFRINGEMENT REGARDING THIS 3DO SOFTWARE PRODUCT (WHETHER RELATING TO THE MEDIA, THE SOFTWARE OR OTHERWISE) ARE EXCLUDED TO THE MAXIMUM EXTENT ALLOWED BY APPLICABLE LAW.

3DO neither assumes nor authorizes any other person or entity to assume for 3DO (or any related or affiliated entity) any other liability in connection with this 3DO software product.

IN NO EVENT SHALL 3DO BE LIABLE FOR ANY INCIDENTAL, CONSEQUENTIAL (INCLUDING LOSS OF PROFITS), SPECIAL AND/OR OTHER DAMAGES OF ANY KIND OR NATURE RESULTING FROM THE PURCHASE, POSSESSION, USE, OR INABILITY TO USE THIS 3DO SOFTWARE PRODUCT, EVEN IF 3DO HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES OR LOSS. IN NO EVENT SHALL 3DO'S LIABILITY TO THE ORIGINAL CONSUMER PURCHASER EXCEED THE AMOUNT ACTUALLY PAID FOR THIS 3DO SOFTWARE PRODUCT. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSIONS OR LIMITATIONS OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

3DO has endeavored to ensure that the end user manual and promotional materials regarding this 3DO software product accurately reference the product. However, because of ongoing improvements and updating of 3DO software products, 3DO cannot guarantee the accuracy of printed materials after the date of publication, and 3DO disclaims any loss, liability and/or damages, whether in contract, tort or otherwise, arising out of or resulting from the manual and promotional materials, including, without limitation, any loss or liability resulting from changes, errors or omissions with respect to any of such items.