

Nintendo

GAME BOY COLOR

CGB-BA2E-USA

# ARMY MEN<sup>®</sup> 2

REAL COMBAT.  
PLASTIC MEN.<sup>®</sup>



INSTRUCTION BOOKLET

ONLY FOR  
GAME BOY  
COLOR

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# BASIC TRAINING MANUAL

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# A Soldier's Story

*THE GROUND IS COLD AND HARD BENEATH YOUR BOOTS. "Where am I?" you think to yourself. A sea of white squares stretches out before you. In the distance you can see several strange objects, and further off, some truly colossal machines of unknown function. "I've got to make for those..." you pause, "round things...". You can bet the Tan will be right behind you. As soon as you reach your objective, you stare in stunned silence. A huge chasm opens in front of you; a misstep here would surely be fatal. You gather your thoughts, trying to make sense of what you are seeing. Almost every object in sight has a defined shape: square, cylinder and rectangle. Whatever these things are, they are surely unnatural. You clear your throat. "I don't know where I am. But I sure as heck know that Green command wouldn't have sent me here if it weren't absolutely vital." You need to set up a perimeter defense of this area before the Tans get here. You have got to be ready! HQ obviously considers this area important, and that's all you need to know to defend it from the enemy. A change in air pressure makes you whirl around and drop to one knee. Tans start appearing out of thin air where you had emerged only moments before. "I've got to get outta sight," you whisper. But you're too slow.*

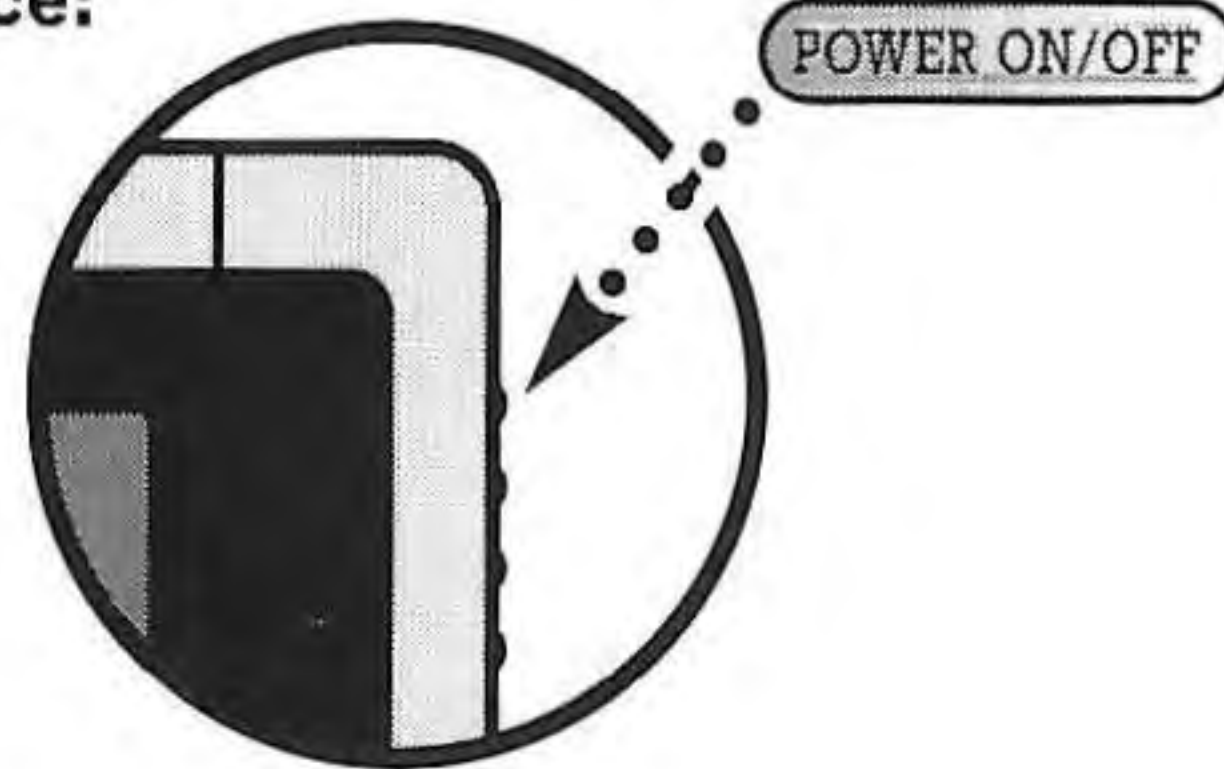
*The Tans have already spotted you. Your stomach lurches as you recognize the weapon being brought to bear on your position: a bazooka. The Tans start to scramble for cover as you open fire. "I've got to get that before..." But you're too late... A flash of fire and smoke erupts from the muzzle of the bazooka and, moments later, an explosion knocks you flat on your back...*

# SET-UP AND CONTROLS

## SET-UP

To play this game, you must first have a Nintendo Game Boy Color system.

1. Set-up your Game Boy Color according to the Game Boy Color Instruction Booklet.
2. Make sure the power to your Game Boy Color is turned off before inserting or removing any Game Pak.
3. Insert the Army Men® 2 Game Pak into the slot in the back of your Game Boy Color (label side out) until it clicks into place.
4. Turn the power on.
5. Select the language of your choice: English, French or German.



## CONTROLS

### + CONTROL PAD - MOVEMENT AND MENU SELECTIONS:

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

### SELECT - PAUSE THE GAME:

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

### START - DROP AN ITEM:

During game play, START is used to drop an item from your inventory. Use the B Button to highlight an item and then press START to drop it. You cannot drop your rifle.

### A BUTTON - THE "ACTION" BUTTON:

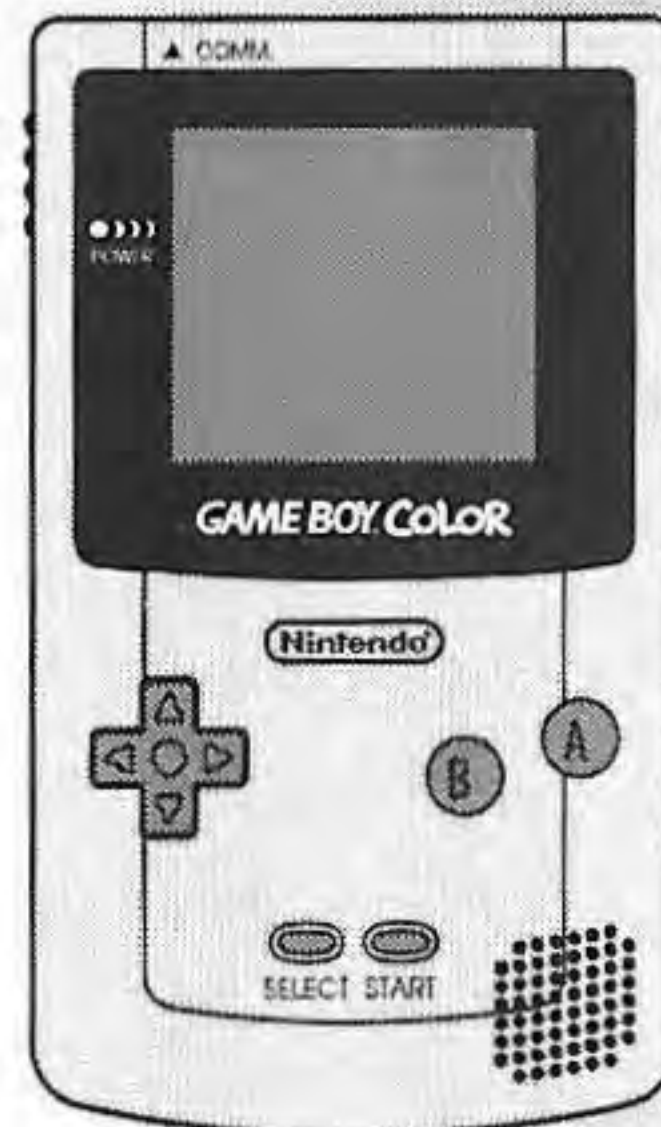
Use the A Button to select an option from a menu, to use an item in the inventory and to fire weapons.

### B BUTTON - CYCLE THROUGH INVENTORY:

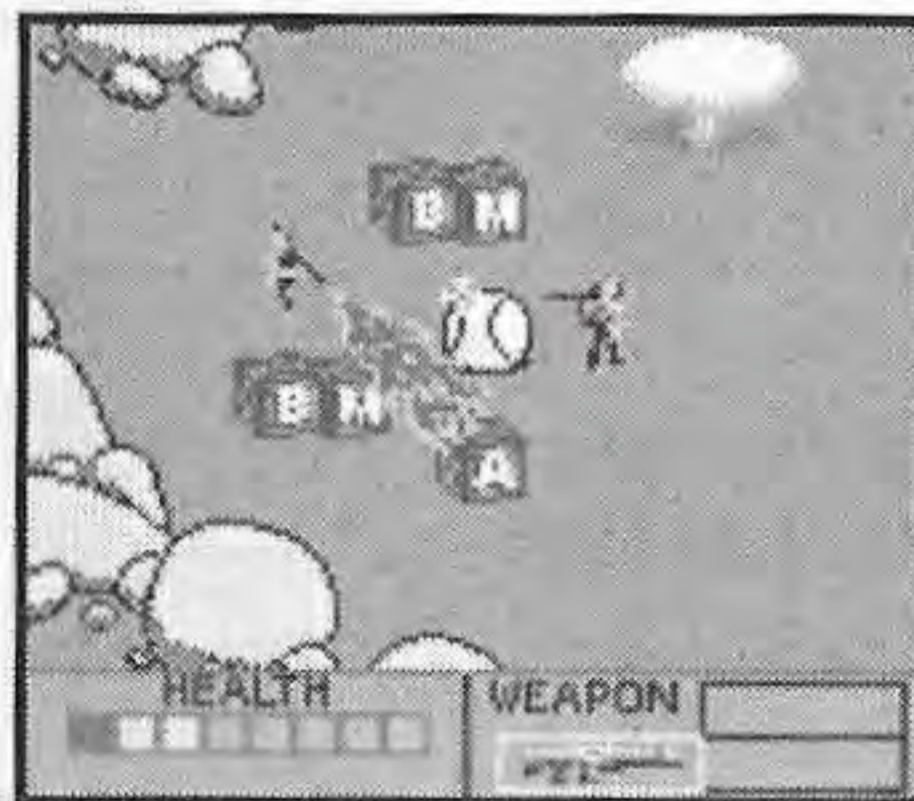
During game play, the B Button is used to cycle through your inventory of items.

### MISCELLANEOUS:

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



# NAVIGATING THE G.S.M. GAME START MENU



## BOOT CAMP

Harden yourself into the mold of a plastic soldier in the Boot Camp training scenarios. This is the best way to train before going into battle! See 'Boot Camp: Basic Training' on page 12 for more information.

## 1 PLAYER

Take on the world in a heroic attempt to prove once-and-for-all that plastic is stronger than steel. All your training, determination and good ol' polyurethane-grit will see you through!

## 2 PLAYER

Using a Game Boy Game Link® cable, play Capture the Flag or Blitz against a friend. See the '2 Player Games' section on page 15 for more information.

## OPTIONS

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



## PASSWORD

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

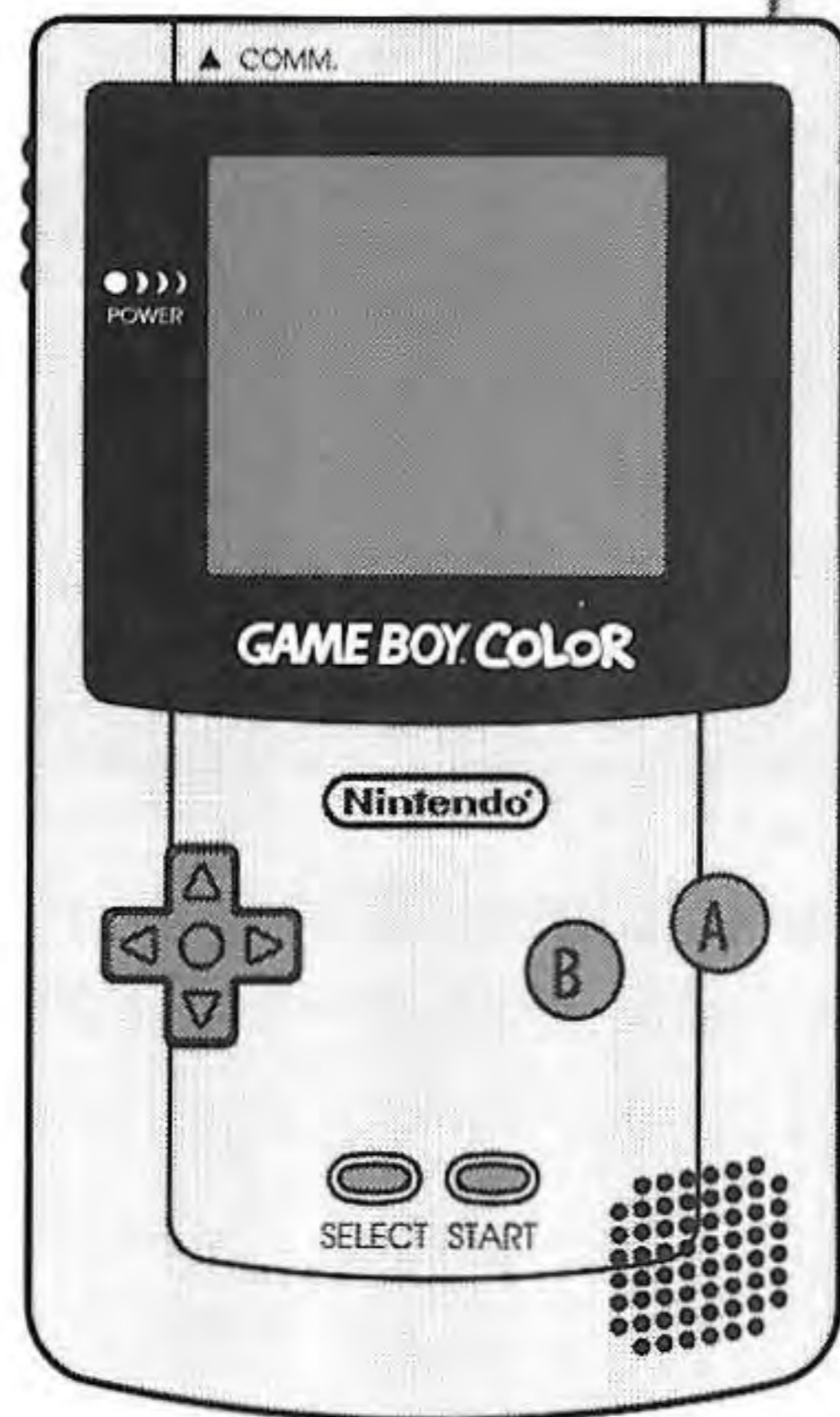


# ISSUING COMMANDS

There are two control modes in the Army Men 2 game. Mode A is the default mode. You may select which mode to use from the Options Screen.

## MODE A

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



## MODE B

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

## INVENTORY

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

## VEHICLE

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

## MISCELLANEOUS

Pause Game and Display Pause Menu	. . . . . SELECT
-----------------------------------	------------------



## MISSION OPS SCREEN

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

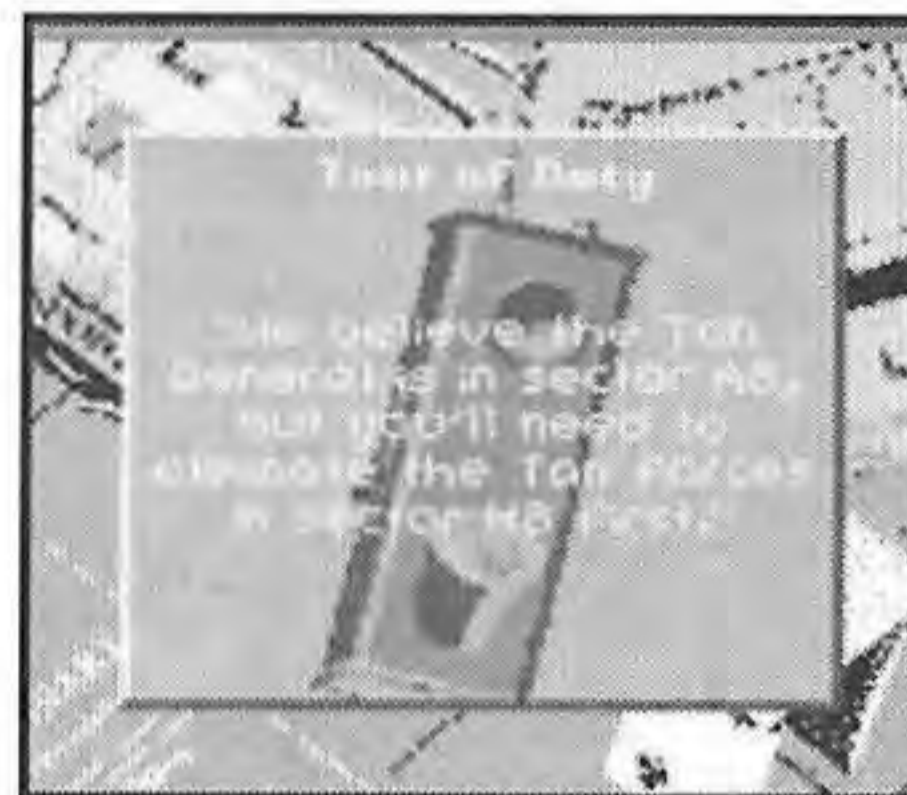
### STRATEGY MAP

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

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

### IN/OUT VEHICLE

This option is how you get in and out of a vehicle. Climbing into a vehicle switches control to the Vehicle controls (Please see page 9 for more information).



### MISSION OBJECTIVE

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

### ABORT MISSION

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

**Note:** To exit the Pause Screen without selecting anything, press **SELECT** again; this will unpause the game and return you to the game.



## BOOT CAMP: BASIC TRAINING

Attendance at Boot Camp is not mandatory in the Army Men 2 game, but it is strongly recommended for new recruits!

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

You will receive initial instructions and then enter Boot Camp. Walk up to the large signs and press the A Button to see instructions for each range. There are 8 ranges in all. Do them in order, or just roam freely about the map—either way, you must find the signposts to receive your instructions.

You may stay in Boot Camp for as long as you want or leave at any time. Press SELECT, then highlight and select 'Abort Mission' to exit Boot Camp.



## PLAYING A MISSION

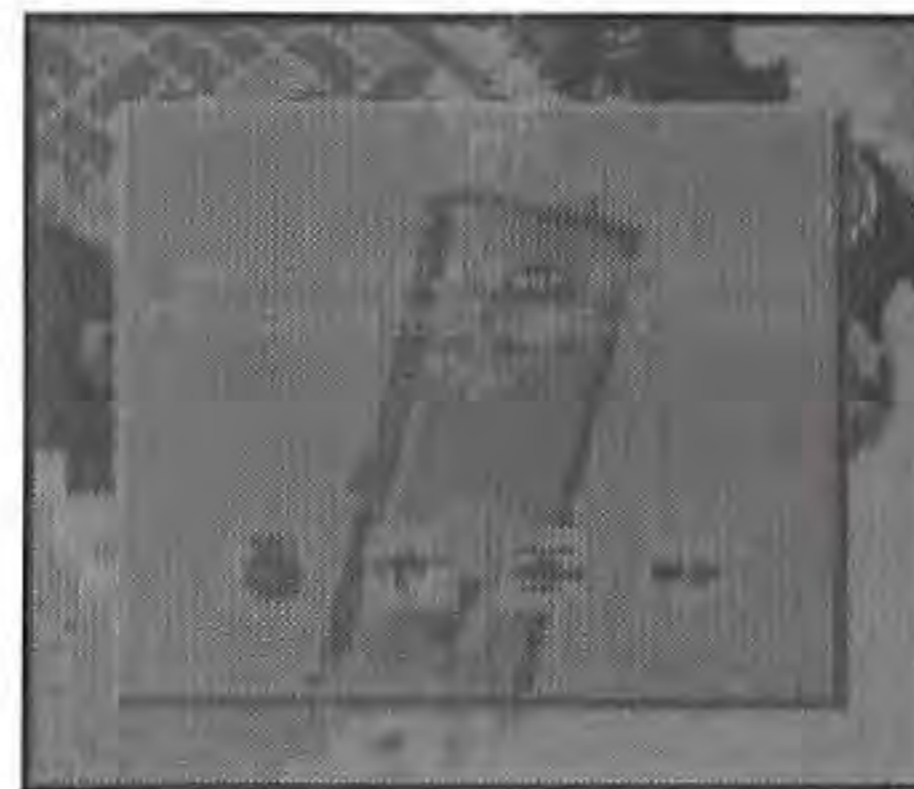
### CAMPAIGNS

There are two campaigns available in the game: Field and Assault. When you first start, you can only select the first campaign: Field. As you complete missions, you'll get passwords that will let you pick up wherever you left off, so you won't have to play through every mission again. You must complete the first campaign before you can play the second campaign.

### MISSION SUCCESS

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

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

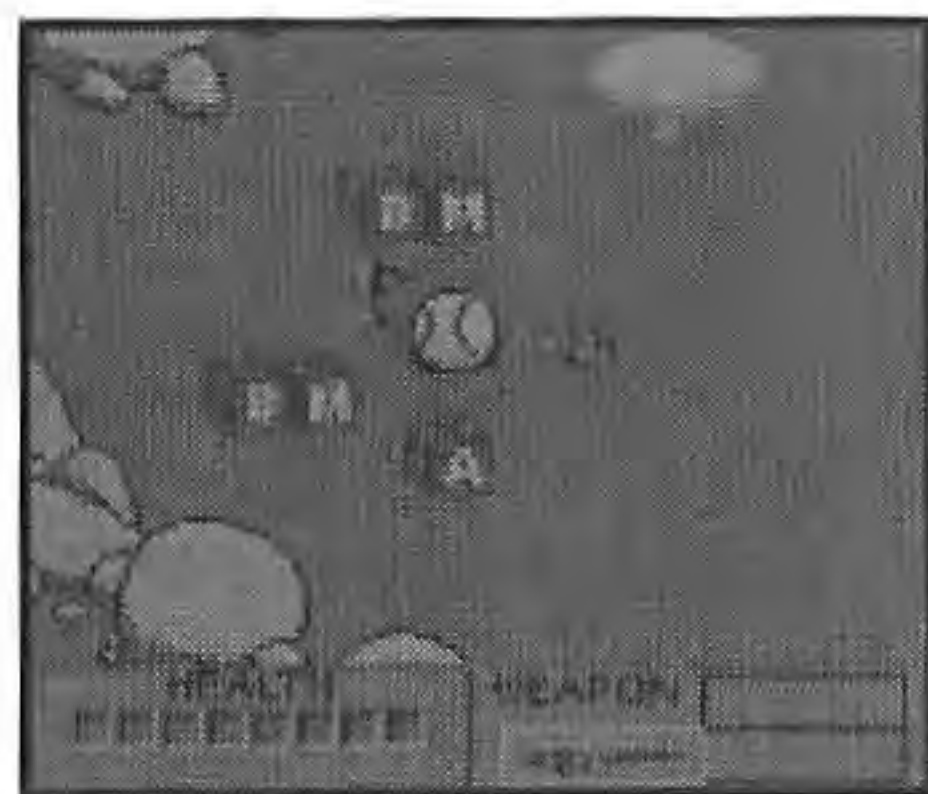




## MISSION FAILURE

### YOU DIE

If you die, you fail the mission immediately. You are then asked if you want to play that mission again.



## 2 PLAYER GAMES

After selecting '2 Player' from the main menu, the game will look for the other player. When the other player is found, Player 1 will be the first player that selected 2 Player from the Main Menu. Player 1 will choose the type of game and set the map rules. If the game doesn't find the other player, turn off both Color Game Boy Color systems, make sure the Game Boy Game Link cable is firmly connected to each unit, turn them on, and try again. Both players must also have the Army Men 2 Game Pak inserted into their Game Boy Color.

'Capture the Flag' and 'Blitz' are the games that can be played by two players.

**CAPTURE THE FLAG** — You need to locate and bring the flag from your opponent's base back to your base. The flag will then be teleported back to your opponent's base and a tally will be kept of how many flags you've captured. The first player that captures the number of flags as defined on the Map Rules screen wins. If you die, you will restart at your own base.



**BLITZ** — You attack your opponent head-to-head. The first player who makes the number of kills as defined on the Map Rules Screen wins. If you die, you will restart at your original start position.

After selecting which two player game you want to play, the Map Rules Screen will be displayed. This screen is where you select which map you want to play on and what rules you want to play by.



## T.O.T. TOOLS OF THE TRADE

### PICKING UP AND EQUIPPING

You start a mission with only a rifle, but there are other weapons and items to be found all over the map.

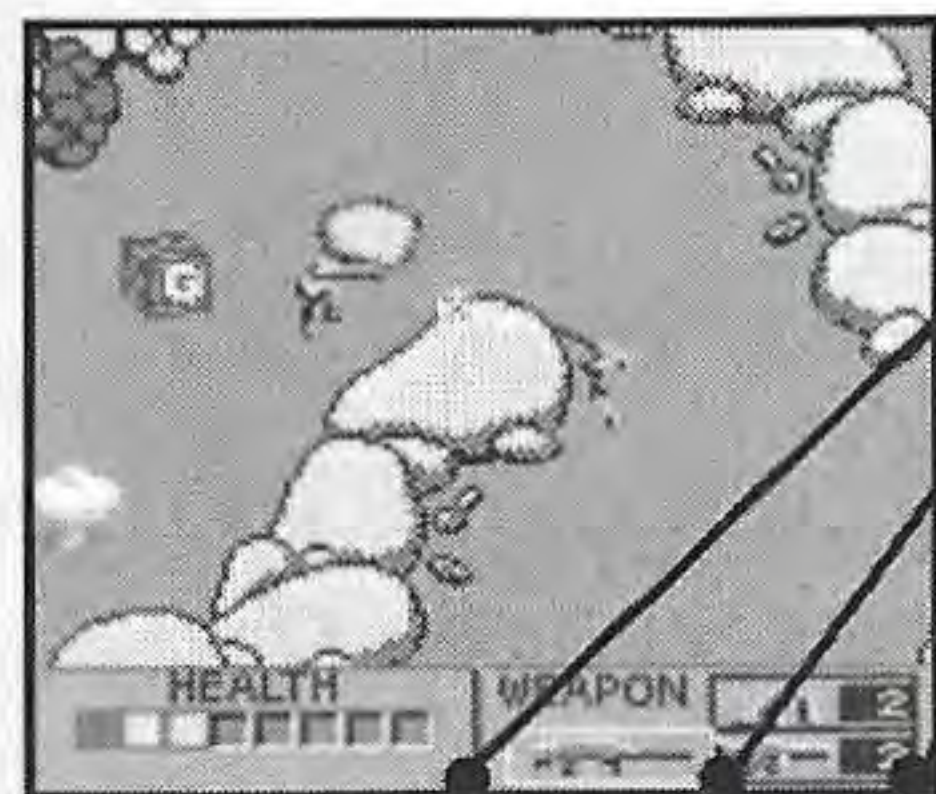
To pick up an item, just run over it. You will automatically pick up the item and its icon will appear in the inventory box at the bottom of the game screen. To equip the item, use the B Button to cycle through your inventory list until the item is highlighted. Remember that you can only carry two items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

When an item is used up or runs out of ammo, it disappears from your inventory. To manually drop an item from your inventory, highlight the item and press START. The item will appear on the ground, and you can pick it up later. You cannot drop your rifle.



## **WEAPONS AND THEIR USE**

To use a weapon just aim crosshairs at the target and press the A Button. If you lined up the shot right, your enemy (or whatever you're shooting at out there) is as good as gone. Remember though, most things take more than one shot.



HEALTH METER

WEAPON

INVENTORY SLOTS

### **DIRECTIONS FOR RANGED WEAPONS**

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

### **AUTOMATIC RIFLES**



The Automatic Rifle is found in boxes like this:

The Automatic Rifle is a soldier's best friend. The sooner you pick up one of these babies the better!

When you pick up the Automatic Rifle, it will replace your Rifle, and will automatically become the primary weapon. The Automatic Rifle is the only power-up that cannot be dropped. Holding down the A Button will fire the Automatic Rifle continuously.

### **GRENADES**



Grenades are found in boxes like this:

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

### **MORTARS**



Mortars are found in boxes like this:

Make sure you aren't standing in front of one of these boom tubes when it goes off - the shell sure won't go around ya. And if you're shooting one yourself, make sure there's nothing between you and your target.

## BAZOOKA



Bazookas are found in boxes like this:

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

## FLAMETHROWER



Flamethrowers are found in boxes like this:

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



## NON-WEAPON OBJECTS

### MINE SWEEPERS



Mine Sweepers are found in boxes like this:

With the Mine Sweeper highlighted, you will detect any mine you walk over, and (lucky you) the mine won't blow up!

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

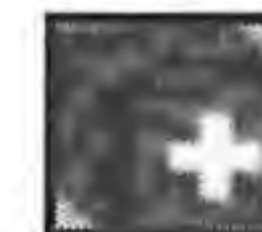
### INSTANT HEALTH



Instant Health is found in boxes like this:

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

### FIRST AID KIT



First Aid Kits are found in boxes like this:

These small kits are capable of restoring up to 1/3 of your health.

Unlike instant health, you must equip and use the First Aid Kit as if it were a weapon.



## VEHICLES

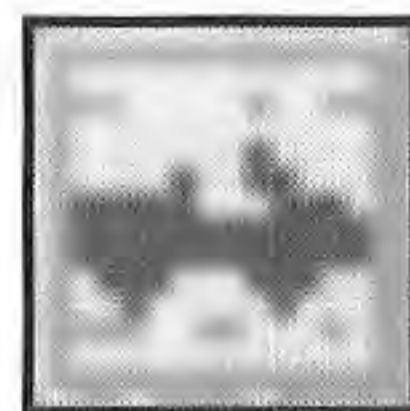
### JEEP

Top Speed: .....Fast

Weapon: .....50 Caliber Machine Gun

Rate of Fire:.....Very Fast

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



### TANK

Top Speed: .....Slow

Weapon: .....Cannon

Rate of Fire: .....Slow

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



### VEHICLE WEAPONS

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

### VEHICLE HEALTH

When you are in a vehicle, and the vehicle is destroyed, the vehicle explodes and you are ejected.



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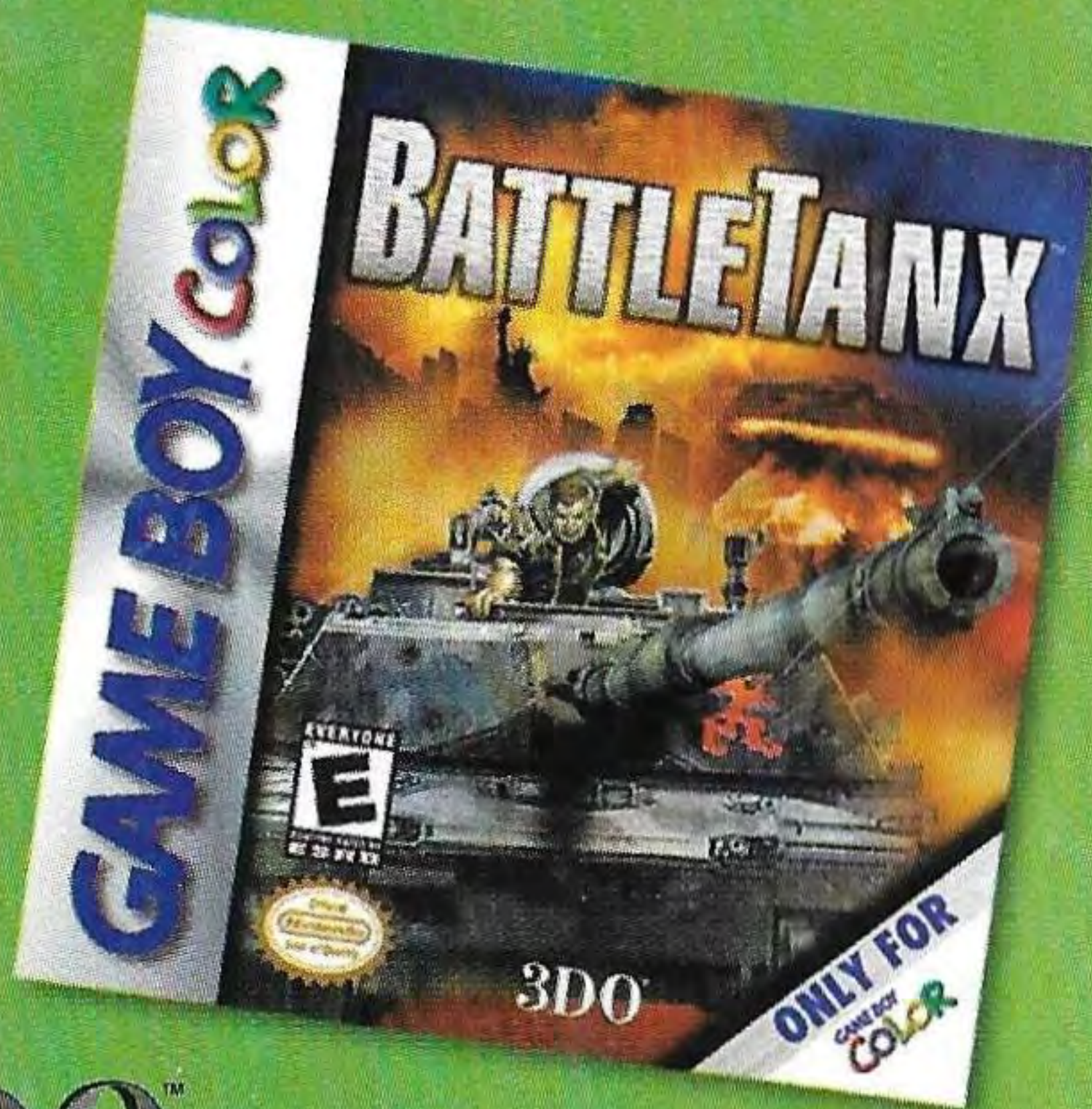
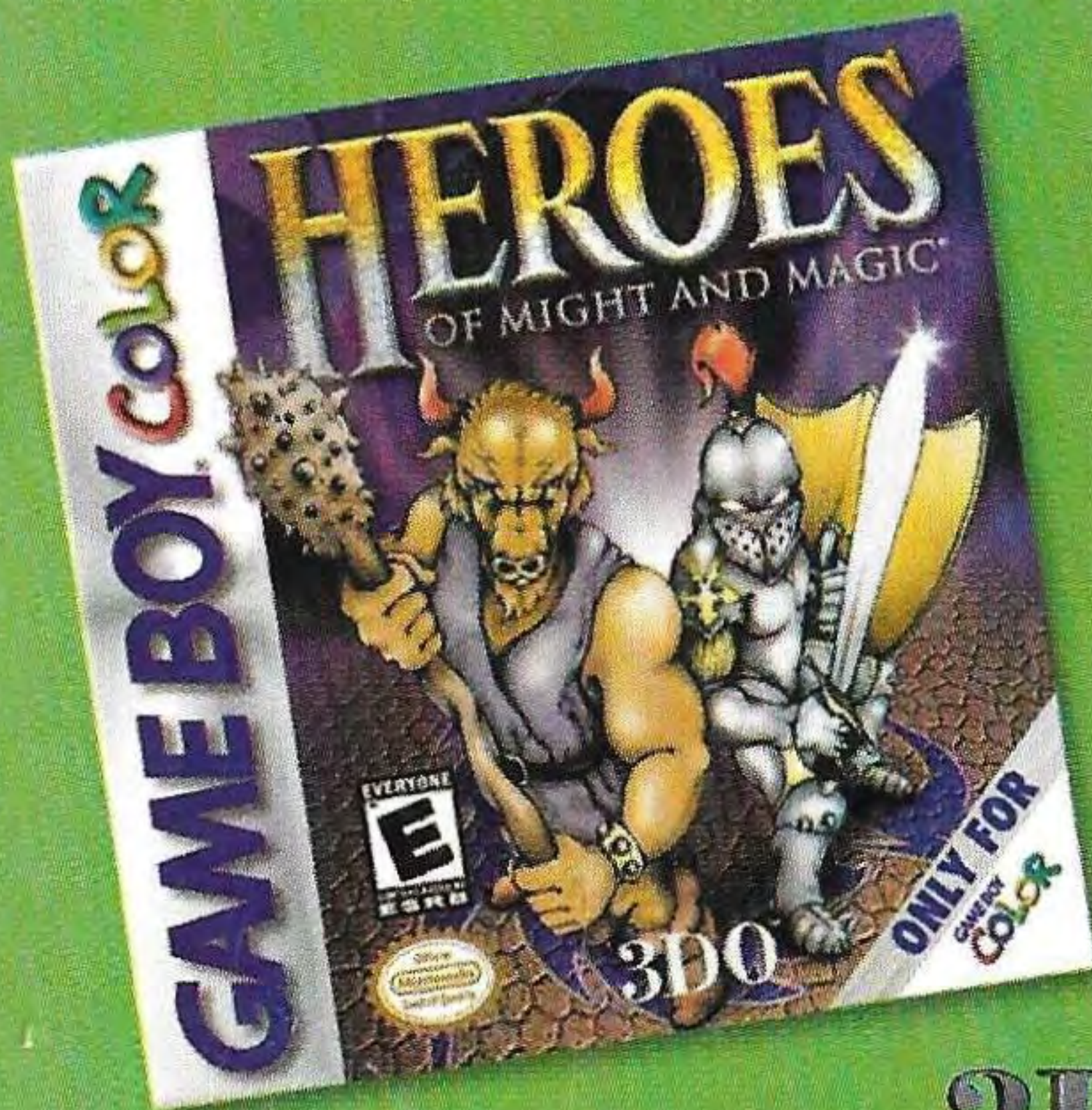
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