

INSERT MANUAL COVER

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation
- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

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Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

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CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

STORY/BACKGROUND

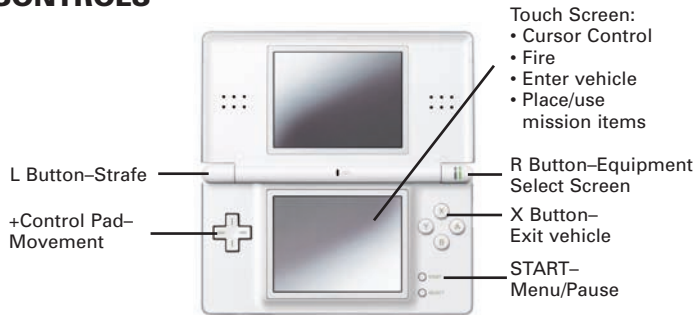
“Where did they all go?” Timmy was sure he put away all his army men when he finished playing with them the other day. But now all of his tan colored army men are missing, along with a few of his green men. As he looks around his room, he spots two tan army men partially hidden behind some books on a shelf. “There you are, how did you get way up there?” Timmy grabs his foam dart gun and shoots one knocking it to the floor. After picking it up, he looks up to take a shot at the second one ... but it isn’t there. “Where did you go?!” he wonders. “You couldn’t have gone too far”. Timmy’s imagination takes over as he envisions himself hunting down the elusive ‘Tan Strike Force’ soldiers and attempts to find his remaining toy army men.

Army Men™: Soldiers of Misfortune is a game where little Timmy lets his imagination go wild. He pretends he is as small as his toy plastic soldiers on the hunt around the house to find as many of his lost tan colored army men as possible. Timmy will have various toys at his disposal that he will use to knock the army men out of commission. He will be able to fly a fighter plane, drive a jeep, use his water gun, shoot foam darts from his toy gun, and fling bottle caps at any army men that cross his path.

GETTING STARTED

- Correctly insert the Game Card into your Nintendo DS™ system. Switch on the system.
- Touch the Army Men™: Soldier of Misfortune icon on the bottom screen to start the game.
- Army Men™: Soldiers of Misfortune will then start up with intro screens.
- **WARNING:** Inserting a Game Card when the system is already on might result in damage to the Game Card.

CONTROLS



MENU

The Main Menu is available to the player when starting the game or it can be accessed during gameplay by pausing the game and selecting “Exit to Main Menu”. The Main Menu contains the following items:

Play Game

Starts your game and takes you to the “Profile Selection” screen. Once a profile has been selected, then you will see the “Mission Screen” where you will be able to select the mission you would like to play.



Change Profile

Permits another player to load and continue their saved game without having to exit the game and restart.

Options

Allows you to adjust the video settings, controls, and volume of sound effects and music.

Credits

Lists all the people who put so much hard work and dedication into the game.

IN GAME PAUSE MENU

The in game Pause Menu will give you access to the following items:

Continue Game

Continues the mission you are currently playing.

Replay Level

Restarts the current mission from the beginning. You will lose all progress you have made in the mission.

Options

Allows you to adjust the video settings, controls, and volume of sound effects and music.

This will allow you to adjust your settings without having to exit your current game.

Mission Screen

Exits your current mission and takes you to your available list of missions. You are free to replay any missions you have completed or you can select the next unlocked mission.



MISSION SCREEN

The mission screen shows your progress through the game. It is organized by location tabs for the Bedroom, the Kitchen, and the Backyard. Within each tab, there are 5 icons representing the 5 missions available in that room. The grayed-out icons indicate missions that have not yet been unlocked. The colored icons represent active or completed missions.

You can scroll through the available missions and select any active mission to play. You are also free to replay any previous missions and build up your enemy capture counter (see below) or you can continue with the next one in line.

Completing Missions

Completed missions can be played as much as you wish and any army men that you find during a successful mission will be added to your enemy capture total. The enemy capture total is how many 'Tan Strike Force' soldiers you have defeated. This is a running total so all the enemies you have defeated in a successful mission will be added to this total. Even if you repeat the same mission and complete it, you will have all the defeated army men added to the capture total. (see the HUD section for more details on Captured Enemy Army Men)

Completing a mission will also unlock the next subsequent mission for that room, or, if it is the last one for that particular room, then it will unlock the first mission for the next room.



Failing Missions

If you fail a mission, you will still be able to restart it and try again or you can redo any of your previous missions. If you fail a mission, none of the army men you found during the course of the mission will be added to your enemy capture total. (see the HUD section for more details on Captured Enemy Army Men)

LOAD/SAVE

Once you have successfully completed a mission, your progress will be automatically saved for you. When your game is autosaved, it will be saved within the current profile you are playing (the one you selected from the Main Menu). To load this game up at a later time, you simply have to select the same profile from the Main Menu when you are ready to play again. There are 3 profile slots available which store your progress and your enemy capture total.

OPTIONS SCREEN

This screen allows you to adjust the settings of the game.

Sound

Music Volume

Adjusts how loud the background music will play.

FX Volume

Allows you to control the volume of the sound effects (vehicle sounds, weapon sounds, explosions, etc...).

Master Volume

Manages the overall volume of all sounds (music & FX).

Controls

This option allows you to switch the flight controls between real-life mechanics



(i.e. pushing down makes the plane go up), or it can follow the player-movement mechanics (pushing down makes the plane go down).

HUD

The HUD provides several important pieces of information that should be monitored while attempting to complete missions.

Health Bar

The bottom right of the top screen shows Timmy's current health and armor levels. Timmy's health is represented by a green bar that will drop as Timmy takes damage. Don't let your health get too low or you will be at risk of failing your mission.



Armor Plates

When Timmy has collected an armor power-up, rows of metal plates will appear around the health bar. The plates represent the amount of armor Timmy is currently wearing and will slowly disappear as Timmy takes damage. Once all plates are gone, Timmy will suffer damage to his health bar.



Energy Shield

A blue glowing outline will appear around the armor/health bar indicating that Timmy is currently protected by the energy shield.



Equipment Selection

This is Timmy's backpack, located in the bottom left corner of the top screen, where he stores all his toy weapons and mission items. By pressing the equipment selection button, you will be able to cycle through all of the useable weapons and mission items that are currently in Timmy's backpack. For simplicity, only weapons that currently have ammunition will be displayed. Empty weapons will not be selectable until more ammo for that particular weapon has been collected.



To use mission items (bombs, transmitters, etc...) simply select the item in the inventory, move up to the position where it needs to be placed, move the cursor over the location and press the fire button. This will drop the item into position. If you cannot find the mission item in your inventory then it means you do not have any left and you will need to explore around the room a little to find more.

Map/Radar

Timmy has radar available to him in the middle of the upper screen which shows the locations of enemy soldiers and mission specific items.



Enemy soldiers will appear as a red dot on the radar when they have come out of hiding and are within close proximity of Timmy. If Timmy gets far enough away from the enemy, they will retreat back into hiding and the red dot on the radar will disappear.

Mission specific items will show up as a blue dot on Timmy's radar. These are items that can be collected by Timmy and used later, or the dots can show locations where mission items have to be used. A blue dot will not be shown if an enemy is carrying a mission item. Timmy must capture the enemy (knock it over using one of his toys) before the enemy will drop the item they are carrying.

Mission Objective

The Mission Objective window outlines your progress through your current mission. You will be required to complete a variety of tasks including collecting objects, placing objects, protecting "Green Brigade" allies, destroying objects, and eliminating enemy soldiers. If your mission requires you to collect or place items, destroy locations, or eliminate enemies then you will be shown your progress (such as "5/8") in the upper left corner. This indicates that you have completed 5 of the 8 required tasks. If you are required to protect allies then the Mission Objective window will have a health bar showing the current condition of the ally you have to protect. If that bar reaches zero then the ally has been defeated and you have failed your mission.



Army Men Captured

This is the total number of 'Tan Strike Force' soldiers that Timmy has collected from all of his successful missions thus far. An enemy is considered "collected" when they are knocked over using Timmy's toy weapons. When Timmy has collected a certain number of Tan Strike Force soldiers, he will earn an armor bonus for any missions he does from that point on. The armor bonus will give a small amount of armor to Timmy at the beginning of every mission. The more enemy soldiers that Timmy captures, the greater the armor bonus will be.



WEAPONS

Timmy has some of his favorite toys available to him to use while looking for his lost army men. He has brought along his foam dart gun, his water gun, and his tennis balls. Timmy also likes to flick the bottle caps from the sodas he finishes.

Dart Gun



This is Timmy's "Soft Strike EX" plastic gun that shoots small foam darts. It doesn't do as much damage as some of Timmy's other toys, but it has very good range.

Water Gun



The "SQRT 3000 Ultra" is a shorter range weapon that will fire a constant stream of water, but initially does less damage than other toys. Timmy can either concentrate the stream on a single target and do continuous damage, or he can spray a group of enemies by moving the stream across all of them. The water gun shoots a stream of water in an arc which allows Timmy to shoot it over small obstacles and knock down enemies that are hiding behind them. Due to the constant stream of water that the gun can fire, Timmy will have to be careful not to run out of water too quickly.

Tennis Ball



Timmy will be able to collect a number of “150-WLSN” tennis balls that he can lob at the Tan Strike Force soldiers. When the tennis ball impacts something, it will send out a shockwave into the surrounding area. This can knock over multiple soldiers at one time and damage any vehicles that are within the area of effect of the shockwave.

Just like the water gun, the tennis ball can be thrown over some obstacles in order to knock over enemies that are hiding behind cover.

Bottle Cap



Timmy loves to drink PopCo Cola, and as a result, he leaves the bottle caps all over the place. While out on a mission, Timmy might be able to find some of the bottle caps he has left and use them to knock out any Tan Strike Force enemies he finds.

The “PopCo Deflection Disks” are useful against multiple enemies that are spread out too far for the 150-WLSN Tennis Ball to affect at once. Although it doesn’t do as much damage as the other toys, when thrown at a target, the bottle cap will ricochet between numerous enemies. This is also a good way to damage hiding enemies by deflecting the disk off of a visible enemy and watching it ricochet to the next closest enemy that could be barricaded behind an obstacle. The PopCo Deflection Disk will ricochet and hit up to 4 different enemies before running out of power.

POWER-UPS

Timmy will be able to discover various power-ups while he is out on missions for General Teddy. These power-ups will help give Timmy an edge while battling the Tan Strike Force.

If Timmy collects a power-up that he is already affected by, then the new power-up will replenish the current effect. For example, if Timmy already has a small

amount of armor on him and he picks up another armor power-up then the new power-up will replenish (or add to) the existing power-up. Timmy can never go above his maximum value. So armor and health can never go higher than his maximum regardless of how large the power-up that was collected.

Armor

Timmy can get some extra protection by collecting an armor power-up. The armor will deflect any incoming enemy attacks. When Timmy is being protected by some armor, it will be indicated by rows of metal plates wrapped around the health bar in the HUD. These metal plates will slowly degrade as Timmy sustains more hits and eventually will disappear if the armor takes too many hits. Timmy can restore/replace his armor simply by collecting another armor power-up.



Health Pack

As Timmy sustains hits from enemy forces, his health will go down. Different enemies will deliver different amounts of damage, so sustaining a hit from a tank will take more of Timmy’s health than a hit from an enemy rifleman. To restore lost health, Timmy just has to run over any health pack that will be found in the various missions. Small health packs will give Timmy a small health increase while larger health packs will heal Timmy more. Timmy can only be healed to his maximum amount, so any excess healing beyond Timmy’s maximum will be lost.



Ammo

Timmy’s toys can only carry a certain number of shots. So you will have to keep a close eye out for power-ups that look like his toys (dart gun, water gun, tennis ball, bottle caps). When one is collected, it will add more shots to the appropriate weapon.



Kinetic Shield

This is an energy shield that will deflect any incoming damage from enemy fire. The kinetic Shield is a bubble that surrounds Timmy and will absorb any damage taken. Eventually the shield will break down and shut off when it has sustained too many hits.



Infinite Shots

While this power-up is active, Timmy will be able to shoot as many times as he wishes without using up any shots that he currently has. This will only work if the toy currently has shots available.



Damage Boost

Once this power-up has been obtained, all of Timmy's toys (excluding vehicles) will deal out extra damage.



CHARACTERS



Timmy

You are playing as Timmy, a little boy with a wild imagination, who loves to play with his little toy army men. Unfortunately, it seems as though Timmy has lost a bunch of his army men and he is on the hunt to get them back. Timmy imagines that he is just as small as his toy soldiers and ventures out to recover as many tan army men as he can.

General Teddy

General Teddy is Timmy's favorite stuffed bear. He is the one that will be giving Timmy his mission briefing on what he needs to accomplish. General Teddy will keep a watchful eye on Timmy from Command Headquarters (Timmy's chalkboard) and help out by providing information on what needs to be done in his missions.

Enemies

Rifleman

These are the common enemies of the Tan Strike Force that Timmy will face. They have reasonable range and can only fire a single shot a time.



Assault Rifle

Be careful around these soldiers as they are able to fire much faster than their rifle comrades. The Assault Rifle soldier has the ability to unload bursts of 3 darts at a target. The accuracy of their shots is slightly less than other enemies, but they have the potential to deal out faster damage.



Bazooka

With a slightly slower firing rate, the bazooka enemy is able to deliver quite a punch from the tennis balls that they launch. Similar to the tennis balls Timmy uses, when they impact something they will send out an explosive shockwave into the immediate area. They may have a shorter range than other enemies, but they are the biggest threat against vehicles Timmy might be driving.



Sniper

Almost identical to the rifleman soldier, the snipers of the Tan Strike Force have increased range capabilities so you will have to have as sharp an eye as they do so you can spot them before they shoot you.



VEHICLES

Timmy has some toy vehicles that he will use to help in defeating the Tan Strike Force. It has been Timmy's dream to drive a jeep, tank, and plane and now he finally gets his chance.

Jeep

This is your standard toy jeep that is capable of getting Timmy around fairly quickly. It is capable of higher speeds, but does not have much in the way of armor and protection so it can be disabled with only a couple, well-placed bazooka shots. The jeep does come mounted with a controllable automatic dart gun to give it a little more protection.



Tank

The tank is a slow, lumbering beast that can sustain more hits than the Jeep. The tank is much slower due to the extra protection. It can also fire tennis balls dealing large amounts of damage to targets and anything else in the immediate area.



Plane

If Timmy is close to an airfield, he will be able to locate and use an airplane in some of his missions. The plane is used to get the aerial advantage on the Tan Strike Force. It is capable of firing foam darts at targets as well as dropping tennis ball bombs onto enemy locations. Be careful though, the plane has very low protection, so it is imperative that Timmy does not get into a heavy fire-fight or he risks being shot down.



do. It would be so much easier to find his little army men if it wasn't such a mess. Timmy's toys are strewn around the room and the Tan Strike Force have been using the mess to their advantage. You never know what could be lurking behind the train set, or under the bed, or even in that cardboard fort Timmy made for his action figures.

Kitchen

There are lots of things in here that Timmy's Mom always told him not to touch. But with all the tables, chairs, and stuff on the counters, it is just too much fun not to play in the kitchen... you are also close to all the snacks. The kitchen missions will have Timmy running through the refrigerator, on chairs, and over counters, tabletops, and sinks.

Backyard

Wow! The army men have spread themselves all the way out to the backyard. This might get tricky finding them amongst the grass, toys, sandbox, and jungle gym. With such a wide open area, Timmy will have to keep an eye out of enemy vehicles and ambushes. However the backyard is a good place for Timmy to also use his toy vehicles to hunt down all the missing tan army men.

LEVELS

Timmy will be exploring through various rooms of his house trying desperately to find as many of his lost army men as possible. Once all the missions for a room have been completed, Timmy will gain access to the missions for the next room. The first room that Timmy will start exploring will be his own Bedroom.

Bedroom

Timmy now wishes he had kept his room tidy like his mom kept asking him to

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