WIN 95

SMALL SOLDIERS™

SQUAD COMMANDER

ALL OUT WARFARE IN A BATTLE
TO SAVE YOUR NEIGHBORHOOD!

DREAMWORKS INTERACTIVE™

HASBRO Interactive™

FIRST THINGS FIRST!

THE README FILE

The *Small Soldiers™ Squad Commander* CD-ROM game has a ReadMe file with which you can view troubleshooting information about the game. To view this file, double click on that file in the *Small Soldiers™ Squad Commander* directory found on your hard drive. You may also view the ReadMe file by clicking on the START button on your Win95 taskbar, then on DreamWorks Interactive, and finally on the *Small Soldiers™ Squad Commander* ReadMe file icon.

MINIMUM SYSTEM REQUIREMENTS

Operating System:	Windows® 95 or NT 4. Service Pack 3
CD-ROM Drive:	4X Speed
Memory:	16 MB RAM
Hard Disk Space:	30 MB Free
Processor:	Pentium 100 or higher
Monitor:	640 x 480 Super VGA Monitor
Video:	1 MB video card
Sound:	Windows® 95 compatible sound card
Input:	Microsoft® compatible mouse

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INSTALLATION

Please close all programs, turn off screen savers, etc. before inserting the CD into your CD-ROM drive. Also, you must be running Windows® 95 or Windows NT 4.0 with Service pack 3.

To install *Small Soldiers™ Squad Commander* on your computer:

1. Turn on your computer and start Windows® 95 or Windows® NT 4.0 with Service pack 3.
2. Insert the *Small Soldiers™ Squad Commander* CD-ROM into your CD-ROM drive.
3. The Small Soldiers™ install screen should appear. If the install screen does not appear, open "My Computer" then double click on your CD-ROM drive and double click 'setup.exe' to bring up the install screen.
4. Click on the install button and follow the directions.

* *Please note that you will be given the option to install the Microsoft DirectX 5.2 drivers. If you do not already have the Microsoft DirectX 5.2 installed on your computer, please click YES. Then, follow the further instructions.*

RUNNING THE GAME

1. Make sure that the *Small Soldiers™ Squad Commander* CD-ROM is in the CD-ROM drive.
2. Open the Start menu on your task bar.
3. Under Programs, point to DreamWorks Interactive and *Small Soldiers™ Squad Commander*. This will bring up the Start screen.
4. Click on PLAY to launch the game.

OR

1. On your desktop open "My Computer."
2. Double click on your CD-ROM drive.
3. Double click 'setup.exe' to bring up the Start screen.
4. Click on PLAY to launch the game.

HERE'S THE STORY

Who ever said the suburbs were safe? Welcome to New Bedford — the new Mecca of mayhem! A clean, quiet community that's just become party central to a pack of pillaging playthings. After much anticipation, Globotech's ground-breaking new toy line of Commando Elite and Gorgonites has finally hit the shelves! The only problem is, a super-smart micro-processor, the X-1000, has been accidentally installed into every new action figure, and has incited some of them to go out of their boxes and OUT ON THE TOWN! The Commando Elite and Gorgonites, designed from the very beginning as sworn enemies with opposite ambitions — one of conquest and one of community — are wide awake and about to face-off in an all out battle for the neighborhood!

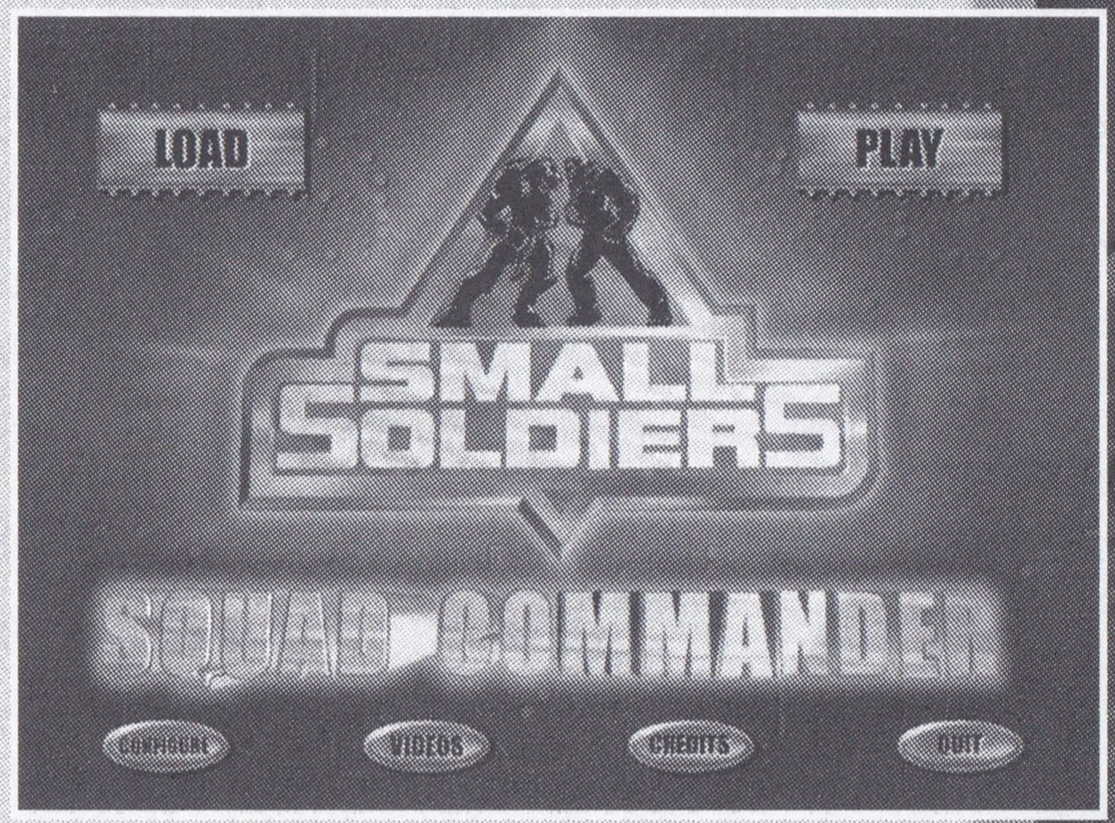
If you could save the world from ruthless domination, or be the ruthless dominator — which would you choose? Play either the Gorgonites or the Commando Elite, and you control the outcome of each squadron's destiny — and what's more: both sides have altogether different Missions, objectives, and outcomes!

They're ready when you are! But be careful, they may just be toys...

...but they've got minds all their own!

MAIN GAME SCREEN

The main screen offers the following six options:



Play: Launches you into a completely new *Small Soldiers* adventure. You'll immediately be asked to choose which squad you wish to command by clicking on either the word "Gorgonites" or "Commandos," as well as to select the game's difficulty level, by clicking on either the box labeled "Beginner" or "Expert."

Load: Calls up the Load screen from which you may resume any previously saved game.

Configure: This gives you access to various game speeds, video settings, and volume controls.

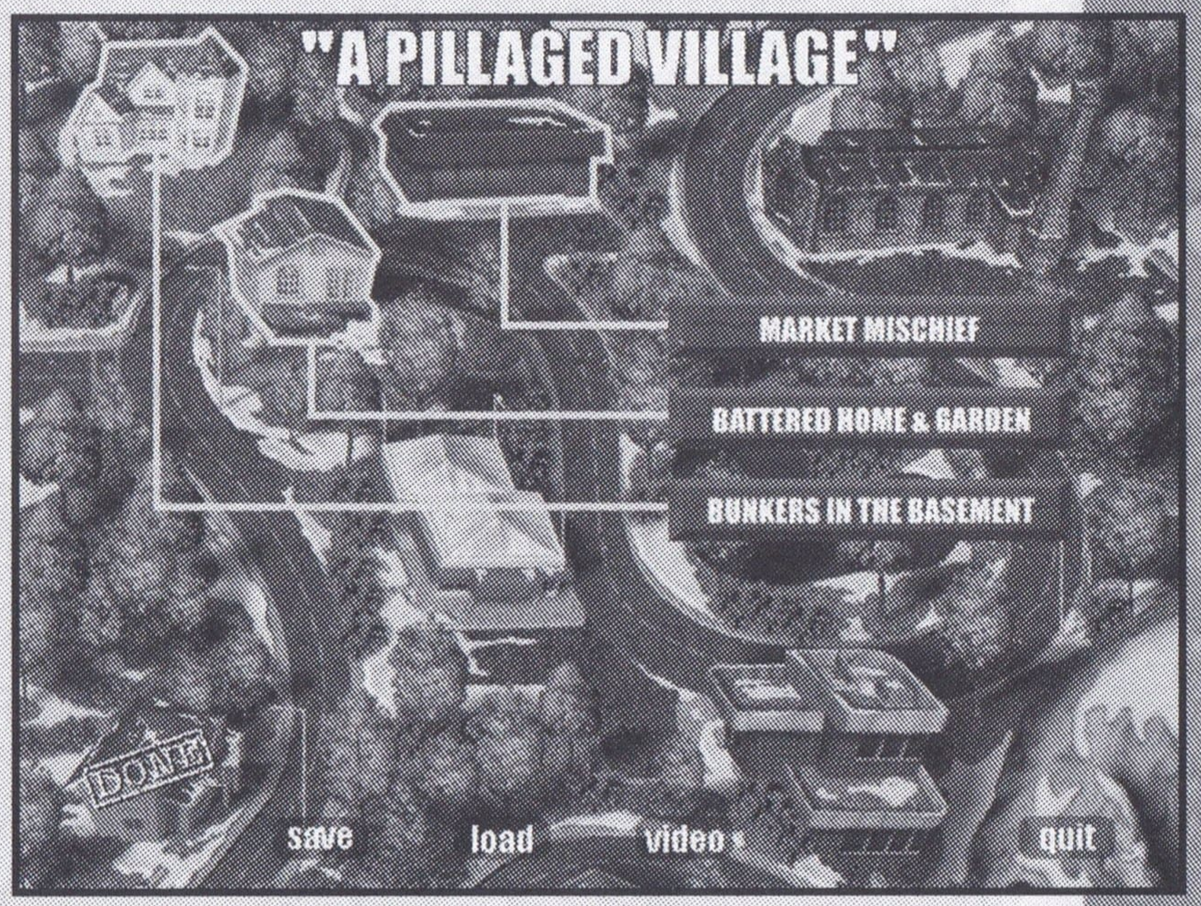
Videos: This allows you to review any story scene that you've uncovered. At the start of the game, only the opening sequence will be available for viewing, but as you progress, additional scenes will become "unlocked," and can be viewed as often as you wish.

Credits: Introduces you to all the fine people who helped bring *Small Soldiers* to life!

Quit: Exits the game, and returns you to the desktop.

STORY SEQUENCES

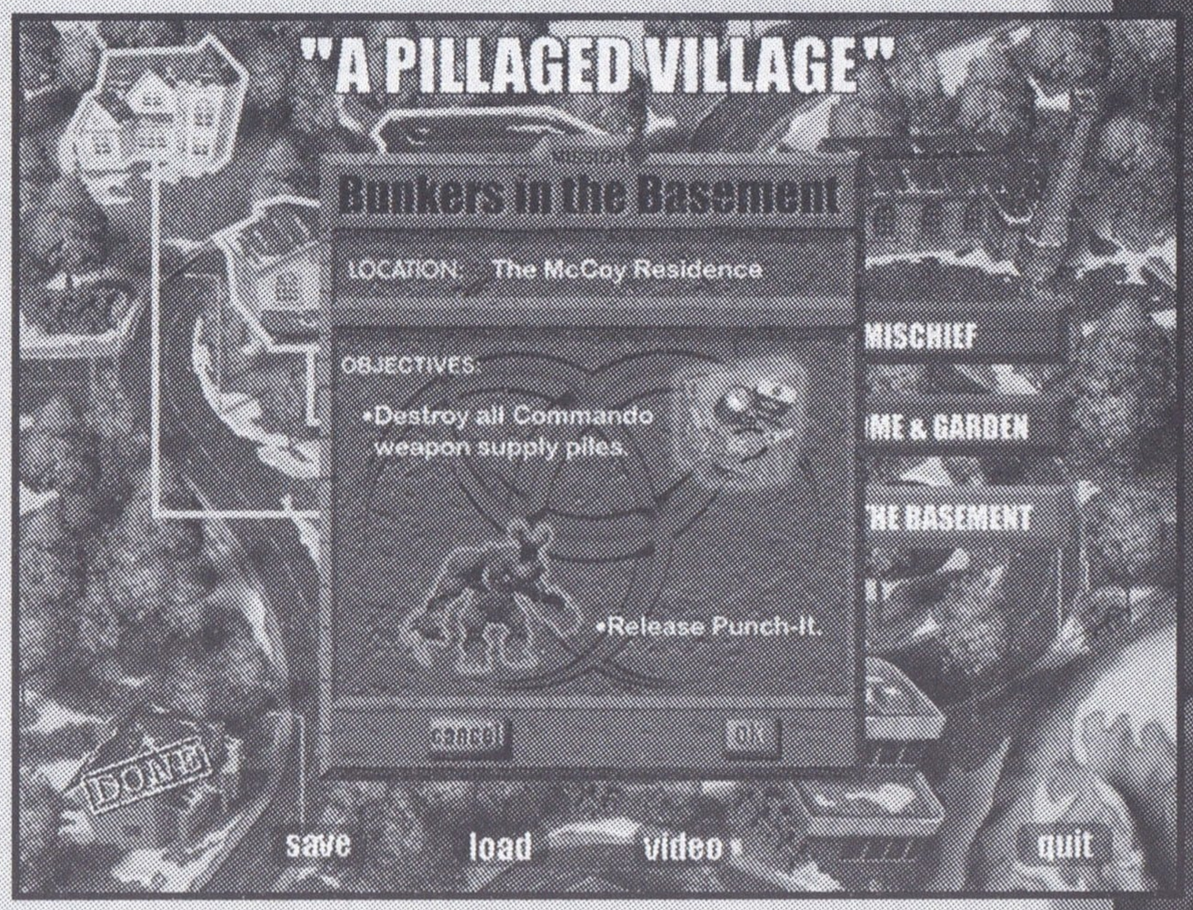
Throughout *Small Soldiers™ Squad Commander*, your squad's success is shown through animated story sequences. Each story sequence will prepare you for a new set of obstacles coming your way in the next chapter of the game. Use these sequences as clues to what you'll be expected to accomplish in the Campaign ahead.



CAMPAIGNS

Within the small town of New Bedford, you'll find that certain locations (some large and some small) are in need of your attention at different times. These locations are presented in small groupings called *Campaigns*. Each Campaign has its own title and may contain anywhere from one to three locations of interest. Each individual town location within the Campaign group is highlighted, and given a specific title. These locations of interest are called *Missions*. Simply clicking on a Mission's title bar will present you with a list of objectives that your squad will be expected to carry out before that particular Mission is won.

Clicking OK while on the objective screen will transport your squad directly to that Mission location. Clicking CANCEL returns you to the Campaign screen where you may have the opportunity to preview other Missions. Though the Missions within a Campaign may be chosen in any order, they must all be completed before the Campaign is won, and the next story sequence propels the adventure forward!



From the Campaign screen, you have the option of saving the current game, or loading a previously saved game. Please see the SAVE and LOAD sections on pages 18 & 19. You can also watch the previous story sequence again by pressing "VIDEO." "QUIT" will return you to the Main Menu.

The first Campaign for each squad contains only one Mission. However, after that, there are Campaigns with multiple Missions. If you wish to switch to a different Mission in the middle of play, just QUIT and return to the Campaign screen. There you may begin a different Mission within that Campaign.

THE SQUAD CONTROL PANEL

This is your full-screen "squad" control center. From this instrument panel, you control your soldiers' behaviors during the course of play. This screen displays the action of your neighborhood battlefields, the status of all squad members and their inventory, the maximum size of your squad, and any important messages that may come up during your fast-paced skirmishes!

A THE MAIN MAP

This is the large game area on the left side of your Squad Control Panel, where you will select and move your squad members, engage in battles, and solve puzzles. To look around the map, just move the cursor to the edge of your monitor in the direction you want to see.

B THE MINI-MAP

This is simply a shrunken version of the Main Map, and is located in the upper right corner of your Squad Control Panel. The Gorgonites are represented by blue squares, and the Commando Elite by red squares. Your

current view on the Main Map is the area inside the white square on the Mini-Map. To view any area on the Main Map instantly, simply click on the Mini-Map and your Main Map view will immediately display that area. You can also click and drag the white square on the Mini-Map, quickly changing your view on the Main Map. This can be especially useful when keeping track of several squad members in different locations of the game field.

If you're stuck on a level and you can't find anywhere else to go, check the Mini-Map for any black fog. If you see it there, you know there are areas you still need to explore.

C SQUAD MEMBERS, WEAPON PORTRAIT, & BACK-PACK INVENTORY

The Squad Control Panel displays pictures of all of the currently selected soldiers. If there are more than four soldiers selected, buttons will highlight above and below, allowing you to scroll through them. Directly to the right of each squad member's picture is a portrait of that soldier's weapon. When a soldier picks up an item to carry in his backpack, a third picture box will appear to display the item that is being carried.

Squad Member Portrait: Click once on the soldier's picture, and the corresponding soldier on the main game screen will become surrounded by a red outline, reminding you of its location. If you click twice on a soldier's picture, an information screen will appear, displaying biographical and statistical information. This information can also be obtained by double clicking on any squad member on the game field.

Weapon Portrait: Displays the weapon this particular squad member uses. If the squad member picks up a special bonus item called a Weapon-Up, a "+1" or "+2"

will be displayed in the portrait area indicating the current strength of that soldier's attack.

Backpack Item Portrait: When a squad member picks up an item, the item goes into its backpack. A soldier can only have one item in its backpack at a time.

D THE TEXT BOX

Strong communication is the key to a successful Mission. Your squad will communicate with you through the Text Box at the bottom of the screen. If you get stuck, be sure to check the Text Box for any special messages your troops may be sending.

SELECTING & CONTROLLING SQUAD MEMBERS

Many of the Missions in *Small Soldiers™ Squad Commander* require expert control of your squad members and precise movement around deadly obstacles and traps. The following section will explain how to select and deploy your troops.

SELECTING ONE SOLDIER

To select a single squad member, place the cursor over the desired soldier until it turns into a Select cursor. Once the Select cursor is visible, click once. The soldier should now be selected, with its health bar visible.

You can also check an enemy's health during battle by clicking on that enemy and viewing his health bar. Then, you can decide to fight on or retreat.

SELECTING MULTIPLE SOLDIERS

There are two ways to select multiple squad members: Rubberband select and Shift select.

If at any time you want to de-select a soldier or a group of soldiers, simply click on your right mouse button.

Rubberband Select: To Rubberband select a group of soldiers, position the cursor in an open area to the upper left of the group you want to select. Click and hold the mouse button, then drag the mouse until you create a box. When the box has surrounded every squad member you want selected, let go of the mouse button. Each of the soldiers that were inside the box are now selected.

Shift Select: You can also select multiple squad members by holding down the "Shift" key as you individually select one additional soldier at a time. When you want to add a soldier to an already-selected group, just hold down the "Shift" key on the keyboard, then click on the soldier you'd like to add to the group.

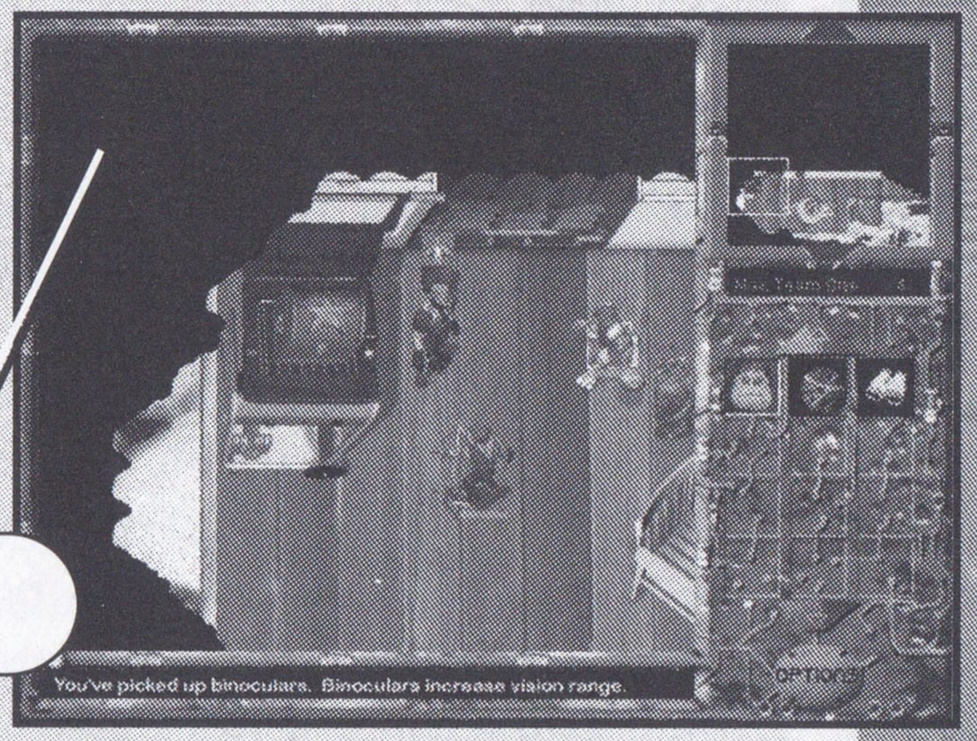
MOVING THE SQUAD

Once you have your squad selected, moving is easy. Simply click where you want them to go, and they'll travel to that exact spot. But be careful! Your squad will obey your orders at all cost, even if it means walking into a deadly trap! Sometimes it's best to move your soldiers short distances at a time. That way, you have the most control over them in times of trouble.

If you want to pick up an item or activate a switch, simply select your soldiers and then click on the item or switch. Your soldiers will follow your command!

FOG

Just like humans, your squad members have a limited range of vision. As they explore the map, you'll notice black "fog" disappearing as the terrain is revealed. But proceed with caution! You never know when an enemy or a trap will be lurking around the next corner.



FOG

Some soldiers have better vision than others. Sometimes it's smart to use these as your 'point men' to lead your soldiers into undiscovered territory.

PICKING UP & USING OBJECTS, SPECIAL WEAPONS, AND POWER-UPS

Small Soldiers are trained to adapt to their environments and use any means necessary to accomplish their goals. Picking up special *throwable explosives*, such as grenades and firecrackers, simple *objects*, such as heavy weights or keys, and *upgrade items*, such as boots or binoculars, can be the key to completing Missions and defeating the enemy.

To pick up an item, be sure the desired squad member is selected. Pass the cursor over the object you want to pick up, and click! Remember, however, that you can only carry one item in your backpack at a time.

Throwable Explosives: Once you have picked up a special throwable explosive, such as a firecracker, it will appear in the Backpack Item Portrait for that soldier. To use it, simply click on its picture, and then click on the game field where you want to throw it.

Objects: Objects that are picked up will also appear in the Backpack item slot. To use an item, click on its picture and then click on the game field where you'd like to place the object. However, be aware that there are some objects that can only be placed in a certain spot — move your cursor around until it changes into the "Use Here" cursor, then click!

Upgrade items: There are a few items to be found which give your soldiers extra skills or abilities, such as binoculars or special boots. Once you pick one of these up, you don't have to do anything else. Your soldier will exhibit a special skill or ability simply by carrying one of these upgrade items. (See "Upgrade Items" on next page.)

If you click on a Backpack Item Portrait and then decide you don't wish to use the item after all, don't panic! Simply click the right mouse button — the object will remain unused in your backpack and you may continue play as usual.

You may also remove an item from your backpack altogether by double clicking on the Backpack Item Portrait. The item will be dropped on the main game screen next to where your soldier is standing. Now that your backpack is empty, you can pick up another object.

ITEMS TO FIND ON THE GAME FIELD

Back-Pack Items *(These items pulse)*
Keep your eye out for these special objects that may be picked up, dropped, and/or used to unlock doors, gain safe-passage, and solve various puzzles.

Upgrade Items *(These items pulse)*

= Increases a team member's speed.

= Increases a team member's sight radius.

= Increases a team member's ability to withstand attack.

Throwable Explosives *(These items bob)*

= Minimal level damage.

= Substantial level damage.

= Maximum level damage.

Health-Ups *(These items spin)*

= 25% Health Increase

= 50% Health Increase

= 100% Health Increase

Man-Ups *(These items spin)*

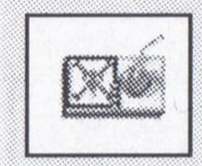
= Instantly clones the squad member that picks it up.

= Increases the number of squad members available from your Toybox by 1.

Weapon-Ups *(These items spin)*

= Upgrades the power of that soldier's weapon to the next strength level

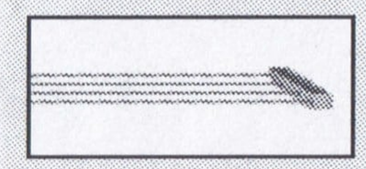
TNT


Mousetrap

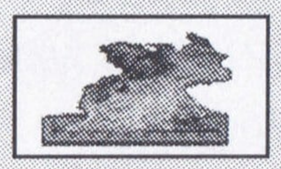
Explodable Objects
These are objects that may be targeted and blown up to cause structural damage, or to incapacitate an enemy toy. Simply use a squad member to aim and fire!

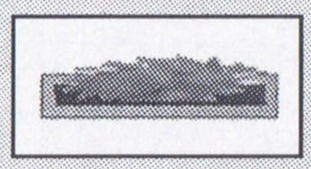
You'll want to be sure that you command a soldier that shoots from far away to attack an explodable object. Any soldier who stands too close is also likely to get blown up.

Traps/Hazards
These are dangerous objects embedded in the terrain that cause instant elimination of squad members. They may come in the form of objects that are stationary as well as ones that move. Some examples are:


Laser Bars

Spiky Trap


Flame Trap


Spinning Saw

*These hazards are as lethal to the enemy as they are to your squad, so don't just watch out for them — **use them** to your own advantage!*

OPTIONS MENU

To access the Options Menu, just click on the OPTIONS button on your Squad Control Panel while in a current Mission. You can also hit the "ESC" key to bring up the Options Menu.

Map This shows you a map of the current Campaign, and will also tell you which Mission you are on and which ones you have already completed.

Objectives This allows you to review your current Mission objectives.

Configure This gives you access to various game speeds, video settings, and volume controls.

Game Tips This offers numerous helpful hints on how to successfully complete your mission objectives. You may use the buttons on the top of the Game Tips panel to view either General Tips or Mission Specific Tips.

Quick Help This gives you a quick reminder of the items you will find on the game field.

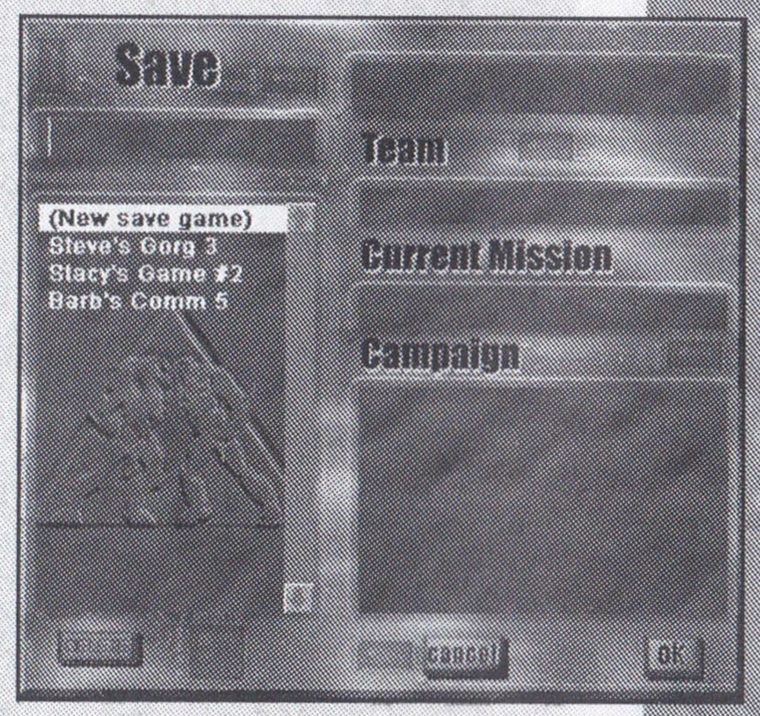
Save It's a good idea to save your game often, so if you run into any serious trouble, you can always load the game at the point before disaster struck!

To save a game:

1. Click on SAVE.
2. Type in a name for your Mission and click OK.

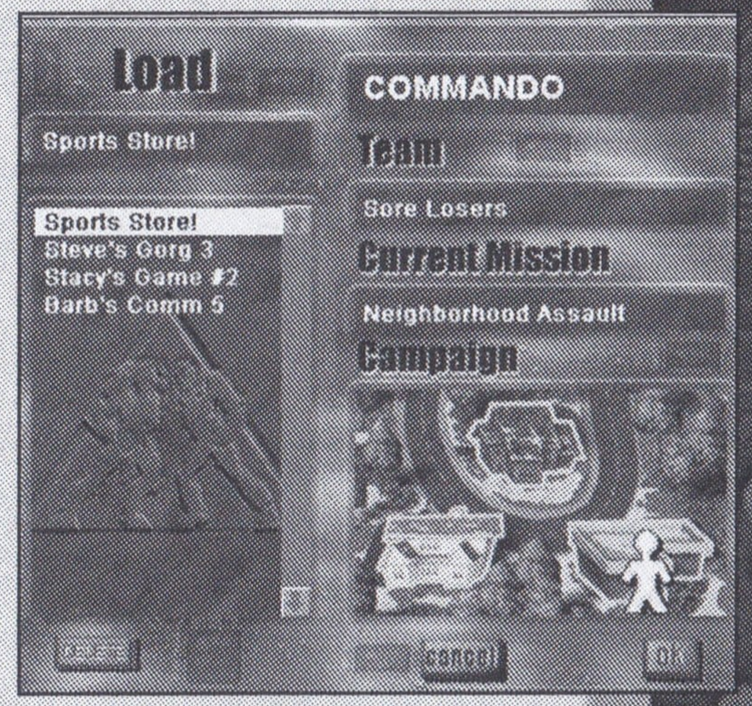
To delete a saved game:

1. Click on a saved game in the saved game list.
2. The name will show up in the saved game window along with the appropriate Mission, Campaign and map information.
3. Click DELETE.



Load

Clicking on LOAD allows you to open a game you have previously saved, and continue at the point you left off.



To load a game:

1. Click on LOAD to call up the Load Menu.
2. If you have any saved games, the last saved game will be in the load game window along with appropriate Mission, Campaign and map information.
3. If this is the game you wish to load, click OK.
4. If you wish to load another game in the saved game list, click on it. The name will show up in the load game window along with the appropriate Mission, Campaign, and map.
5. Click OK. (Or just double click the saved game in the list).

Note: You may also delete saved games from this screen.

Restart This allows you to start the current Mission over again from the very beginning.

Continue This takes you back to your current Mission at the precise moment you left.

Quit This will end the current Mission and take you back to the Campaign screen.

SQUAD MEMBERS

THE COMMANDO ELITE:

Major Chip Hazard
Commando Elite Leader: The willful and loudly outspoken head of the Commando Elite Brigade. Highly skilled in tactical and strategic ingenuity, Major Hazard is a forbidding leader. He's quick, exceedingly accurate with a pistol, and has more than an average firing range. The only thing he's short on is temper.

Brick Bazooka
Head of Artillery: With the widest smile in the squad — probably because he's a great shot, and is the most immune to injury! As a machine-gun-toting, ranged combatant, he has been known to lay waste to even the most indestructible of toys. If you're plastic, we suggest staying out of his way!

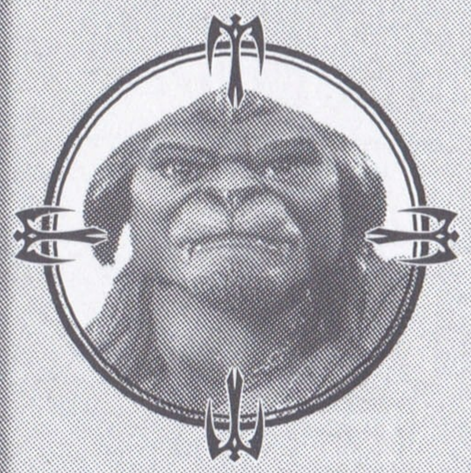
Butch Meathook
Commando Elite Sniper: Butch has incredible vision, and the longest shooting range of any member of the Elite. The ability to shoot a tin can off a fence post at 500 yards is one of his many talents — singing, however, is not. He sounds like an alley cat caught in the gears of a ten-speed.

Nick Nitro
Demolitions Expert: If you need it blown up, Nick's your man. The only problem is, traveling with all those fuses, rockets, and gun powder can really slow a guy down — not to mention make him dangerous to bump into. He delivers the most damage and is significantly protected by body armor.

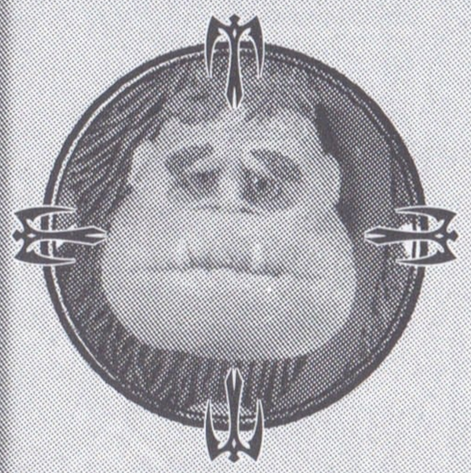
Kip Killigan
Covert Insurgent (sneaky guy): This Commando Elite infiltration expert is not only the quickest soldier on his feet and almost as quick to pounce, he has the strongest throwing arm! If only his sight range was better, he wouldn't have to sneak up right next to the enemy to surprise them with his massive machete.

Link Static
Communications: This soldier has the longest vision as well as the fastest speed. As a hand-to-hand combatant, his taser is a consistently solid contender when it comes to frying enemy toy circuitry. Unfortunately, though Link carries a big "sizzle" stick, he's overly susceptible to bodily injury.

THE GORGONITES:

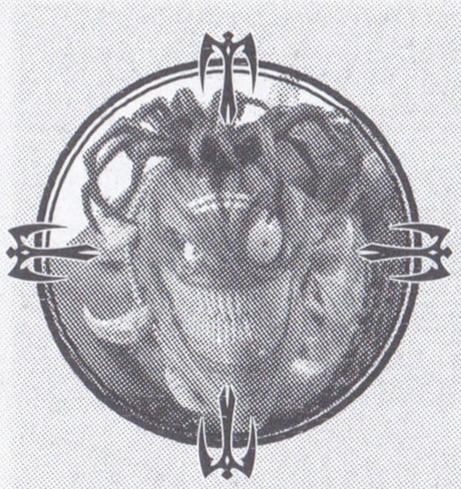


Archer
Leader of the Gorgonites: Adequately armed with the range of his crossbow, the eyesight of a falcon, and the endurance of his noble character, this courageous defender spearheads the Gorgonite opposition to all Commando Elite aggression. Sometimes, though, he's just WAY too serious!



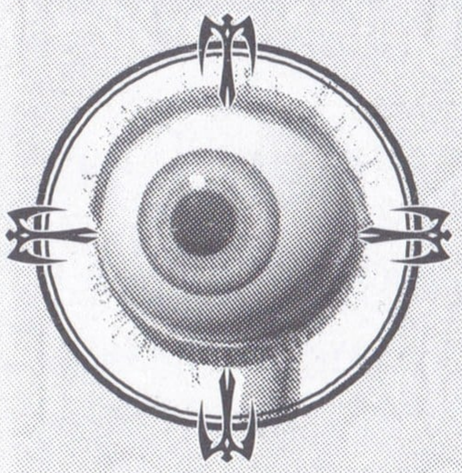
Slam-Fist
Carting that boulder around doesn't do wonders for his speed, but it sure makes this guy a heavy hitter! He's the most ruggedly strong, hand-to-hand combatant who can dish out the damage with the best of them. Though slow to unload, his armful certainly packs a mean wallop!

Punch-It
Aside from the obvious, the distance of his throwing arm is of greatest note. His wide, bulky frame makes him the most durable hand-to-hand combatant on the team, and when he swings that clawed arm of his — it's best not to be anywhere near the receiving end!



Insaniac
In short: He's nuts! If his brisk pace and immediate mace-attack don't take the enemy by surprise, his wacky cackle will! His oddly developed eyes have left him with somewhat poor vision, but what he lacks in sight and range, he more than makes up for in speed and insanity. And don't worry...his insanity is not contagious.

Freakenstein
Reassembled after a thrashing on the battlefield, this wise and courageous fighter doesn't know the meaning of the word "quit." His reconstruction, however, left him with some limitations — namely reduced speed, and weak eyesight. The sum of his parts, though, is pretty solid, as he can dispense some rather relentless hand-to-hand clubbing, side-by-side with his Gorgonite brothers!



Ocula
Ever had the feeling you were being watched? Now you know why! Ocula has the most extensive vision, and squirt-attack radius, however, his delicate shape and size make him the most vulnerable to injury. Armor in any shape or form is a potentially tide-turning addition to his performance. He's the best spy you'll ever employ.

NEED A HINT? GRAB A PHONE!

If you get stuck and need hints or tips on how to defeat the Commandos or the Gorgonites, call the DreamWorks Interactive Hint Line at 1-900-454-GAME. It's available 24 hours a day, 7 days a week and costs $.95 per minute within the United States. If you're under 18 years old, please make sure you get your parent's permission.

STRATEGY GUIDE

Look for the official *Small Soldiers ™ Squad Commander Strategy Guide* from Brady Games, available at your local retailer.

DREAMWORKS INTERACTIVE WEB SITE

For more information about DreamWorks Interactive and their additional products, please visit:

http://www.dreamworksgames.com

HASBRO INTERACTIVE'S WEB SITES

Hasbro Interactive has exciting, full and active web sites dedicated to ensure you get the most out of your new games. You can visit us at :

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- Player Contact Information
- Demos
- Interviews
- Chat and Community
- Hints and Tips
- Software Upgrades
- Interaction
- Competitions
- Downloadable Themes

And much more!

We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

ONLINE STORE

If you enjoyed this product and would like to purchase other great Hasbro Interactive products online, stop by the ONLINE STORE for convenient shopping from home.

LEGAL NOTICE/LIMITED WARRANTY

LIMITED LICENSE

You are entitled to use this product for your own use, but may not sell or transfer reproductions of the software or manual to other parties in any way. You may use one copy of the product on a single terminal connected to a single computer. You may not network the product or otherwise use it on more than one computer or computer terminal at the same time, other than for network and Internet play as described in this manual.

HASBRO INTERACTIVE'S LIMITED NINETY-DAY WARRANTY

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1. The correct name of the game.
2. The type of computer you are running the game on.
3. Exact error message reported (if any).

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To find out more about the *Small Soldiers™ Squad Commander* CD-ROM game please visit:

http://www.smallsoldiers.com

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