

Quick Reference

Keyboard Commands

- Arrows = Move Buzz
- CTRL = Fire Laser
- SPACE = Jump
- SHIFT = Spin/Foot Stomp
- L = Target Lock
- TAB = Targeting Mode
- Q = Swing camera left (passive camera)
Turn Buzz left (active camera)
- W = Swing camera right (passive camera)
Turn Buzz right (active camera)
- F2 = Pause (during gameplay)
- SPACE = Begin a level on the main menu
- ESC = Cancel in Main Menu Screens

Joystick Commands

- A = Jump
- B = Fire Laser
- C = Spin/Foot Stomp
- D = Cancel
Center view behind Buzz (passive camera)
- L2 = Targeting Mode
- R2 = Target Lock
- L1 = Swing camera left (passive camera)
Turn Buzz left (active camera)
- R1 = Swing camera right (passive camera)
Turn Buzz right (active camera)
- SELECT = Pause



www.disneyinteractive.com



Published by Disney Interactive Inc., 500 South Buena Vista St., Burbank CA 91521
Original Toy Story elements ©Disney. Toy Story 2 elements ©Disney/Pixar. E6538

DISNEY PROGRAM MANUAL



Disney • PIXAR
**Toy
Story
2**

**Action
Game**

<http://www.replacementdocs.com>

Disney • PIXAR

**TOY
STORY
2**

**Disney's
Action
Game**

Welcome to Disney/Pixars's Action Game, Toy Story 2. You're just in time! An overzealous toy collector has kidnapped Woody. As Buzz Lightyear, you must embark on a quest to save him!

It all started when Woody and Andy were preparing to go to Cowboy Camp. Woody's arm was accidentally torn, so he had to stay home. To make matters worse, while Andy is away, Woody accidentally ends up outside at a garage sale. Even though Andy's mother insists that Woody is not for sale, a greedy toy collector recognizes Woody as a collectable toy and steals him when Andy's mom isn't looking. Buzz must get Woody safely back home before Andy returns from camp.

TABLE OF CONTENTS

Minimum System Requirements	3
Installing and Starting the Program	3
Uninstalling the Program	3
Buzz Lightyear, Our Hero	4
Helper Characters	4
Keyboard and Gamepad Commands (Quick Reference)	5
Buzz's Moves	5
Changing Game Controls	6
Playing the Game	7
Levels in the Game	7
Choosing a Level	9
Collectibles	9
Accessories	10
Game Hints	11
Setting Options	11
Saving and Loading the Game	11
Troubleshooting	12
Customer Support	12
Credits	14



MINIMUM SYSTEM REQUIREMENTS

Macintosh®

- G3 processor, 266 MHz or faster
- System 8.5 or later
- 32MB RAM
- 180MB of free hard disc space
- 24X CD-ROM drive
- 3-D video card with 6MB video RAM or higher
- Thousands or millions of colors video display

INSTALLING AND STARTING THE PROGRAM

Insert the *Disney/Pixar's Action Game, Toy Story 2* disc into your CD-ROM drive. Double-click on the Toy Story 2 Action Game CD icon. Double-click on the Toy Story 2 Action Game installer in the open window. Follow the on-screen prompts to install the *Disney/Pixar's Action Game, Toy Story 2*. The installer will create a **Disney Interactive** folder. If you have previously installed other Disney Interactive games, the installer will place the *Disney/Pixar's Action Game, Toy Story 2* in this folder. Once the installer finishes, it will prompt you to restart your Macintosh. Click the **Restart** button obtain the best possible performance from your system, quit all open applications when running *Disney/Pixar's Action Game, Toy Story 2*. When all other applications have been closed, insert the *Disney/Pixar's Action Game, Toy Story 2* CD-ROM into your CD-ROM drive. Double-click on the Toy Story 2 Action Game alias icon on your desktop to start the program. If you have any difficulty installing or starting the *Disney/Pixar's Action Game, Toy Story 2* CD-ROM, please check the **Toy Story 2 Action Game Help File** on the CD.

UNINSTALLING THE PROGRAM

To remove the program from your drive, locate the Toy Story 2 Action Game folder on your hard drive and drag the folder from Disney to your trash.

BUZZ LIGHTYEAR, OUR HERO

Knowing that he must rescue Woody, Buzz overcomes all obstacles thrown at him by engaging his cool accessories, keeping his positive attitude, and working hard. Enlisting the help of all the toys, Buzz sets off for an amazing adventure through Andy's house, the neighborhood, and the big city to look for Woody in the dishonest collector's toy store. When he reaches the toy store, Woody isn't there. He discovers that



Woody is at the collector's apartment! Now he has to sneak in old Prospector's apartment, rescue Woody and get him back to Andy's house. Using Buzz's special accessories to battle each boss, win races, collect tokens and retrieve all necessary items, you'll be moving through all fifteen levels in no time! Hold on Woody, Buzz Lightyear to the rescue!

HELPER CHARACTERS

Helper Characters are just waiting to be of some service to you. Some helpers will be seen many times, while others only once.



Mr. Potato Head - unlocks accessories for Buzz (see "Accessories Section")



Hamm - trades pennies for Pizza Planet Tokens



Slinky Dog - has some tough challenges in store for Buzz

Rex - is a videogame expert. Look for Rex to get important clues



Bo Peep - retrieve her sheep in Andy's house

Jessie - retrieve her Roundup \Critters on the Old West Set



Sarge - his soldiers are missing in action!

KEYBOARD AND GAMEPAD COMMANDS

Please refer to the manual back cover for the complete list of keyboard and gamepad commands. They are also listed in the Disney/Pixar's Action Game, Toy Story 2 (Help File.)

BUZZ'S MOVES

You can do lots of cool moves with Buzz Lightyear in the game.

- Run** – Use the **arrows** on your keyboard or gamepad to navigate Buzz through the levels. (See Game Controls). He never gets tired. He's a Space Ranger!
- Jump** – Press the **space bar** on the keyboard or '**A**' on the gamepad to make Buzz jump.
- Glide a.k.a. "falls with style"** – When Buzz is in the air, press the **space bar** on the keyboard or '**A**' on the gamepad again to make his wings extend to get an extra double jump.
- Foot Stomp** – Press the **Space Bar** on the keyboard or '**A**' on the gamepad to make Buzz jump. Then while he is in the air, press **Shift** or '**C**' to make him do a super foot stomp.

- Pole Climb** – If Buzz runs or jumps into a pole, chain, or even a plant stalk, he'll grab onto it and climb up. Don't forget he can also slide down too!
- Grab** – If Buzz runs or jumps into an edge, he will grab it and pull himself up.
- Fire** – To fire the laser, press **Ctrl** on the keyboard or **'B'** on the gamepad and hold it down to charge it up.
- Spin Attack** – If you want Buzz to spin in a complete circle with his wings extended, press the **Shift** on the keyboard or **'C'** on the gamepad. Hold down the spin attack to charge it up.
- Visor View** – Press **Tab** on your keyboard or **'L2'** on the gamepad to switch to Buzz's first person targeting mode
- Target Lock** – Press **L** on your keyboard **'R2'** on the gamepad to switch between targets
- Change View Left** – Press **Q** on the keyboard or **'L1'** on the gamepad to turn your view left or to turn Buzz left.
- Change View Right** – Press **W** on the keyboard or **'R1'** on the gamepad to turn your view right or to turn Buzz right.

CHANGING GAME CONTROLS

In the same way Buzz alters his plan of attack, you can alter the keys and buttons that control Buzz's actions, too! From the main menu, select **Options** and press the **Jump** button. From the **Options** menu, select **Configure Controller** and press **Jump**. From this menu, you can change the default settings of the keyboard or gamepad. Please refer to the **Quick Reference Card** included with your product, or check the **Toy Story 2 Action Game Help File** on the CD for the default settings.

PLAYING THE GAME

You'll start the game in Andy's Bedroom. To progress through the game, you need to collect Pizza Planet Tokens by completing five major tasks – bringing pennies to Hamm, retrieving items, solving puzzles, winning a race and defeating a boss – in each level. As you complete these tasks and collect more tokens, you can pass into the next level. There are three levels in each of the five zones. Plus, you'll need to get through all fifteen levels to rescue Woody!

LEVELS IN THE GAME

Buzz must venture through all 15 levels to save Woody. Luckily our brave hero has the right tools and skills and your brain power! There's no time to lose. Here's what you can expect.

ZONE ONE

Level One - Andy's House

The adventure begins back at Andy's home after Woody has been kidnapped by Al, the toy collector. Find Rex outside Andy's room to get some hints, then explore the whole house with Buzz to find the five hidden tokens. Try to get as many as you can!

Level Two - Andy's Neighborhood

Buzz moves outside from Andy's home in his search for kidnapped Woody. Look out for Sarge, the big, big tree and Space Ranger Rocket Boots!

Level Three - Bomb's Away!

Defeat the neighborhood boss to progress to the next zone.

ZONE TWO

Level Four - Construction Yard

It's nighttime, and Buzz has entered a dangerous construction site on his way to save Woody. Try to get to the top of the building being constructed if you can!

Level Five - Alleys and Gullies

Buzz gets trapped in a rainy alleyway and must explore it to find his way out and get back on the trail. Look out for Space Ranger Grappling Hook to help.

Level Six - Slime Time

Defeat the horrible goopy monster in the trash can to advance to the next level.

ZONE THREE

Level Seven - Al's Toy Barn

Buzz has made it to Al's Toy Barn in his search for Woody. It's a good place to explore!

Level Eight - Al's Space Land

Buzz must fight his way through a space battlefield in this super-tough level!

Level Nine - Toy Barn Encounter

Get ready for a close encounter with a way-out space toy.

ZONE FOUR

Level Ten - Elevator Hop

Help Buzz make his way up through the elevator shafts to find Al's apartment.

Level Eleven - Al's Penthouse

In Al's private penthouse, Buzz finds more than he bargains for!

Level Twelve - The Evil Emperor Zurg

To progress further, Buzz must face his arch enemy, the Evil Emperor Zurg.

ZONE FIVE

Level Thirteen - Airport Infiltration

Buzz must find his way up the conveyor belts. Look out for the bouncing cases for help.

Level Fourteen - Tarmac Trouble

Help Buzz through the thunder and lightning to grab those last tokens and save Woody.

Level Fifteen - Prospector Showdown

Just when you thought it was all over - Buzz must face his final challenge!

CHOOSING A LEVEL

Keyboard:

1. Press the **Directional Arrows** on the map screen to select a level.
2. Press the **Space Bar** to start the level.

Gamepad:

1. Press the **Directional keypad** on the map screen to select a level.
2. Press the **Jump** button to start the level.

COLLECTIBLES

Coins – Collect coins to give to Hamm. When he is happy with the number of coins you have given him, he will give you a token.

Mini-Boss – Each level will have one unique enemy that must be defeated for a token.

Five Collectibles – Each level will have a character that gives Buzz the task of finding five objects. For example, Buzz must find five of Bo-Peep's lost sheep in Andy's House.

Puzzle – There is a puzzle on every level. Every time you solve a puzzle you will get a token.

Race – Every level has a time-based obstacle course or race that you must beat in order to obtain a token.

ACCESSORIES

Although Buzz has many intergalactical super functions, like his laser light, he could use a few more. And Mr. Potato Head is just the toy to help him. Find Mr. Potato Head's missing parts and a new accessory will be unlocked. If you see an accessory in its box and there is no Mr. Potato Head to be found it means that the accessory will be unlocked in another level. Then you can come back and use it!

Disk Launcher - This will change Buzz's Laser Arm into a Disk Shooter temporarily, giving Buzz a homing attack.

Grappling Hook Utility Belt - This allows Buzz to reach higher ledges by firing a grappling hook which catches targets.

Antigravity Boots - Buzz can reach those out of reach places with these boots on!

Rocket Jet Boots - These rocket boots on wheels will ensure Buzz's speedy arrival.

The Cosmic Shield - This invincible cosmic shield will protect Buzz (although limited invulnerability) through any dangerous scenes or close calls.

GAME HINTS

- If an accessory is still in its box, you need to find Mr. Potato Head to unlock it. Sometimes Mr. Potato Head is in another level and you'll need to come back later.
- If you have questions in a level, look for Rex and he will give you a list of helpful hints and information about how to earn the level's Pizza Planet Tokens.
- Although there are five available Pizza Planet Tokens in each level, the required number of tokens to enter into the next level varies. For example, you only need three tokens to battle the toy plane while you'll need forty to fight the Prospector! So make sure you store up on your tokens early to save for later use!
- As with the tokens, be on the lookout for extra lives and laser power-ups.

SETTING OPTIONS

To change the default settings:

1. Press the **Directional Arrows** to select the option that you want to change.
2. Press the **Space Bar** to get to the appropriate screen.
3. To change your keyboard configuration select **Configure Controller** from the **Options** menu.
4. Select **Music Volume** to change music settings.
5. Select **SFX Volume** to change sound effect settings.
6. Choose **Configure GFX** from the **Options** menu to change display settings.
7. Choose the render method and screen resolution on the opening screen to select the video display.

SAVING AND LOADING THE GAME

To save a game: After collecting at least one token, pause the game.

1. Choose **Exit Level** and press **Jump**.
2. Press **Jump** to exit the tally screen.
3. When prompted to save game, highlight **Yes** and press **Jump**.
4. Select **Save a Game** and press **Jump**.
5. Next, select a slot to save the game and press **Jump**.

To load a game:

1. From the main menu, select **Load Game** and press **Jump**.
2. Select **Load a Game** and press **Jump**.
3. Next, choose the game to load from the list and press **Jump**.
4. From the main menu, select **Continue Game** and press **Jump**.

TROUBLESHOOTING

Please check the **Toy Story 2 Action Game Help File** for the latest troubleshooting information.

CUSTOMER SUPPORT

If your computer system is not running the *Disney/Pixar's Action Game, Toy Story 2* CD-ROM properly, refer to the **Toy Story 2 Action Game Help File** for information about optimal program performance. If you need additional information, Disney Interactive offers you a variety of support options.

Internet Support

The Disney Interactive Customer Support Web site contains a variety of information that can be used to help your system run Disney Interactive programs with the best possible performance. To access information about Disney Interactive programs on the World Wide Web, point your browser to **www.disneyinteractive.com** and click on **Customer Support**.

Fax Support

Our fax machine is available 24-hours-a-day at (800) 965-5820.

Automated Telephone Support

This service is available at (800) 228-0988. Using a touch tone phone, you can obtain answers to some of the most frequently asked questions regarding Disney Interactive programs. If you need additional information, our Customer Support staff for the U.S. and Canada is available Monday through Friday from 7:30 a.m. to 5:30 p.m. (Pacific Time).

TDD Support

Our Customer Support for the hearing impaired is available by telephone Monday through Friday from 7:30 a.m. to 5:30 p.m. (Pacific Time). The toll-free number is (800) 441-1243.

Replacing a Defective CD or Missing/Damaged/Lost Items

If you need to replace a lost or damaged item, please call the phone number listed under Automated Telephone Support. There is a \$10.00 fee to replace a CD-ROM.

Satisfaction Guaranteed!

We are committed to bringing you the best software possible. If, for any reason, you are not satisfied with a Disney Interactive CD-ROM program within 90 days from the date of purchase, please call the number listed under Automated Telephone Support. We will gladly exchange the product for another Disney Interactive CD-ROM program or refund the purchase price of the CD-ROM plus any applicable sales tax. This offer is good in the U.S. and Canada only.

CREDITS

ACTIVISION, INC.

Senior Producer

Rob Letts

Associate Producer

William Oertel

V.P. European Studios

Julian Lynn-Evans

Executive V.P. Activision Studios

Mitch Lasky

Executive V.P. Marketing

Kathy Vrabeck

V.P. Brand

Ehtisham Rabbabi

Brand Manager

Michelle Corrigan

Associate Brand Manager

Jenniffer Stornetta

Publicity

Julia Roether

V.P. Corporate Communications

Maryanne Lataif

QA Manager

Marilena Morini

Sr. Project Lead

Marietta Pashayan

Project Lead

Nadine Theuzillot

PC Compatible Lead

John Fritts

Testers

Richard Kurnadi, Kragen Lum, Russell Shirley,
Daniel Ramirez, Christian Biermann, Sion
Rodriguez Y Gibson, David Silverman, David

Hakim, Keith Harris, Glenn Ige, Chad
Bordwell, Hector Garcia, Brian Ulmer,
Josh Horowitz, Nicole Dodd and Todd D.
Jones, Eric Zimmerman, Jenn Spencer,
Peter Muravez

Special Thanks

Jim Summers, Jason Wong, Eric Zala,
Marilena Morini, Matt Powers, Tim
Vanlaw, Aaron King, Sam Nouriani, Juan
Valdes, Mark Robertshaw, Indra
Gunawan, Tanya Langston, Stacey
Drellishak, Todd Komesu, Neil Barizo,
Matt McClure

DISNEY INTERACTIVE

Senior Producer

Dan Winters

Producer

Peter Wyse

Lead Designer

Joel Goodsell

Original Character Design

Jeff Berting, Tom Barlow

Assistant Producer

Renee Johnson

UK Production Lead

Nick Bridger

Senior Lead Tester

Carlos Schulte

Lead Tester

Kevin Cope

Testers

Larry Conley
Matthew Eyraud
Amir Firozkar
Douglas Jacobs
Bryan Martinez
Joshua Nave

Technical Support

Scott Torroll

Chi Ngo

Lawrence V. Conley

Customer Support Liaison

A. Dudley Johnson, Jr.

Product Marketing

Michael Radloff

Public Relations

Leslie Oren

Htwe Han

Creative Services

Heino Moeller

Nina Harju

Web Site

Claudia Ross

Special Thanks

John Lasseter, Ash Brannon, Helene Plotkin,
Karen Robert Jackson, Kathleen Handy,
Katherine Sarafian, Matthew Labyorteaux,
Juillet Rodgers, David Arnsperger

TRAVELLER'S TALES

Game Design and Programming

Jon Burton

PC Conversion & 3D Engine

Steve Monks

PC Software Renderer

Andy Holdroyd

Character Animation

Jeremy Pardon

Character Artwork

Neil Allen, Dave Burton, Jeremy Pardon,
Will Thompson

Background Artwork

Neil Allen, Dave Burton, Leon Warren,
Jeremy Pardon, Barry Thompson, Bev Bush,
James Cunliffe

Terrain Design

Barry Thompson

Utility Programming

Stephen Harding, Gary Vine, Andy Holdroyd,
Dave Dootson

Directed by

Jon Burton

Special Thanks

Wendy Vine, Ko-Shuey Harding, Helen
Burton, Arthur Parsons

Original Music by Swallow Studio, UK

Andy Blythe, Marten Joustra

MIDI Music and Sound Effects by

PC Music, UK

Original Toy Story elements ©Disney. Toy Story 2 elements ©Disney/PIXAR. Mr. Potato Head® is a registered trademark of Hasbro, Inc. Used with permission. ©Hasbro, Inc. All rights reserved. Slinky® Dog ©James Industries. The Etch A Sketch® product name and configuration are registered trademarks owned by The Ohio Art Company. Etch A Sketch® ©The Ohio Art Company. Toddler Tots® or Fire Truck by Little Tikes®, Little Tikes® Toys ©The Little Tikes Company.

Published by Disney Interactive, Inc.
500 S. Buena Vista Street, Burbank, CA 91521

Macintosh, Mac and the Mac logo are trademarks of Apple Computer, Inc., registered in the U.S. and other countries.

Developed by Traveller's Tales.

All other products and/or company names are trademarks of their respective holders.

www.disneyinteractive.com

