

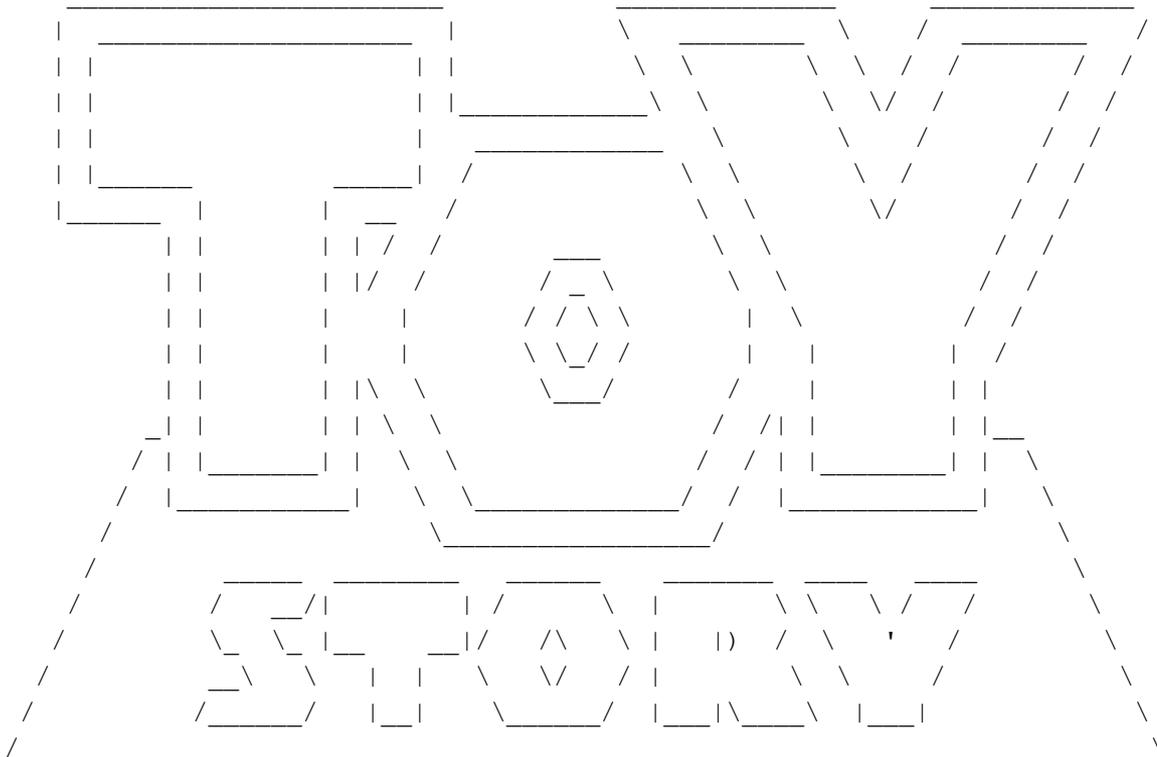
Toy Story FAQ/Walkthrough

by dark52

Updated to v1.0 on Jun 5, 2017

This walkthrough was originally written for Toy Story on the GENESIS, but the walkthrough is still applicable to the SNES version of the game.

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| This guide has a 75% GameFAQs approval rating. |
o-----o                                     o-----o
| 9 Yes / 3 No | (04/06/2017)
o-----o
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-----,
| WALKTHROUGH |
```

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-----,
| ~~~~~-TABLE OF CONTENTS-~~~~~|
|-----|
| 1 - Introduction.....[010000] |
|   i - Controls.....[010100] |
| 2 - Walkthrough.....[020000] |
|   i - That Old Army Game.....[020100] |
|   ii - Red Alert!.....[020200] |
|   iii - Ego Check.....[020300] |
|   iv - Nightmare Buzz.....[020400] |
|   v - A Buzz Clip.....[020500] |
|   vi - Revenge of the Toys.....[020600] |
|   vii - Run Rex, Run.....[020700] |
|   viii - Buzz Battle.....[020800] |
|   ix - Food and Drink.....[020900] |
|   x - Inside the Claw Machine.....[021000] |
|   xi - Really Inside the Claw Machine.....[021100] |
|   xii - The Claw!.....[021200] |
|   xiii - Sid's Workbench.....[021300] |
|   xiv - Battle of the Mutant Toys.....[021400] |
```

xv - Roller Bob.....	[021500]
xvi - Day-Toy-Na.....	[021600]
xvii - Light My Fire.....	[021700]
xviii - Rocket Man.....	[021800]
3 - Cheats.....	[030000]
i - Genesis.....	[030100]
ii - SNES.....	[030200]
4 - Updates.....	[040000]
5 - Contact.....	[050000]
6 - Copyright.....	[060000]

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|~-[010000]~-----INTRODUCTION~-----[010000]~|
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```

Welcome to my complete Walkthrough to the Genesis/Megadrive, SNES and Gameboy versions of Disney's Toy Story. This walkthrough was primarily written using the Genesis version but parts have been adapted to cover the differences between the two main versions. Most applicable levels are very similar on the Gameboy version too (except Run Rex, Run).

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-----,-----,-----,
| [010100] |~-----| Controls |~-----| [010100] |
'-----' '-----' '-----'

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-----,
| [010101] Platforming [010101] |
'-----'

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The controls for this game are very straight forward, all you can do is move, jump and whip. In the options you can even switch which buttons jump and which buttons whip.

Whipping only temporarily traps an enemy but while it is trapped it cannot hurt you. Planes and helicopters only get knocked away but a plane will not hurt you if you walk through it directly after whipping it. The jumping enemies continue to move but are harmless when roped up.

You can swing jump by using the whip in the air to grab onto specially placed hooks and swing from them. You can go directly from one hook to another simply by holding down the whip button (and holding in the direction you want to go of course). To go up diagonally placed hooks you need to turn around after Woody lets go of the lower hook, you can keep hold of the whip button but you need to time it right to turn around before you whip the air and then fall down.

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-----,
| [010102] Auto Run [010102] |
'-----'

```

A few levels have you autorunning, you can move left and right to get around the screen and you can jump. No whipping.

```
,-----,
| [010103]      Driving      [010103] |
'-----'
```

Again fairly simple, the jump button translates to accelerate here, simply use left and right on the dpad to control your direction and accelerate away. There is no reverse so to get out of a corner just drive into the wall and you should bounce out far enough to be able to turn yourself around.

```
,-----,
| [010104]      FPS          [010104] |
'-----'
```

In one level you go into first person mode, this is controlled simply with the dpad, there is nothing else you can press that will do anything.

```
,-----,
| [010105]      Items        [010105] |
'-----'
```

Dotted around the world are a few items that you can pick up.

The most common ones are the stars, there are 50 of these (24 in the Gameboy version) dotted around each level for you to collect. If you collect all 50 in a level then you get an extra life, collect 45-49 of them and you instead get a single health point restored. In the Genesis version when you have gathered a multiple of 200 stars you get to play an extra mini-game, called Shooting Stars, that allows you to regain health points if you win.

For the mini-game you have to move the cursor over the sheriff badge that appears and shoot it before the number on it reaches 0. Each time you shoot and miss or simply don't manage to shoot a badge in time you lose one of the stars on the right side, once those are gone you lose the mini-game. There's no negative to losing but you only get one chance per 200 stars, you don't get to retry.

There are 20 badges you need to shoot successfully to win the mini-game, the more stars you have on the right the more hit points you earn at the end. Unfortunately it won't actually put you over the 5 hit points it just refills up to that. So if you already have full hit points it's not going to do anything for you no matter how well you do it.

There are also yellow bouncing sheriff badges that if you collect them you regain a health point. It is rare but these can sometimes fall out of a balloon.

And finally there are sheriff hats, these give you an extra life and are found only in few specific places.

```
,-----,
| ~-[020000]~-----~WALKTHROUGH~-----~[020000]~|
'-----'
```

```
,-----,           ,-----,           ,-----,
| [020100] |-----| That Old Army Game |-----| [020100] |
'-----'           '-----'           '-----'
```

```
o-----o
| Open the bucket of soldiers and then locate the baby monitor and pass it |
| down to the sergeant's troops. The toys will then meet you at the other |
```

| baby monitor. Good luck and watch out for the trains and planes!! |

o-----o

Run to the right past the train on the shelf, as long as you don't jump it won't harm you. Past that you'll find a toy plane flying around at about knee height, jump over it and continue going right. Above you'll see a plane spinning around on a string, use the ball here to bounce up (grab the stars above it) and onto the drawers of the chest to the right. Jump up to the top and whip the tub of Army Men to open it.

Don't just jump after them though as there's a toy helicopter that you'll get hurt by, instead jump down off the left side and walk back beneath the helicopter - it'll pick up a solidier and then start flying to the right following you so be careful not to jump into it. Just after that you'll see a set of blocks on a shelf with a yellow star bouncing around, you should be able to jump and grab it to give yourself an extra hit point but watch out for the train.

Jump over the train and then grab the four stars in the middle of a shelf just beyond it by jumping, keep on going right to another ball that you can bounce on, the Army Men are waiting at the bottom of the shelf. Watch out for the ? balloon as inside are either some bits that will damage you if they hit you or a helpful yellow star to up your hitpoints, you can whip the balloon from a distance to avoid getting hit. Go up the blocks to the next shelf and then up another stack of blocks to the top shelf where Hamm and the baby monitor are found - again watch out for the balloon above them. Whip the baby monitor to knock it down to the Army Men.

Now time to do some backtracking if you want to collect all of the 50 stars in the level. Jump down to the left avoiding the helicopter and landing on the end table beneath it. To get the two stars above you can either time your jump perfectly or you can whip attack the helicopter by holding Up and whipping, if successful it'll be knocked away leaving you a quick chance to grab the stars.

Unfortunately it'll keep following you for a while so you'll have to do the same to get the next two stars above the wooden table to the left. Step down onto the white chest of drawers with a lamp on and then whip the balloon. Go down to the left where you previously grabbed a yellow star and now go up the blocks, make sure to jump up to the right to try to avoid the balloon above you. Once the flies are safely gone jump up the blocks to the top.

Grab the three stars floating in the air above you and then look to the left, you should be able to see an empty hook in the air next to a cactus and a hat, if you jump towards it and whip you'll grab on and start swinging, keep holding to the left and you should land on a shelf. Whip the helicopter away to grab the stars above you. Jump left to another shelf in the distance, grab the stars above it and then jump down the line of stars going down to the left onto an end table beneath you. Jump from there down onto a small desk with a balloon floating fairly high above it.

From there keep going left up onto a chest of drawers with another balloon above, jump up to the left onto an end table and grab the two stars high above that. Jump left onto the shelves avoiding the train that's moving back and forth on it. Jump over it on top of the small stack of blocks. Carefully jump further up the shelves avoiding the plane above and go all the way up to the top where you'll find a hat floating about, this is a life and adds to your total.

Fall down to the left along the line of stars, if you go too far left and miss one don't try to correct, just go further left as you land on top of a chest of

drawers with a yellow star on them and can easily get back onto the shelves to try again. With them all you should now find yourself right back at the start of the level. Make your way right over the plane and keep on going right along the ground until you get past the helicopter, watch out for the train ahead and jump over it.

Once you get to the next bouncy ball use it to get up onto the shelves, go up and then jump off onto the chest of drawers to the right, there are some stars above it to grab. Then just jump down to the right and onto the baby monitor to finish the level. If you got all 50 stars you'll get yourself a nice new extra life.

```
,-----,           ,-----,           ,-----,
| [020200] | ~~~~~~| Red Alert! | ~~~~~~| [020200] |
'-----'
```

```
o-----o
| Help the other toys get to their places before Andy gets to his bedroom. |
| Rex, Hamm and Robot need to go into the toy chest. RC Car and Rocky need |
| to go under the bed and you need to get onto the bed. |
o-----o
```

This level has a time limit but since there are no enemies to damage you you don't need to hang around being careful. Jump from the plunger to the toy box and grab the stars above it, then turn around and jump over the plunger and then up from the block to the shelf where Hamm is wandering around. Whip the near set of blocks to destroy them and set Hamm free, use the others to jump up to the top shelf and get the stars.

From the top jump down to the right to where Robot is, get the stars above the blocks first and then knock the left set off with your whip. Now jump down to the right along the line of stars, bounce off the tennis ball onto the chair and then down the other side. Use the Lego brick to get over the next chair and then use the tennis ball to get up to Rex on the desk. Collect the stars above the blocks then go left and get the stars off the other blocks before smashing them out of the way with the whip.

Now return to the start of the level and use the plunger to bounce the three toys into the toy chest. Hamm should be sitting there waiting but you'll need to time your jump for the other two. With them done use the tennis ball under Rex's desk to get up onto the teepee drum and over the other side. Bounce over another one and then use the mug to jump up onto the chain next to RC Car.

Use the tennis ball where RC Car is to jump up onto the desk with Rocky on it, get the stars above the right set of blocks before whipping it out of the way. Go grab the stars above the left set and then quickly jump over to the next end table to grab the stars above it, run all the way to the bed and bounce up on the tennis ball. Once you've got the stars jump back down and run to the crane where Rocky is pushing the bucket, stand on the bucket and wait for it to rise upwards so you can collect the last few stars in the air above. Quickly run to the bed and bounce up onto it to finish.

```
,-----,           ,-----,           ,-----,
| [020300] | ~~~~~~| Ego Check | ~~~~~~| [020300] |
'-----'
```

```
o-----o
| Try and keep up with Buzz to show that you are just as good a toy as him. |
| Hint: Try to swing on the hooks using your pullstring to cross the larger |
| gaps. |
|
```

o-----o

This level is not really a race, Buzz just keeps reappearing as you go along so go as slow and steady as you like. Jump the first gap and then wait for the shark to jump up before leaping over it as it goes back down (or you can lasso it if you like), grabbing the stars along the way of course. At the end of this shelf is another shark jumping, jump onto the bouncy ball to bounce over to the next set of shelves.

Now onto the tennis ball, bounce up to the right onto the hanging shelf, ignore the hook. Keep going right and jump down along the stars to the end table, avoiding the clown that's bouncing. Wait for the shark then jump onto the desk. The hooks here can be used but you can also just use the bouncy ball to get over to the checkpoint. If you do use the hooks make sure to watch out for the shark still. To transfer from hook to hook all you need to do is keep the whip button held down and keep moving right.

From the checkpoint jump over the clown gap onto a shelf and then you'll meet back up with Buzz again. Use the hook above him to swing over to a chest of drawers with an eight ball on it. Ignore the bouncy ball in the small gap and jump onto the end table, the next gap has a clown bouncing in it, jump over and onto the desk. From the desk jump upwards towards the hook and swing to the right up to the shelf with another checkpoint on it.

The gap after the checkpoint has a shark in it too, jump it onto either shelf and then across to a small hanging one. Wait for the clown before jumping through the stars and swinging across to a chest of drawers, Buzz should come flying past. Avoid the next clown, over the desk, time for another Buzz past, watch out for the clown now as you jump across to a set of shelves with a hitpoint star bouncing about on top.

Careful of the shark in the gap to the right you can use either the hook above the bouncy ball below to get up to the next checkpoint. Now time to be a bit careful, jump down onto the next bouncy ball and wait there for the nearest shark to appear so that you can safely latch onto the rope line at the top. With great patience move to the right after each shark appears and goes back down. Jump off the end to a hanging shelf then walk down to the bottom layer of the next set of shelves, the top has a helicopter that is difficult to avoid. Just ignore the bouncing yellow star there as it's very dangerous to try to get it without getting hit (but not impossible).

Jump onto the bouncy ball and then when the clown goes down swing across to the desk using the hook, watch out for the aeroplane flying about at knee height on it. You should be able to get the stars in the air from jumping between the desk and the chest of drawers but they're right at the limit of your jump. Same thing with the next two stars but you can more easily jump back to get them as the shelves are slightly higher than the drawers.

Another checkpoint ahead, grab the stars above it and then jump over the clown onto a desk. Using the sky hooks swing your way across a whole series of hooks to another desk. Again with the hooks but this time you'll want to just check ahead to see where the clown is at in his jump. The next shelf has a ball beneath it with a hat hovering above it, how to get it? First watch the shark jump up and if you're right at the edge you should be able to see a plane peep in at the far edge, time it so that you can land on the end table without hitting that plane. Turn around and jump back over the shark to the ball under the shelf, you should be able to get the extra life and then bounce back up onto the shelf.

Going right watch out for the plane again, follow it over the gap and then jump

level is Mr Potato Head, he's not too happy with you and will actually damage you if you get too close to him. So whip him to stop that and jump up the blocks next to him to the top - watch out for the plane.

Go to the right edge and wait for the plane to turn back to start going left, quickly follow it along and jump over the gap to another shelf and carefully jump onto the blocks on there avoiding both the plane you just followed and another above you. When you can jump up to the next shelf and up the blocks there to the top, don't jump on the block at the top though as there's a plane circling about in the air. Jump left careful not to jump directly onto the snake and grab the two stars on the shelf, jump left again and there's a whole stack of blocks with a yellow star bouncing about on them.

Jump up them to a rope above, same procedure as with the previous balloons, wait for them to float upwards before moving underneath. Drop off the end and onto a shelf below. Jump to the right watching out for the balloon, whip it as it moves away from you to avoid the bouncing things. Jump right on top of a tub with a snake moving about beneath it, there's a star there. Drop off it to the right avoiding the snake so you can see the plane below, jump down to the right where the two wires you can see are holding up a shelf.

Jump right onto a bookshelf and lasso the train on the top there, fall off to the right to land on a chest of drawers. Drop off that to the left onto a shelf and then further down to free Rex again and another checkpoint. Jump back up onto the bottom shelf and then up onto the chest of drawers using the drawers to get to the top. Go right and grab the star at the top, jump off to the right to get down to a drum. Get the stars and use the block to jump over it.

Jump right and, avoiding the falling coins, run all the way right to another drum that's blocking the way, you should safely run through the balloons if you don't stop. On the way back to the first shelf try to make sure to hit the balloon up on the shelf to the right of it as it's safer that way. Jump over the train and up onto the blocks, on the second shelf you'll catch sight of Hamm and the coins dropping out of him will begin moving side to side with him, jump off to the right onto the second set of shelves. Climb up the blocks to the shelf above and the stars in the air above the blocks there.

Stand on the left side and watch for Hamm to walk away, once he does jump over to his shelf and lasso him to safely get by to the next layer. Above Hamm climb the blocks and wait for the plane to move right, jump up and grab the stars above the first shelf. As the plane returns jump over it and onto some more blocks, in the air above them are a couple more stars. Jump right onto a blue tub with three stars high above it. It'll be a bit of a stretch to get them but not difficult. From there jump right down to the next set of shelves.

Drop off the left side of it to land on the bottom of the three shelves, whip the balloon (or walk under it) and jump to get the star. Watch the plane and drop off the right side down onto a chest of drawers with some blocks on it, drop further down and you'll reach Rex. Whip Rocky and Rex will be free and you can finish the level by walking right.

```
,-----,           ,-----,           ,-----,
| [020700] | ~~~~~~| Run Rex, Run | ~~~~~~| [020700] |
'-----'           '-----'           '-----'
```

```
o-----o
| Ride on Rex to escape from Andy's room while avoiding the other toys. |
o-----o
```

Non-stop action this time, all you can do is jump and move left and right. This

may take a few tries to get through as a lot of it is muscle memory, timing jumps over obstacles you can't even see yet. It's not really worth paying attention to the stars as you're moving too quickly, instead concentrate on the enemies and your timings.

After jumping over two trains a plane will fly overhead, don't jump into it when you jump over the train that's about to appear. After that RC Car will make his first appearance of the level screeching into the left side, move right and then jump backwards over him as he comes further in. Keep jumping back and forth over him as he speeds up and slows down, once you jump over him and a train that's a break for him. Next up is a train and a plane overhead, after that another three trains.

A lower flying plane will appear now and start dropping Army Men, run back to the left side of the screen and then leap over the row of four parachutes that appear in one jump. Checkpoint. Almost immediately another low flying plane will appear and so will RC Car, so keep a little to the right at first and then pull all the way back to the left and jump over the parachutes before immediately jumping backwards over the RC Car. Jump over a single train and then a pair of trains with the RC Car, a low plane will come in so drop back and then over the Army Men again, ignore the RC Car for that bit. Jump over him again a few times until he speeds off forwards to another pair of trains, after that another low plane will fly in. After clearing the parachutes immediately jump over a couple of trains before jumping one last one to reach the end.

```
,-----,          ,-----,          ,-----,
| [020800] | ~~~~~~| Buzz Battle | ~~~~~~| [020800] |
'-----'          '-----'          '-----'
```

```
o-----o
| Stay out of Buzz's way as you try and tire him out. |
o-----o
```

The general idea here is to trap Buzz with the tyre, to move it you hit it with your whip attack and then knock it up into the air by pressing Up at the same time as the whip button. Jump over Buzz as he runs along and when he starts flying you just need to keep running underneath him after he bounces off the ground, keep moving a little after you get under him before doubling back and going under his next bounce. After about five bounces he'll start bouncing over to the right side where he started and begin the running again, unlike the running he will try to aim at you when bouncing.

During the running phase you want to get the tyre to bounce near to him so that he gets caught in it. Once he does get caught he'll start the flying phase but this time with stars dropping that you can pick up if you want to. Repeat this until all four planets are gone. A few more stars will fall down at the end so try and get them if you can as Buzz can't hurt you (although you have almost no time to do so).

```
,-----,          ,-----,          ,-----,
| [020900] | ~~~~~~| Food and Drink | ~~~~~~| [020900] |
'-----'          '-----'          '-----'
```

```
o-----o
| Try and cross Pizza Planet avoiding the falling food and drink. Watch out |
| for Buzz bumping into you! Hint: Look out for the kids running after |
| their paper planes. |
o-----o
```

Hiding inside a cup you'll be walking and jumping a bit to the right as Buzz

follows you in his hamburger box, if he bumps into you you'll get damaged so if you're standing still waiting for something make sure to hold the Down button to sit on the ground. Sitting makes you invulnerable to being hurt by the children that run across the screen occasionally but you can still get hit by other things like falling food.

Head right and quickly stop as you approach the table, your presence should disturb the food on the table and it'll fall off onto the floor. If you get hit by the falling food you get damaged so make sure to stop just before each piece. A few tables later you'll reach an arcade machine, there's some stars in the air after it so jump about a bit to grab them, the next few tables have some food on them too so avoid those while grabbing the stars.

At the end of the tables you'll see a row of four stars and then a vending machine spitting out cans, wait crouched down for one to fall out before rushing past to avoid getting hit by it. Again more tables before another vending machine, watch the air as you'll see a paper plane fly past, quickly crouch down to avoid the child that's about to walk past. There'll be another before you reach the next vending machine. And after the next arcade cabinet is another child, duck to avoid it and wait for your chance to go past the vending machine.

Again with more children as you progress past another table towards a vending machine that spits out two cans, keep a watch out for the paper planes as you wait for your chance to run past. The next bit too has constant walkbys from the right while you grab the stars. Keep on ducking as you move on through the rest of the level as the kids just won't let up. The end is right after another machine that dispenses two cans at once.

```
,-----,           ,-----,           ,-----,
| [021000] | ~~~~~~| Inside the Claw Machine | ~~~~~~| [021000] |
'-----'           '-----'           '-----'

o-----o
| Try and find Buzz who has disappeared into the depths of the claw |
| machine. |
o-----o
```

Jump onto the moving platform to the right, let it take you a short distance upwards before you jump left onto another moving platform, use another one to get up to the top. To the right of you you'll see a blue pipe with coins dropping through it, hit that with the whip attack to smash it then run through when there's a break in the coins. Repeat for a second pipe.

At the end jump onto the orange platform sticking out of the wall, this will then start to move upwards. Wait until it starts moving left before jumping onto the yellow platform on the right, then jump left to an orange platform that appears just before the platform you're standing on goes into the wall. From there wait until it gets higher and then jump to the top yellow platform, again wait a moment before jumping left to an orange platform that appears. And from there off to the left at the top.

Go left and up the moving platform, then right up the square blocks to the top right of the room, jump up to grab onto a bar above you. Jump off it to the left to a pipe you can smash through. Smash through a second, the third pipe doesn't need breaking but you might accidentally walk into the coins if you're not careful. Jump up to the left and onto a yellow platform on the wall, it'll start going into the wall, your task here is to cross the coin stream onto another yellow platform, continue doing this until you get to a moving platform at the top, then jump right through the coins one last time to a checkpoint.

New obstacle, a fan blade. These spin round at the exact speed needed to walk through if you follow a blade immediately, quickly jump up onto the first ledge to the right, you'll be just out of reach of the first and the next fan. Jump up to the next ledge and duck to avoid the blade, jump up again and duck, and then jump up one more time and move all the way to the right to avoid the exploding fuse. Tricky bit next that's more knowing where to stand than anything, jump up onto the yellow platforms and up onto the four orange ones.

For the Genesis first stand on the 3rd platform, once the first fuse breaks move to the 2nd platform and wait for the next two fuses to blow. Stay still for one more fuse and then move to the third for another two fuses. And you're safe. Go left to a checkpoint. On the SNES stand at either end and you should be safe.

Don't bother going further left, there's just exploding fuses down there. Instead go up the orange platforms, you'll need to jump off each one at the top of its path so jump a few times in place to get it higher. The very top one however it's better to let it drop down before jumping up to the right as otherwise you'll bump on the roof. Quickly jump back out to avoid the fuse (and then make your way back up again if you fell off). Just before the moving platform jump up into the air, that should trigger the fuse to explode. Now you can safely get onto the moving platform and ride it up.

Another fan, quickly drop down below it and duck. Jump up the ledge and duck and wait for the fan again, very quickly jump up left onto the yellow platform and then up onto the bar above. It's very difficult to get it without getting hit so don't worry too much. Then move right and then quickly jumping right to avoid the second blade. Onto the moving platform, wait for the fuse to completely miss you before jumping left at the top of its path. You should miss the fuse easily. Jump upwards to trigger the fuse above you if it hasn't already and then jump right onto another moving platform.

Go up the moving platforms to a pipe right at the edge on the ledge, jump up onto the very edge to avoid getting hit by the coins before timing a run through them. Watch out for the fuses on the ledges to the left, double back as soon as you trigger them. At the top is another set of spinning fan blades. Run through as it moves upwards and make sure to quickly stop to avoid hitting the next fan. It's nice and slow so no real bother if you're paying attention. The next one however is fast and you'll struggle to get through without being hit, no matter as it's the end of the level.

```
,-----,           ,-----,           ,-----,
| [021100] |~::~~::~~| Really Inside the Claw Machine |~::~~::~~| [021100] |
'-----'           '-----'           '-----'
```

```
o-----o
| Rescue all the aliens that are trapped inside the claw machine. Hint: The |
| quicker you do the level, the more stars you'll get at the end!         |
o-----o
```

A first person shooter level, just without any shooting. The Genesis and SNES versions of this level are laid out completely differently. First up the Genesis:

```
          _ _
         |A|_ |A|   Turn left and go forwards a short distance, take the
          _ _       first right and grab the alien, go back to the start
         |_  _|     and drop it through the opening to free it. Go back
|A|_____||       to the same place again and go through a door to grab
|           |     a second alien. Again drop him back through the
|           |
```

```

_ |           | _____ opening.
|A           | _ | _O
|           |
|           |
| _____ | _
|           | _ |
|           | |
O = Opening  | |
A = Alien    |A|
S = Start    | |
| _____ | _
|           |
|           |
|           | _ |
|           | _ |A|
| _____ | _
| |         |A|
|_ |        |_ |
| |         |A| O
| | _ _ _ | | _ _ | |
| | _ |         S|
| _____ |

```

Now going all the way to the end of the corridor go right and through a door, on the right side of the room behind the column in the corner is a third alien. Instead of taking it all the way back to the start continue through the door in the corner opposite where you entered, you'll pass through an alien but not pick it up, in the next room take the right exit and through a door you'll find another opening to drop the current alien through. Double back for the one you missed and drop him through too. In this room there are two, one over on the opposite wall and one in the opposite corner. In the near corner is a passage through to the last two. Drop them all through the second opening to finish the level.

You get 1 star for every two seconds left on the clock so you need 100 seconds left to get the full 50. Pretty much impossible.

And now the SNES layout:

```

| _____ | _ | _____ | A = Alien
| | _ _ _ | |A| | _ _ _ | | O = Opening
_ | | _ | | _ _ _ | | _A|_ B| B = Block
| _ _ | | _ _ |A| _ _ | | | _ _ _
|O| | _____ | _ _ | _ |A|

```

A bit of a smaller level and fewer aliens to gather compared with the Genesis. You have 140 seconds to get them all and can only carry one at a time.

First go forwards and then right at the end, follow that along and down the corridor to a dead end that is actually a door that opens when you approach it, behind that is the first alien. Take it back to where you started (the opening was behind you) and then return here again. Go through the door behind the previous alien and you're in a room with two more doors, the one to the left of where you entered has an alien just behind it. Once you get back go through the other door and get the alien behind it, on your final return go through that second door again and continue through the door there.

Ahead you might spot the block moving, you'll need to wait for it to go to the left so you can go down the right side and through a couple of doors to get to the last alien. On your journey back to the opening you'll need to wait for it to move out of your way again.

You get two stars for each second left so you need at least 25 on the clock to get the full 50 stars.

```

,-----, ,-----, ,-----,
| [021200] | ~~~~~~ | The Claw! | ~~~~~~ | [021200] |
'-----' '-----' '-----'

```

```

o-----o
| Try and stop Sid from picking up Buzz with the claw. Hint: Keep Buzz safe |
| until Sid has used all his coins up. |
o-----o

```

A pretty straight forward battle with the claw here even if it can be a bit tough to get the timing right all the time. Crouch down next to Buzz and start whipping, this will cause the aliens to bounce up into the air. When the claw

approaches stand up and hold Up when you whip to knock the aliens into the claw, this will cause it to drop stars and if it has managed to pick up Buzz, Buzz. The first time is really easy, Buzz will slowly be lifted up and pulled back to the left a little before being carried off to the right, if it manages to get all the way to the right without being knocked then you lose. The next few are a little tougher to time correctly but shouldn't be too rough if you wait between Buzz and the exit.

You probably won't get too many stars but that hardly matters.

```
,-----,          ,-----,          ,-----,
| [021300] | ~~~~~~| Sid's Workbench | ~~~~~~| [021300] |
'-----'
```

```
o-----o
| Make your way across Sid's desk but look out for Sid! |
o-----o
```

Above the purple spider are some darts hanging, these will fall when you approach so first crouch and lasso the spider and then carefully walk towards the darts so that they drop in front of you. Jump up onto the clamp and over the other side down onto the desk again, while standing on the desk use your whip attack to lasso the spider that's walking on the books, move further left and then wait for the firecracker to blast off before jumping up on top of the books and then right over the firecracker through the stars - careful of the falling dart.

The next firecracker has a more patterned burst, three to the right and then one to the left. Go right up next to the fire cracker and wait for the one to the left to go before running past and standing in the middle of the books on top of them (dart!). Then wait for the one that goes to the left to shoot again before jumping through the stars. Get up onto those books again but on the right edge watching out for the fireball that hits it, so quickly jump right to grab a star above the chain.

Moving right across the gap you need to wait for the nearest fireball to come up before starting to move, it should then be pretty easy to get across with a bit of brief pausing. Jump off the end and watch out for the darts above. Ignore the stars in the air above you for now, instead concentrate on the firecracker, wait for a burst before running and jumping over the clamp it's sitting on. If you want the stars then wait for another burst to land and quickly jump from the books onto the clamp and jump through the stars in the air. From the books jump right onto the chain, make sure to wait for the fireballs to go down first though, your path through should be non-stop moving to the right.

Jump onto the jar of tar to reach the stars above you, to the right is another firecracker that you need to be careful of. Just after a burst lands jump up to grab the stars, then head right jump using your whip attack to grab the hook and swing a couple of times to a chain, don't hold right too much after the second swing as you'll bump into a spiked yo-yo if you do. Move under the yo-yos as they go up and jump off the end watching out for the spider. Go past the firecracker and up onto the clamp, to get the stars you'll need to jump from here once the fireball that goes left fires, there's also a star just beneath the clamp that you need to drop down to rather than jumping up to the right where there's a checkpoint.

Run past the firecracker as it flames upwards then over the tar and down to a section below after some hooks, these hooks are used to get the star and the life that you may have spotted beneath the checkpoint. It may not be worth

doing as you'll probably lose a life getting to it, if you do want to though you need to jump down and swing along to it, turn around and swing back once you do, then swing up the diagonally placed hooks to reach safety. To use those hooks you need to swing, let go of the whip button but keep moving right a distance before turning around in mid air and pressing the whip button again. With luck you'll grab onto the higher hook, you'll get more practise at this in the next level in a much safer environment.

Wait for the near fireballs to drop down before jumping up onto the chain and moving right, try to avoid the others by pausing where it's safe but they're fairly random so just keep moving if you can. Off the end you'll need to immediately swing from the hooks down onto the desk, make sure not to go too far on though as there are some darts hanging from above. The star below you to the left can be gotten by swinging from the bottom hook, swing away and then back and leap off onto the desk again, you should grab it as you do.

The firecracker on top of the books has a star above it, grab it just after a burst and then jump up to the right onto the shelf, jump over the spider and then to an edge with a chain below. You can either safely drop down onto it or wildly jump to the right over the first two yo-yos to grab the star above the chain, this runs the risk of hitting the third yo-yo but if you're careful it's not too difficult. Stop at the hook part of the chain and then jump (without any side movement) and swing right onto the desk, going further along the chain will mean you miss the hook and fall to your death.

Jump over the two spiders and then you'll get to a checkpoint over a small gap. Now begins a whole new portion of the level, crazed running! Go right under the yo-yos, moving quickly left and right to stay sort of still while waiting for each one to rise up high enough to go under. It's not far to the cereal bowl this first time. Remember to go back and grab the stars that you saw in the air, there's no jumping while you're on fire. The only one that is a bit tricky is one right next to a yo-yo, just jump over the yo-yo when it goes down to get it.

And it's not far to the next ignition point, just over the next gap in fact. This run is a lot longer and also now features firecrackers in amongst the yo-yos. The first one is after three yo-yos, shortly after that there's a long gap and then more yo-yos that are a lot closer together requiring even faster and more precise back and forth flipping. There's one more firecracker and then a few more yo-yos to the cereal. Don't forget that back-tracking before you leave the level off to the right, I'd recommend jumping over that last yo-yo.

```
,-----,          ,-----,          ,-----,
| [021400] |~~~~~| Battle of the Mutant Toys |~~~~~| [021400] |
'-----'          '-----'          '-----'
```

```
o-----o
| Buzz is somewhere in Sid's room and you have to find him, but keep moving |
| and look out for.....things... |
o-----o
```

Walk right and lasso the spider on the ground, wait for a can to fall off the side of the shelves before running further right, straight under a second set of shelving and grabbing the three stars underneath it. Turn around and watch another can fall off from that second set before moving left towards the first shelves again.

Jump up onto the cans below the shelving, watch out for the spider on the shelf above you as you jump up to grab the stars on the top shelf. Once a can falls off the top jump onto the chain and start moving across, stop halfway and wait

for the other can to fall down too before jumping off the other end onto the second shelves (waiting right at the very end of the chain should be safe if the spider is in the way). Lasso the spider and wait for a can to fall down the wooden stepped boxes to the right before jumping to the top of them.

Jump onto the can and then across left to the shelf above that last spider, you should be able to grab the two stars up on the very top shelf. Now go back to the top of those wooden boxes. Jump right onto the small wooden beam and then swing across to the right using the double hook thing, from there jump down to the right on top of the bottom box to grab a couple of stars there and then dropping down onto the ground to the left to grab another two, watching for the cans that fall here as well as the fireballs from the firecracker. Jump over the scorpion, run past the firecracker and then use the can past it to get back up to the first set of wooden boxes, swing back over to the beam with a can on and use that can to jump up to the chain above just after a can falls down.

Move carefully to the right along the chain to avoid the fireballs and cans before jumping off it to the right down onto another shelving unit. Run right and at the little ledge jump and swing from the hook onto a shelf, now for some hook climbing. Swing using that same hook again and then turn around in mid-air and swing back towards the shelf again, this time however instead of letting yourself land on the shelf you should keep holding the whip button and holding to the right but then just as you automatically whip again you need to press Left to grab onto the hook above. Keep practising this until you get it down. There's a star on the layer above where you first landed but you want to be up on the top one.

From the top jump to the right into the middle of a metal shelving unit, grabbing the star there, jump down to the right through the path of stars onto a little ledge, jump left onto the shelf below the one you were just on being careful of the spider on it, stand right on the edge and jump as it comes back towards you and then lasso it (or just lasso it if you're quick enough). Grab the star and then drop down onto the floor to get the star beneath you. Watch out for the scorpion as you head left back under the other shelves and then towards a pair of spiders, whip the one above to get by safely and then jump over the other onto some cans and the shelf with the ledge. Swing back up to the top of that first unit.

This time jump up and swing up the hooks in the air to the right, these ones are a bit closer together and go diagonally so you'll need to alternate your technique between climbing and just a regular turn. If you didn't manage to accidentally get the star on the shelf just underneath the top you'll need to drop down onto it, to do that walk right next to the firecracker and then left down onto the shelf, be careful of the spider on there.

Otherwise go right past the firecracker and straight down off the right side, you should hit a pair of stars in the middle before dropping further down to a checkpoint at the bottom. Now head right past a firecracker and wait for a spider and a scorpion to arrive so you can lasso them (or jump them), keep on going past another firecracker up to some boxes where there's a pair of stars. Then turn around and jump up the small pyramid of cans next to the second firecracker.

Up onto the can and up onto the chain above it, immediately jump off it to the left and then from that shelf jump upwards and grab the star above you. Now get back onto the chain and follow it along, jump off to the right avoiding the scorpion patrolling. Run straight off the edge and grab the three stars on the bottom. Turn around and go left, use the can to run and jump onto the box that the firecracker is sitting on, jump up to the next layer and then back to the right where the scorpion was. Jump onto the first layer of the small can

pyramid and then run and jump to the right and use your drawstring to use the hook to swing across to the right. Jump up and grab the hook above and then climb up to the hooks above to it, careful to only jump off to the left when it's safe to.

On this platform with two spiders jump up at the wooden beam in the middle to grab onto the hooks above you, instead of fully climbing them however from the second hook continue swinging left instead of up to the right, you should swing back across the chain you crossed earlier and grab a set of six stars. Swing back along the hooks and now go up the hook climbing section to the top. Swing off to the right directly onto a chain. Climb along it avoiding the yo-yos, directly under the third one drop down to the boxes below, watching out for the scorpion patrolling grab the stars here.

Drop right off the edge down to the last checkpoint of the level. There's a line of three stars above it, can't get that top one just yet. Instead jump over the scorpion and head right over a couple more enemies, past a line of cans and over one more spider to grab three stars in the air at the end. Turn around and jump onto that line of cans, run and jump onto the bottom shelf to the left. From there jump left towards the checkpoint and you should grab that star. Careful of the enemies below though.

Back up onto that shelf again lasso the spider above you and jump up the cans to the top shelf, from there up left towards a wooden shelf with a radio on it. Now all that's left to do is jump up to the right and start swinging your way over to Buzz. If you want to do this bit without getting damaged you need to do it perfectly, no missed hits just ones that knock the other toys back and no stopping. Start pushing Buzz to the right and use the whip attack button to perform a karate chop when the toys on the right get close, there's nothing you can do about the one to the left, the chop is too high to knock it back. Keep on moving and chopping at the toys until you finish the level.

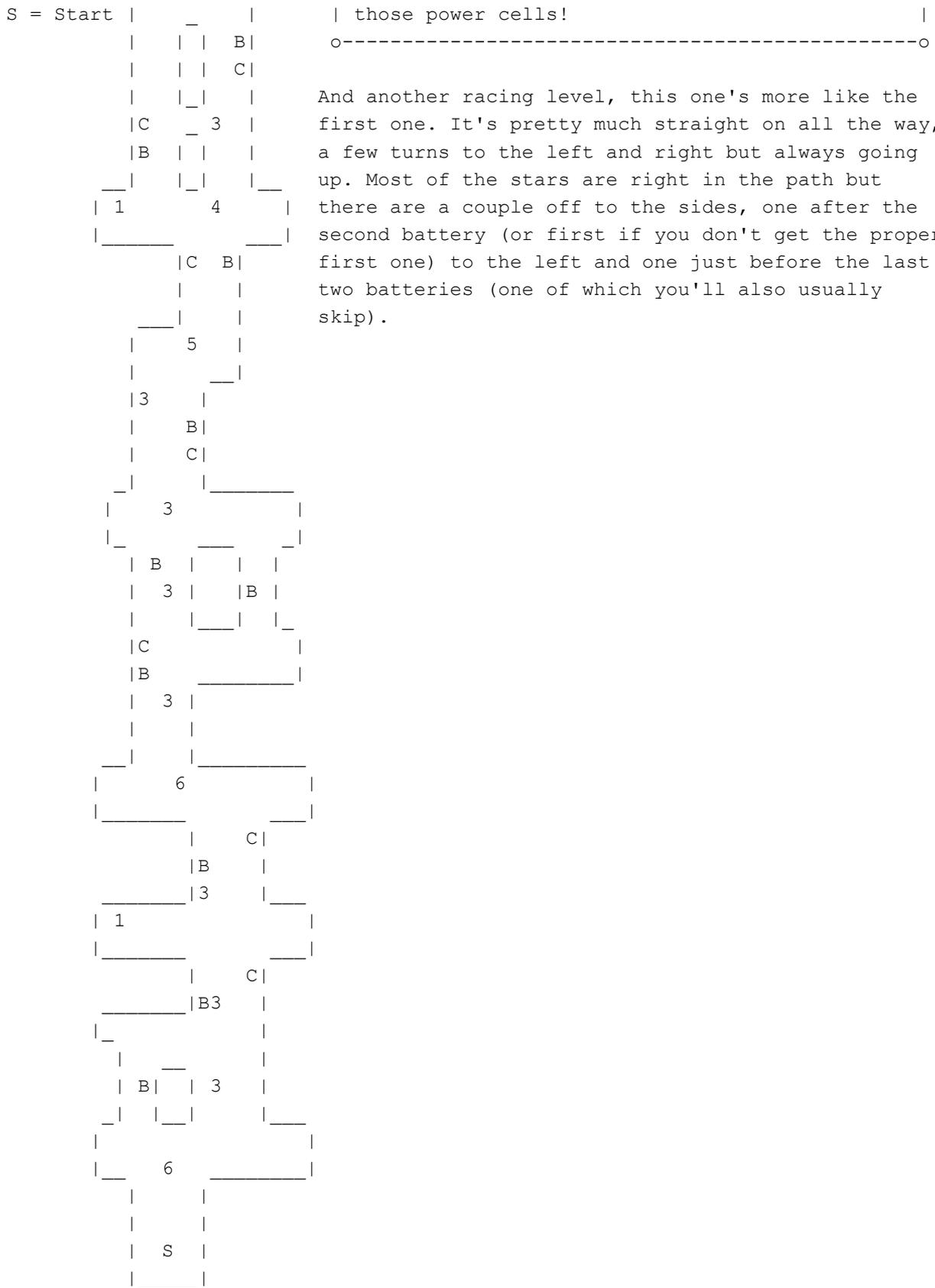
```
,-----,           ,-----,           ,-----,
| [021500] | ~~~~~~| Roller Bob | ~~~~~~| [021500] |
'-----'           '-----'           '-----'
```

```
o-----o
| Use Roller Bob to escape across Sid's house. Oh...watch out for Scud, |
| Sid's pet dog... |
o-----o
```

Just like the "Run Rex, Run" level earlier this is non-stop with only a jump and left/right to help. Getting all the stars in this one is a pain too so really just concentrate on avoiding the cans, Scud the dog, the fireworks,

To start with there's a couple of stars to jump up to then a bouncing can with a few stars above it. After the can almost immediately jump over a second one, a firework will fire overhead so wait a bit before jumping over the third can. On landing jump again to avoid a firework that zooms in then jump again over a pair of bouncing cans, right after that is the first appearance of the dog, Scud.

To avoid him you just need to keep to the right, you can't jump over him or anything. But that leaves you with less time to react to other objects that appear, the first of which is a can. After a firework zooms overhead again there's a second can that's bouncing and then Scud will back off for a while. As you get to a desk there's a high bouncing can to jump over and then a low one that you need to only just slightly jump over so as to avoid the firework above. Almost as soon as the firework disappears another will appear coming along the ground so jump over that, don't jump into the other firework that



And another racing level, this one's more like the first one. It's pretty much straight on all the way, a few turns to the left and right but always going up. Most of the stars are right in the path but there are a couple off to the sides, one after the second battery (or first if you don't get the proper first one) to the left and one just before the last two batteries (one of which you'll also usually skip).

```

,-----,
| [021800] | ~~~~~~ | Rocket Man | ~~~~~~ | [021800] |
'-----'

```

```

o-----o
| This is it! The truck is in sight and Andy's mom's car is just in front |
| of it. Reach the car and you're no longer lost toys! Good luck!       |
o-----o

```

Now for the final level, time to fly around dodging cars and other objects to make your way to Andy's car.

First stay level until you see the brown truck below you, swoop down in front of it to avoid the hedge above. After that it's a move upwards to avoid a small car and then immediately down the other side, keep down past the traffic lights and then quickly go up to avoid the truck. Go down the other side of the truck and then over the car keeping medium height to avoid the greenery above. After that car there's another brown truck to avoid followed by a larger brown van that's more squared off - move upwards fast to avoid that one.

Straight away you go down to avoid the traffic lights and then keep at middle height over one of the smaller truck before dipping down towards the ground, and then quickly rising up above the square van. Duck down again under the traffic lights and then over a small truck which is quickly followed by a van. Fly down over the truck and under the hedge before going up over a car and under some traffic lights at the same time. Follow the stars up over the next van and then a short way down to avoid the traffic lights but not hit the car below.

Now comes the big removal truck, there is a star right at the bottom of the truck but otherwise immediately fly upwards to the very top of the screen to fly above it. As soon as you get in front dive down towards the ground as close as you can get holding to the right too, you should just avoid getting hit by the van, if you're quick you can fly over Andy's car and grab the star on the front before being automatically flown into the end of the game.

```
,-----,
|~- [030000] ~~~~~~CHEATS~~~~~ [030000] ~|
'-----'
```

A fairly difficult game at times so there are a couple of cheats that will help you to see the whole thing:

```
,-----,           ,-----,           ,-----,
| [030100] |~~~~~| Genesis |~~~~~| [030100] |
'-----'           '-----'           '-----'

,-----,
| [030101]   Level Skip   [030101] |
'-----'
```

At the Press Start screen press A, B, Right, A, C, A, Down, A, B, Right, A. Woody will yell out to confirm you entered it. During a level now if you pause the game and press A it'll complete the level and you'll move on to the next one.

```
,-----,
| [030102]   Invincibility   [030102] |
'-----'
```

In the second level, "Red Alert", collect seven stars (three above the toy box, four above Hamm) and then jump into the toy box. Hold Down for a few seconds until the sheriff badge starts spinning and counting up and down. You can now no longer take damage from enemies (doesn't help in the racing levels though).

```
,-----,           ,-----,           ,-----,
| [030200] |~~~~~| SNES |~~~~~| [030200] |
'-----'           '-----'           '-----'

,-----,
| [030201]   Level Skip   [030201] |
'-----'
```

To start this off it's the same as the invincibility code below, stand on the bottom drawer of the chest with the bucket of army men on it and hold Down for five seconds. The sheriff badge will start spinning. Now when you Pause the game you can press Select to skip to the next level.

```
,-----,
| [030202]      Invincibility      [030202] |
'-----'
```

In the first level on the bottom drawer of the chest of drawers with the green army men bucket on the top hold Down for five seconds. Your sheriff badge will start spinning and you can no longer take damage (doesn't help in the racing levels though).

```
,-----,
|~-[040000]~-----~UPDATES~-----~[040000]~|
'-----'
```

v1.0 - 05/05/13
Completed the walkthrough.

```
,-----,
|~-[050000]~-----~CONTACT~-----~[050000]~|
'-----'
```

Please contact me at the following email address regarding the game. Make sure to state the name of the game in your email as well as the platform you're playing on and to have read the Walkthrough in order to make sure that your question hasn't already been answered.

dark52 (at) darkspyro (dot) net

You can find another copy of this guide complete with fancy images and the like, along with guides for other Disney games, on my website Infinity Guru:

<http://www.infinityguru.com/>

```
,-----,
|~-[060000]~-----~COPYRIGHT~-----~[060000]~|
'-----'
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,-----,
'-----'
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