

Toy Story Walkthrough

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

TOY STORY

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THE BASICS

Toy Story is a game for Sega Genesis and SNES. There are differences between them, and I will be doing tips for the Sega version. There is little violence in this game. I use the word 'whip' for my tips, but the whip is Woody's pullstring, which he uses to tie enemies up. He can also use it to swing on hooks. This game is definitely the best among the games based on movies, and is one of the best genesis games of all time. Difficulty: (on a scale of 1-10) 7.5

To jump, press A or C. To whip, press B. To whip above you, press up + B. To duck, press down. On SNES, A or X is whip, B or Y is jump.

Tin stars appear in most levels. Collect all 50 for a new life. Collect 45 or more for an extra hit.

Gold stars give you another hit. Cowboy hats are extra lives. A flag saves your place.

Woody starts with five hits, and loses one each time he's hurt. After they're all gone you must start the level over, or start at the last flag you hit. This also makes you lose a life. Certain things kill instantly. Enemies that are whipped stay tied up for a few seconds.

At the title screen, go to options and then press down. Here you get to set how many lives you start with. Press down again. If you've already seen the Toy Story movie, press A, B or C to turn off the story between levels. Then press start to return to the title screen, and press start again to start the game.

THAT OLD ARMY GAME

Go right, and you'll find a plane that goes back and forth on the floor. Either jump over it or whip it, and while it's shaking run by it. Bounce up on the beach ball, and collect the stars. Then, whip the bucket to release the army men. Drop down, and go right under the helicopter. Whip the trains to tie them up. When you find another ball, bounce up. Then climb the shelves, via the blocks. The problem is, those balloons pop when hit and release some white things that fly around

for a while. Duck until they disappear. The balloons drop an occasional gold star. On SNES, three balls drop out of the balloon and fall to the floor. Move away and wait for them to disappear. At the top whip the baby monitor to knock it down to the army men. Now, if you want to get done ASAP, just drop to the other baby monitor at the far right and touch it to beat the level. The other thing you can do is jump on the shelf on the left. The helicopter above you will prevent you from jumping safely, so whip it first and then jump left. When you reach another series of shelves jump up them. Be sure to grab the gold star on the bottom shelf first. At the top jump and whip the hook up/left of it. You'll swing left, and hold left to land on a ledge. Whip the helicopter away to collect the stars, and jump left to another ledge. Go all the way left back to the beginning of the level being careful not to fall or you'll have to do it all over again. On the shelves that are above where you start, jump up them whipping the trains. When you reach the ledge with the plane, jump by it to the top shelf, where you find a cowboy hat and some stars. Then drop on the far left side to a small ledge with a gold star. Climb back up, drop down the column of stars, and go right back across the level. At the far right, jump and reach the baby monitor (you can't reach it from the ground) to finish the level.

RED ALERT

Nothing can hurt you here, but you have only 150 seconds to complete it. In other words, make this level snappy. When you start you'll land on a balloon pump and bounce Mr. Potato Head into the toy box on the left. Go right, and whip the left blocks on the ledge Hamm is trapped on. then go to the toy box and collect the stars. Go back to Hamm's ledge, and use the blocks on the right to reach the ledge where Robo-Car is (don't whip the blocks yet)! Jump up from the blocks on Robo-Car's ledge to reach the six stars above them. Then whip the left blocks and run back to the balloon pump. When Hamm reaches it, he sits on the balloon and by jumping on the pump you'll bounce him into the toy box. When Robo-Car comes along, time your jump on the pump so he's on it when the balloon is inflated. This bounces him into the toy box. If you miss you must wait for him to come back and waste valuable time. Then go right, and bounce over the chair via the tennis ball. Then go right, jumping over the chair, and bounce up to Rex's ledge by bouncing on the tennis ball. Then collect the stars above the blocks on each side, and whip the left blocks. Run back to the pump and bounce Rex into the toy box when he comes (he's fast, so it's tricky). Then go right, past Rex, and bounce over two drums via tennis balls. When you find RC, bounce up to Rocky Gibraltar's ledge, and collect the stars above the blocks. Then, whip the right

blocks and

leap to the table to the right with four stars. Rocky drops down and pushes the bucket right. Jump on top of the bucket, and wait for the crane to lift it up. Then make two leaps to collect the five stars above (on SNES, jump from the table to this ledge) and do this before Rocky gets under the bucket. When he does, it drops back down. The crane is the only way you can collect these stars, so do it right. Then go right, bounce up onto the bed, and collect the stars. Then wait for Rocky to get under the bed, and the level ends.

EGO CHECK

This is the hardest level yet. You're supposed to be racing Buzz, but actually you can ignore him. He'll bounce up and down, and you should ignore him. This level is a series of shelves and ledges that you must go across. Jump from ledge to ledge, and whip any of the nasty planes you find. Sharks and clowns bounce up between the ledges. Either whip them or jump over the pits when they go down. At the bottom of this stage is a pit. If you fall in you don't die, but take damage and must bounce up to one of the ledges before you die. There's a cowboy hat here, in a different place in the different versions of the game. In SNES, it's on one of the ledges guarded by a helicopter. You'll get hit grabbing it, but the extra life is worth it. In Sega there's a gold star in this place, and the hat is under one of the ledges. Jump over the gap, and then on the next ledge jump back and under the ledge and to the hat. You may get hit, but it's worth it. You should probably skip 50 stars here, as that is very hard to do. At one point you must bounce up to a rail. You'll automatically grab it, and go right hand over hand when the sharks go down. At the end, jump off and hold right to reach the next ledge. To cross some of the bigger gaps you must use balls and hooks. The trick with balls is to land directly on it to avoid missing. With hooks, whip them and hold right to reach another ledge. Sometimes you must whip multiple hooks, which is tricky - when you release one press whip immediately to reach the next one. Also, don't swing when the sharks or clowns go up. At the far right is the bed. Jump on it to exit, and you can use the hook at the top to reach the last two stars. This is a tough stage, but there are continue flags in case you die. Good luck.

NIGHTMARE BUZZ

This battle is fought in the toy box, and it's best to stay on the floor and in the center. When the phantom buzz appears, whip him to knock off the fireballs. Each fireball you hit disappears. When he fires the laser, duck. After knocking out all eight fireballs, then stay away from him

until he moves his arm to adjust it, just before he disappears. Then whip him, and he takes damage and throws up his arms. If you die, you must start the battle over, so be careful. After four hits he's defeated, and drops the stars on you. Do this in the center, so the stars don't bounce off toys on the side. Collect as many as you can before they disappear, but getting all 50 is almost impossible. Then the level ends.

A BUZZ CLIP

Ohhh... this is a tough one. Press A, B or C to accelerate RC, and the D-pad to turn. You must go through a long track hitting Buzz ten times. Ignore the stars, as they're almost impossible to get. The problem is, RC and you die if you go too long without getting batteries. Try to concentrate on driving, and not the fuel gauge. If you hit something, you'll spin around wildly and might wind up facing the wrong direction, so try not to hit things. Controlling the car is also tricky - remember that no matter which way you're going, left is a left turn and right is a right turn. Every time you hit Buzz, he drops a battery. Grab it to refuel the car, and continue. It's a really tough stage, and one that took me several days to beat. When you hit Buzz for the tenth time, he'll bounce out the window and you'll beat the level. Unfortunately, there are two more levels later in the game with you driving RC, so you'd be well advised to master it. Good luck - you'll really need it.

REVENGE OF THE TOYS

This is a long one. Basically you've got to help Rex reach the far right. The problem is, he's blocked by blocks, and you are blocked by drums. So, you must climb the upper ledges and then get on the other side of the drum, and release Rex. All the toys are enemies here, as they're horrified that you knocked Buzz out the window. Go right, and climb the ledges whipping the helicopter away. At the top, watch out for the plane and go right, jumping to the ledge. Then climb to the higher ledge, and jump back left for a gold star. Then go right, jumping to some shelves. Drop down, and whip the blocks away. You'll release Rex and find a flagpole. Hit it and be sure that you either drop onto it or at least cover the top. That's because two stars fly off, and if you hit it covering the top you'll bag them both and score two hits back. Go right, and you'll find Rex has knocked a block out of the drum, enabling you to jump over it. I can't give a walkthrough for the rest of the level, as it's too long. Here's some guidelines. Watch out for balloons, as they drop three balls that bounce. At one point you must cross a beam. Do the same things you did in Ego Check, but now slip under the balloons when they rise so as not to pop

them and drop fallout on yourself. It's tough. All the toys are here, and they all hurt you. The snake is on one of the higher ledges which you must climb and can't be whipped. Robo-Car can be whipped, and Potato Head is even easier - whip him once and he loses his features and can't hurt you. Hamm is pretty tough, as he'll drop coins on you as you climb the shelves. When you reach him, whip him and move on. Planes are a serious problem, as you must jump them or whip them, and they're fast. Balloons are even worse - if possible, whip them from a distance to avoid the fallout. Luckily each time you free Rex you get a continue flag and two hits back. at the far right, Rex is blocked by Rocky. Use the ledges above to get behind him, and whip him once and run right to exit the stage, once Rex is freed.

RUN REX RUN!

Another really tough one. You'll be riding Rex right, and can't whip or do anything but jump and accelerate or brake. All the toys are bad, and there's only one continue flag, no gold stars, and the tin stars are in groups of two above you, and should be forgotten as you must concentrate on moving Rex. Jump over trains and don't jump into planes. Low planes, which are four in number, drop four paratroopers which you must jump over. To ease jumping, brake before the jump and as you jump, hold right to accelerate over whatever you're jumping over. RC car is really tough - when he comes on, jump and brake by holding left to land behind him. Then jump over him as he falls back, and jump over him one more time as he accelerates across the screen. It's a wild ride indeed. At the far right you'll exit. Even worse, later in the game there's another stage similar to thus. Good luck.

BUZZ BATTLE

This time you're fighting the real Buzz under Andy's car. Whipping him has no effect. He'll run right, and then back left (jump over him each time). Then he starts flying, and bounces around trying to drop on you. Run around, duck to avoid him, and slip away. Try not to let him fly. To hurt him, whip the tire on the left, and when it goes up in the air whip it again to send it bouncing left. Do your whip + up technique to send it farther. If it lands or bounces on Buzz, he is hurt. However, getting the tire to land on Buzz is difficult and can't be done while he's flying. If he's hit, he'll start flying around, dropping stars (you should probably ignore them, concentrate on avoiding Buzz, and on SNES the stars fall from the sky, and on both systems you must grab them before they disappear). After a while he lands, and you must hit him again. It's tough. After four

its he's toast and two last stars fall. Don't lose heart - there's an easy level coming up.

FOOD & DRINK

Welcome to Pizza Planet! In this level Woody has a soda cup on his head and all you can see are his legs. You should try to get 50 stars here, for the tough levels coming up. It is one of the few levels where getting all the stars is possible. Basically you've got to go to the far right, and there are four things that can hurt you: falling food, soda machines, kids and Buzz. Buzz is the easiest - just stay ahead of him, or crouch down and he'll crouch at the same time. You must get the stars before Buzz goes by, as you can't go back past Buzz. Falling food can't be run under - instead get close to it to make it fall, and then stop. Once it's on the floor it can't hurt you. The trick is just remembering that it's there. Soda machines are a bit trickier. They'll drop cans, and you must run by after a can has fallen and before the next can. Later some of them drop two cans at once, and your timing must be perfect. As for kids, they aren't too hard - just annoying. After the second soda machine paper planes start flying across the screen. When this happens, duck to avoid the pair of legs that go by, chasing the plane. Then continue on, and repeat this when another one goes by.

INSIDE THE CLAW MACHINE

This level will test your jumping and maneuverability skills. Go right, and climb up the shaft by jumping on the elevators on the sides. At the top, go right and whip the coin tubes to break them. Then, time your run by so the falling coins don't hit you. The second shaft is tricky. Jump on the purple block and then jump off and onto the blue block when the purple block goes into the wall. The blue blocks sink into the wall, so wait on it until the purple block reappears, then jump back onto it. Repeat this to reach the top. It's quite tricky, but if you fall just try again. At the top go left, ride the elevator up, and jump on the blocks. Then jump to the red beam above, and go left. Jump off and go left, whipping away two coin tubes, and you'll find another shaft. Here, jump on the blue blocks on each side and time your jumps to avoid the coins that fall through the shaft. Also you must jump before the blue blocks sink into the wall. At the top, jump on the elevator and jump to the ledge at the right, with a continue flag.

Next you've got to deal with two fans whose blades hurt you. As you climb the steps, time your jumps so you don't hit the blades. At each step, duck and/or hold right to escape the blades. When you find a transistor, it explodes into two pieces which fly at you. Avoid them and

jump up to a series of purple blocks. When you touch them, one side goes up, then the other side, then the first side, etc. To avoid the transistors on the sides of the shaft, stay on one of the middle blocks and duck. This protects you from the fallout. On SNES, stay on one of the side blocks. At the top, go left to a continue flag. Now, this next part is top secret.

To the left are six transistors. Move next to one to trigger it, then move away. After they've all exploded you find a coin tube with coins that never stop. (There is no tube on SNES). You must run into the tube, and then jump up through the rain of coins. You'll go up through the ceiling and out of sight. You'll be taking damage all this time, so don't try it if you don't have three or more hits. The neat thing is, if you die later in the level you can keep coming back here to get another life. Just keep jumping around in there until you reach a secret room above you. It has 1 star, and a hole in the floor which sends you back to the transistors. Jumping the hole is tricky, but if you make it you'll get a cowboy hat. Now, things get really tough.

Go back to the continue flag. To get up this shaft, you must jump on the purple blocks. Each time you land on one, it sinks just enough to prevent you from reaching the next one. So, you must jump immediately upon landing, before it sinks. Or, after it sinks jump again, and it rises back up. Then, when you land hold down the jump button to immediately jump back off. At the top of this tricky shaft you'll have to jump back to the last block to escape the transistors. Then, jump up and trigger the third transistor before riding the elevator. At the top go left to a fan. Prepare for the trickiest and most dangerous part of the level.

First, run down and duck to avoid the fan. Then, jump on the step at the far left, then on the block, and then to the beam above. The fan will hit you on this step even if you duck, so it's almost impossible to avoid a hit. Now, go right on the beam, when the fan blades go by. Again you'll probably get hit. You should try to master getting that cowboy hat, as it's so useful for this part. Once you cross the beam jump onto the elevator. On the tiny ledge before the elevator hold right to avoid that thrice-accursed fan, and then jump left, and curl your jump around so you trigger the transistors but get back to the elevator. Should you miss you've got to do the fan again. It takes perfect jumping and timing to get through this very tough part, so be prepared to die a few times. After you've knocked out two of the transistors on the left wall, jump to the elevator and then trigger the third and last one. Duck and hold left, and then jump to the third elevator. Then jump to the ledge to get out of this part. To the right is another shaft

you climb up
via elevators. Jump on the bottom one, and then when it goes down jump to the top one.
Next
you must whip the last coin tube while still on the elevator, and then jump up and go by.
It's on
the edge, so you can't run by - you must jump to the ledge and run by at the same time,
and you
might get hit. To the left are some steps with transistors. Run next to one, and then
quickly move
away. At the top of these steps you'll find the last corridor. First you must run by a
four-bladed
fan that moves up and down by slipping between the blades. Again you'll probably be hit
the first
few times, and the fact that there are so many places where you'll probably get hit that
this stage
just never lets up - you get hit at least once getting the cowboy hat, at least twice by
that fan, and
you only have five health points, so it's very hard. After this fan run under another fan
with two
blades that's in the ceiling. The last fan goes super fast, so run part of the way under
it, duck, and
when it goes by race right to the exit. Getting all the stars is difficult here and should
not be
attempted until you have experience.

REALLY INSIDE THE CLAW MACHINE

I've got some bad news for SNES players - this stage is completely different on each
system, and
I only played the SNES version once at a friends house, so I cannot give a walkthrough for
SNES
players. All I know is learned from the tipbook. Don't lose heart - there's one Sega only
level in
this game.

This level is weird and definitely unique. The jump and whip buttons have no effect, and
nothing
can hurt you. You've got to move around the core of the claw machine, and find squeeze toy
aliens. On SNES, you have 140 seconds to find four aliens and bring them to one outlet
directly
behind the start. In Sega, you have 180 seconds to bring eight aliens to one of two
outlets. To
move, press up. To go backward, press down. To turn, press left or right. To pick up an
alien,
move up to them. You can only carry one alien at a time. When you touch an outlet the
alien
you're carrying will be taken back to the outside of the claw machine. Look for doors in
walls,
marked with an X.

In Sega, you'll start facing one outlet. Turn left and go forward, and down the side path
to the
right. There are two aliens here. Take them both back to the outlet, one at a time. Then
go (from
the outlet) forward, through a corridor and into a big room. In the upper right corner,
you'll find
an alien behind a block. Take him back to the first outlet, and then return to this room
and go into
the door in the upper left corner. Go through the corridor, picking up the fourth alien,
and when

you reach another big room stay on the right side. The first opening on the right leads to the second outlet. The next two aliens are directly opposite the outlet and in the upper left corner of the room. Take them both into the outlet, and then go through a small corridor in the upper right corner to find a room with two aliens. Take them back to the outlet to beat the level. You'll receive 1 star for every two seconds left, and will only get 50 stars if you have 100 seconds left - almost impossible. On SNES, you get 2 stars for every second left.

THE CLAW

Some of the levels in Sid's house coming up are pretty hard, but this one takes the title of the toughest level in the game. Buzz will be in the field of aliens, with his arm sticking up. The claw moves, and at the top there are coins. You've got to stop the claw from getting Buzz until all the coins are used up. The claw itself hurts you, so duck under it. In Sega, you've also got to avoid a dangling cable. To hit the claw, use your whip to flip a toy into the air. Then, quickly do your whip + up technique to flip it up. If it hits the claw, two stars fall down. As for collecting them, it's a forget it with a capital F. If you miss even one, you'll be unable to get the cowboy hat, and if you go for the stars you'll be getting hit by the claw as you try to avoid them. Just forget them, OK? Anyway, eventually the claw lowers on Buzz, and picks him up. Then it drags him right. If it reaches the other side of the screen you die instantly. Yeeesh!!! To stop it, flip a toy into the air using the whip + up technique, after the claw gets Buzz. If you hit it then it drops Buzz. You've got to do this five times to beat it, and each time it picks up Buzz sooner. On the first time, you should be on the left side of Buzz. When it picks him up, you must flip the alien at the perfect time and would be well-advised to master flicking aliens. The second time, stay to the right of Buzz, so that Buzz is on the left side of the screen, but is fully on. Duck to avoid the cable if you're playing Sega, and when the claw picks him up quickly flick a toy up. The next time, when the claw goes up and down, duck under the cable and as it moves left, go right and under it. Now that you're to the right of the cable, wait for the claw to come toward you, and hit it (you won't see it pick up Buzz). Now go to the far right of the screen, and then for the fourth time hit it as it comes toward you. For the final time get to the left of Buzz, stand next to him, and when he's picked up whip the claw with a toy the instant he's picked up to defeat it. Easier said than done - this level is evil.

SID'S WORKBENCH

Besides being the second toughest level in the game, this stage may be a problem to some

parents,
as Woody will be set on fire as well as be pummeled with darts and fireballs. You should ignore the stars here, as they put them in places like above fireball cans. To start, go right. The purple darts on the ceiling fall when you come near them, so walk next to them and then slip out of the way, similar to how you avoided the falling food in Food & Drink. Throughout this level you'll face purple spiders who crawl across the floor and are a pain. To whip them, duck and whip so the whip goes low enough. After the first three darts you find a can that blasts out sprays of fireballs. The instant it does this, run by it and the fireballs should not hit you, as you should hold right to escape. Some darts fall, so be careful here. The next thing you have to deal with is another fireball can that shoots fireballs one at a time. Run by it after it fires, and then cross the pit via a chain rail. Falling in kills instantly, and also fireballs shoot out of the pit, so time you climb across the chain well. Next there's a fireball can on top of something. After it fires, and the fireballs hit the floor, dash by it before it fires again. Jump to the chain by jumping off the book (missing is fatal) and cross the pit, and if necessary you can try slipping between the fireballs. On the other side jump off, whip or jump over the spider, and after the fireball can fires run by, jump, and whip the hook. Cross the pit via two hooks, but remember that you're screwed if you fall. Land on the chain rail, and cross it by slipping under the spiked yo-yos when they rise. Next you've got to deal with a single-fire can and darts. Deal with them as best you can, and go right to a continue flag. This whole stage is horrifically hard, and telling you that over and over just wastes space.

To escape the next fireball can, run by after it fires but before the fireballs land. Below you is a cowboy hat that's very hard to get. Whip one of the hooks, and then whip the hook below the ledge above you. Swing left to grab the hat, and the instant you do so turn around and whip the hook you just whipped. Then, climb up the series of hooks using the hook ladder technique (see next level). This hat is very hard to get, and should be skipped until you've gained some experience. Next, cross the chain rail while watching out for fireballs, and jump off and whip one of the hooks. The star under them is impossible to get without killing yourself (I told you to skip going for the stars!) When you land three darts will fall, but in this case hold right to run under them. Now you've got to climb up a ledge with a fireball can. Stay under the books and duck to avoid the fireballs and plan your move. After the fireballs land, jump onto the ledge, and then to the ledge on the right. Jump or whip the spider, and drop onto the chain. Cross it slipping under

the yo-yos when they're up. Pause between them and wait for the next one to rise. The star above the rail is impossible to get without killing yourself. At the end of the rail, jump off and instantly whip the hook to swing over to the next ledge. Whip the scorpion and the spider, and go right. Jump over the pit and hit the continue flag.

Go right and Woody sits down, and Sid's hand appears with a magnifying glass. This catches the sun and beams it onto Woody's hat, which catches on fire. Woody gets up and starts panicking, and you have very little control over him. You can't jump, whip or stand still. All you can do is change direction. Run right, and press left and right repeatedly and rapidly to stay in the same place until the yo-yo rises. Then run under it, and repeat for the next yo-yo. After four yo-yos you find a milk bowl. Run up to it to cool down. Now go right, jump the pit, and you'll be set on fire again. This time there are more yo-yos and two single-fire cans. After you reach the milk bowl run under (or jump over) one more yo-yo and exit this ghastly stage.

BATTLE OF THE MUTANT TOYS

Okay, this stage is easier than the previous one. The stars are definitely to be ignored. There's a ton of spiders, so you should probably just avoid them and move on. Also, you can climb up on cola cans, but not on crushed ones. I won't give a walkthrough, as it would take too long. Watch out for falling cola cans. There's not much else to say, except for the new hook ladder technique. The hooks look different in this level but behave the same. Okay, hook ladder is kind of tricky. The first time you must use it is when you have to climb up a series of hooks on two neighboring ropes. Jump and whip the first one, then turn in midair and quickly whip the second one, and then turn again and whip the third one. Keep this up, whip one, then turn in midair and whip the next one, until you reach the top. Perfect timing is required, but if you fall you can just try again. The second time is when there are three ropes, and it's trickier. Jump and whip the first hook, then turn and whip the second hook, then turn and whip the second hook again. Basically you've got to whip in a split second, so just concentrate on whipping and not on which hook you must whip. That's basically it. There are two continue flags in this stage. Oh, one more thing.

At the end, you'll find Buzz. Touch him and Woody starts pushing Buzz right. Hold right, as Babyface is coming up behind you and can't be karate chopped. Press B and Buzz's extended arm comes smashing down, and this karate chop will knock Rock Mobile or Legs backward. Keep moving, keep karate chopping, and keep keeping Rock Mobile and Legs away until you reach the exit.

ROLLER BOB

Deja-vu, Run Rex Run time! This stage has crazy music, and again Woody is riding Roller Bob right. Ignore all stars. Danger comes in four forms: cola cans, rockets, bombs and Scud. Cola cans bounce on the ground and must be jumped over. Rockets blast from the left side of the screen. Some must be jumped over, while others should not be jumped into. Scud, Sid's dog, sometimes appears and fills the left half of the screen. He doesn't kill you, he just hurts you and you must stay ahead of him. Try to stay in the middle of the screen, as that way you can react to danger ahead and behind you. After the continue flag, bombs start falling. Your only controls here are brake, accelerate and jump. Most bombs hit on either the left or right side. The worst situation is when Scud is chasing you and bombs are falling, as then they're very tough to dodge in limited space. It's pretty hard. There's no battle with Sid.

DAY-TOY-NA

This stage only exists in the Sega version. Basically you'll be driving RC down a road. Press A, B or C to accelerate and left or right to turn. The road twists and turns, and if you go into the grass you'll lose time. To avoid running out of fuel, grab the power cells on the road. Unlike other RC stages, you're driving forward and it's almost 3-D, and you're seeing things like Woody would. Each power cell restores half of your fuel. To help you grab each cell, slow down before it by releasing A, B or C. This helps you hit it, but don't slow down for too long. If you have problems with particular power cells, remember where they are and plan your moves. At the end you get two stars for each power cell you grabbed, and a cowboy hat only if you got them all. It takes practice.

LIGHT MY FIRE

This level is similar to A Buzz Clip, and just as hard. The controls are the same as the previous level. The fuel goes extra fast, so hurry and get the batteries. Ignore the stars. The batteries are always in the same place, so making a map may help. Try not to hit cars, cones, or the side of the road - it makes you spin around wildly. You want to keep going up. When you have a choice of ways to go, it doesn't really matter. Just keep going. At the top is the exit.

ROCKET MAN

The stars in this stage don't matter at all, because it's the last level of the game and an extra life doesn't matter. All you can do is go up, down, brake or accelerate. You'll be flying above

the road, continuously moving right, and should watch out for trees, street lights, and vehicles (cars, tow trucks and vans). If you hit something you get lose a health point, but if you get crushed against the left of the screen you die. Good luck. There's not much else to say, except that after you pas all the stuff you'll find the moving van. There's a star at the bottom of it, which should be ignored as you might get crushed. Fly to the top, and go to the upper right corner. After the screen moves back down, you'll be in front of the van. It moves forward, and slip into the tiny space in the bottom right corner to avoid getting crushed. When you can, go back up and you find Andy's car. Let yourself drop in (ignore the star above the windshield). Congratulations! You won the game!

BONUS GAME

In the Sega version, for every 200 stars you collect you get to play a bonus game. Stars will appear, and count down from five to one. Move your cross hairs to a star by holding buttons on the d-pad. The cross hairs stay in the center unless you move them, and you must hold the buttons. Move it on top of the star, and press B to smash it. Later it gets faster. For every star that reaches zero or each time you press B when the cross hairs are not on a star, one of the stars on the right disappears. It's hard to complete the game. If all three disappear the game ends. If you can smash twenty stars the number of stars remaining is the number of extra hits you receive.

SECRET CODES

Level select - Sega: At the screen where it says to press start, quickly press the following buttons in order before the demo starts: A, B, right, A, C, A, down, A, B, right, A. You'll hear Woody yell "'Hot hot hot!'" Begin the game. Pause a level by pressing start, and then press A to immediately complete that level.

Invincibility - Sega: In Red Alert, collect exactly seven stars. Then jump into the toy box and duck for five seconds. Your star that indicated hits starts spinning. You no longer take hits, and also have infinite lives.

Level Select - SNES: (not tested) Before whipping the green army men bucket in That Old Army Game, stand on it and duck for seven seconds. Then pause a level and press select to complete it.

Invincibility - SNES: (not tested) In That Old Army Game, get onto the bottom drawer of that shelf with the green army men bucket on top. Duck for five seconds and your hit star starts spinning. You no longer take hits and have infinite lives. (All these codes were from the

tipbook).

Congratulations on completing Toy Story, and once again, special thanks to Sega for that tipbook. If you liked it get other movie-based games. Good luck!

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