

Toy Story 2 Boss FAQ/Move List

by C de Vries

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This walkthrough was originally written for Toy Story 2: Buzz Lightyear to the Rescue on the N64, but the walkthrough is still applicable to the PC version of the game.

Toy Story 2

Boss FAQ/Move List

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* Table of Contents: *

1. Introduction
2. Move List
3. Boss FAQ
 - A. Tin Man
 - B. Zurg Kite
 - C. Toy Plane
 - D. Jackhammer
 - E. Clown
 - F. Slime
 - G. Dinosaur
 - H. Buzz Buggy
 - I. Spider Gunro
 - J. Gunslinger
 - K. Emperor Zurg
 - I. Prospector
 - J. Blacksmith
 - K. Prospector Showdown
5. Credits

* Introduction *

Hello. I'm Calvin de Vries from GameFAQs. I contribute to GameFAQs under the contribution name C de Vries and access the GameFAQs message boards under the username Magician Type 0.

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That's all for now, enjoy my guide!

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*           Move List           *  
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"A" Button: This is the simple jump button. If you press this your character, Buzz Lightyear, shoots into the air! If you press it again while airborne, your character does another jump by expanding his wings. This is helpful for the extra height while trying to reach the places you'd like to.

"B" Button: This is the button that controls Buzz's laser. You can use the laser to defeat many enemies. But, you may have to press the button multiple times to cleanly get them. Instead of this, you can hold down the "B" button and charge the laser. You will release a very powerful charge at your enemy. This defeats most enemies in one shot. However, while you are on your adventures, you might see an item that looks like a bright green stick. This makes your laser fire shots that are like you charged it, only you didn't. However, this cool technique only lasts for a limited amount of time.

"C Down" Button: This controls the character's "spin" attack. You can use this to attack enemies. Usually, this works better than your laser, but you have to be directly next to your target in order to be successful. This is very risky if the enemy attacks by charging, or running into you. Don't worry, though. You'll find a very large amount of uses for your "spin" attack when the time comes.

"A" Button + "C Down" Button: First, press the "A" button. When you're in the air, you can then press the "C Down" button, and your character will do a stomp attack. This is very effective for overcoming obstacles throughout your adventure. However, you don't need this very much in the boss battles, and you should probably only use it when you need to hit switches and et cetera.

"R" Button: This button will make the camera zoom into "first-person" mode. This allows you to target various objects with the "Z" button. You can also use this so that you can view various areas of the game.

"Z" Button: This button is for use in the "R" button mode. While in there, you can use this button to use various items you have picked up on your way. Items such as the grappling hook. You can target the area you want to grapple in the "R" mode by pressing the "Z" button and then you can go there. You can also use this for locking-on to enemies.

This button can also be used so that you can check your status in the current game. It will move your list of coins, lives, life, and laser power you have onto the scree for a brief moment. This is quite handy if you like to know your status.

* Boss FAQ *

Andy's House

==Tin Man==

This boss is found in the attic of Andy's house. He's pretty simple, really. He'll chase you around the platform and when he stops, you can shoot your laser at him. Charging your laser is a very effective technique for this boss. You should charge your laser, let him chase you, and then nail him with the laser. This should probably only take maybe four hits at the maximum if you follow my method. Anyhow, this boss is probably the most simple in the game, and that's a good thing, since he's your very first one. Take him lightly, as long as you're experienced with various video games. If you're a newcomer, just don't let him run into you. It does damage, and you usually fall off the platform. Else, he's simple.

Andy's Neighborhood

==Zurg Kite==

This next boss is found at the top of the tree outside in one of the neighbor's yards. After scaling the tree, you will be on a platform where you battle the kite. This time you get to use your "spin" attack. A good method for mastering this boss is to just run at him and spin attack. Make sure you don't fall off the tree, or else you'll have to start scaling all over again. He's going to fly at you, so make sure you dodge him and then attack him. IF all goes well, you should have defeated this "high-flying" boss. He's relatively simple, and should give you no trouble.

==Toy Plane==

This is your first boss that has his own level. After the level that's in Andy's neighborhood, you should be in an empty yard, and a toy plane should continually fly at you. My strategy for beating this level is for you to just charge your laser, and dodge him when he flies at you. After he's just past you, nail him with the laser. If you do this, he should be defeated relatively quickly. He's not a hard boss, but he's still your first major one. If you're having trouble, you could try to lock on by first pressing the "R" button and then pressing the "Z" button to lock onto the plane. Then you could either already have had your laser charged, or you could just hit him with your regular laser. I feel that this way works, but seems more risky since the plane is always coming at you. I tended to get hit more with this way, than with the other since dodging is harder in "first-person" mode. But it's whatever works for you.

Construction Yard

==Jackhammer==

When you've gotten to this point in the game, you should have picked up the Disc Launcher. The Disc Launcher is the key item into defeating this boss. This boss is found at the top of the girders and should be relatively simple. All you have to do is get up there, and continuously shoot him with the disc launcher. As long as you don't get knocked off, you should pretty much defeat him quickly. However, getting knocked off, throw you all the way back to where you started from, so make sure you yield caution in avoiding him. As soon as you get around him and find some room, just fire the disc launcher. Boss = Defeated.

Alleys & Gullies

==Clown==

This boss is found at the top of the large building. He's pretty easy also. All he does is spin to knock you off. Well, a good idea is to give him some of his own medicine. Use your "spin" attack and hit him, and he should be defeated. However, if you're a novice, watch out, and pick the perfect time to "spin" attack him. Doing it carelessly can result in being knocked off the building. Well, once you defeat him, grab the token, and we're off.

==Slime==

This boss is pretty easy, like most in this game. All you have to do is charge your laser and wait for him to pop out of his trashcan. When he does, nail him with the laser. You may have some extra time, so just shoot him continuously. As you will notice, with every hit, he grows larger. However, you're still doing damage, so keep hitting him until he is defeated. But beware, he moves. Make sure you avoid him, or your game will end relatively quickly. Once he pops out shoot him again, and make sure you don't hesitate, especially when he's very large. If you follow these instructions you should defeat this boss.

Al's Toy Barn

==Dinosaur==

Yet another simple one. You'll find him in a vent. Once you jump down, you'll start the fight. All he does is shoot fire at you. Continuously. That's it. He's simple, just like every boss in this game... Anyhow, just shoot him. Shoot him with your laser. If you have any questions with this boss, I have no idea how you made it this far in the game. Anyhow, after you get the token, let's move on.

Al's Space Land

==Buzz Buggy==

This is a buggy modeled after the protagonist, Buzz Lightyear. This boss is a

bit tough compared to the other bosses in this game, but that's not saying much. He'll charge at you, shoot lasers and homing missiles all at the same time. As long as you continuously shoot at him with your lasers, you should beat him. However, this is more easily said than done. It may take you a few tries, but don't give up. He's not really that hard. Once you beat him, you can move on, back to some more simplistic fights.

Elevator Hop

==Spider Gunro==

This boss has two different fighting mechanisms. He can shoot fire from the gun on his back, and he also shoots web balls at you. This boss, in contrast to the last, is easier done than said. All you have to do is dodge him and shoot. He rarely shoots web balls and fire at the same time, so you should be pretty well off in defeating him. As long as you continuously shoot your laser cannon, this boss is history.

Al's Penthouse

==Gunslinger==

Here's another relatively easy boss. He's located on top of a toy set in the room at the end of the hall. Once the fight starts, he shoots bullets at you - fast. All you have to do is dodge and avoid the bullets and shoot him with your lasers. Just keep shooting, keep dodging and say "Good-bye!" to this simplistic boss. Onto the next level!

==Emperor Zurg==

Zurg is more hyped up than he really is. He's going to shoot green seeker missiles at you. The best way to dispose of them, is to "spin" attack them. After you do this, you should "spin" attack him. Simple, eh? It is. Just don't fall off the platform into oblivion, and this boss is defeated. I would commend you on defeating your rival, but God, Activision can't make it anymore difficult? He's too simplistic for my taste, just like the rest of this game. Well, defeat him and we'll move on, we're nearing the end!

Airport Infiltration

==Prospector==

He's located on a conveyer belt near the top of the airport. Well, he has this staff you see. And when he hits it on the ground... it shoots moving things at you. Well, they do a load of damage. So here's a tougher boss. If you're good at dodging and avoiding, this might be your favorite one in the whole game. All you have to do is run up to him and "spin" attack him. Don't get hit with the little moving ground things. As long as you don't, you've defeated him. You will see him again, so don't commend yourself just yet.

Tarmac Trouble

==Blacksmith==

Well, he's located on top of the building of Zone 7. Once you get up there, he's nearly like the prospector, except he shoots a wave. If his wave gets you, your done for. It does a load of damage. If you avoid his wave, you should be fine. "Spin" attacking is your key. As long as you can avoid his waves like you did prospectors little ground things, you've got this one in the bag also. Just like the prospector though, I doubt you'll want to hear this. You'll see him again. And it won't be a long wait, either. So find a strategy now, and stick with it for the later stages of the game.

Prospector Showdown

Well, just like I said they'd be back. Prospector, Gunslinger and Blacksmith are all here to kill you. My advice is to just "spin" attack them all like crazy. However, if you're not a pro by now at maneuvering and dodging techniques, you should choose another strategy. The alternate strategy is lure everyone who moves, i.e.: everyone except the blacksmith, away. Once you've done this, you can just defeat them with the "spin" attack and go back for the blacksmith. This is MUCH easier said than done. I agree, it is going to take you quite a few tries, but don't worry, you'll get it. After this, you've saved Woody, and the credits should roll. Congratulations!

* Credits *

I'd like to thank Activision for making this game, and for GameFAQs for displaying my FAQ. I hope you enjoyed my FAQ, and found it useful. This FAQ is Copyright 2002- Calvin S. de Vries. If you need to contact me, my e-mail address is located at the beginning for you to do so. But please don't send me e-mail just to bash it. If you see an informative error, please alert me, and I shall happily respond. Well, that's it. I'll see you around.