

The logo for Toy Story 2, featuring the words "TOY STORY" in a stylized, blocky font with "2" below it, all in yellow with blue outlines, set against a red background.

As space hero Buzz Lightyear, you've got your hands full. Your best buddy, Woody, has been kidnapped by a greedy toy collector and it's going to be an all-out race against time to save him. It's all up to you... Buzz Lightyear to the rescue!

★ Buzz Lightyear to the Rescue!



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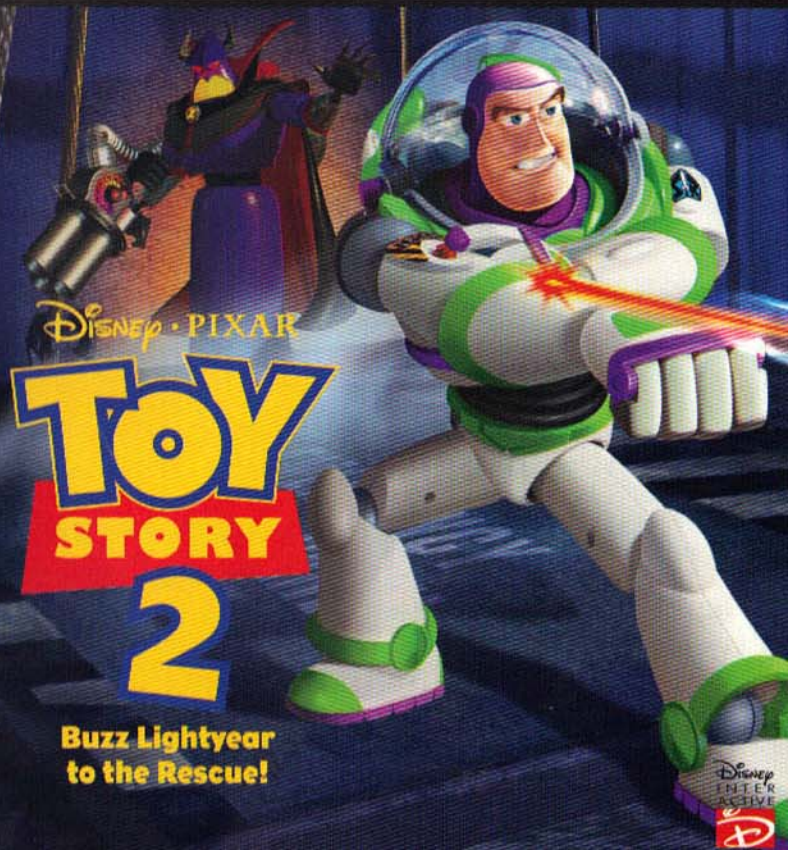
NTSC U/C

PlayStation®



SLUS-00893CE

COLLECTORS' EDITION



Buzz Lightyear to the Rescue!



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

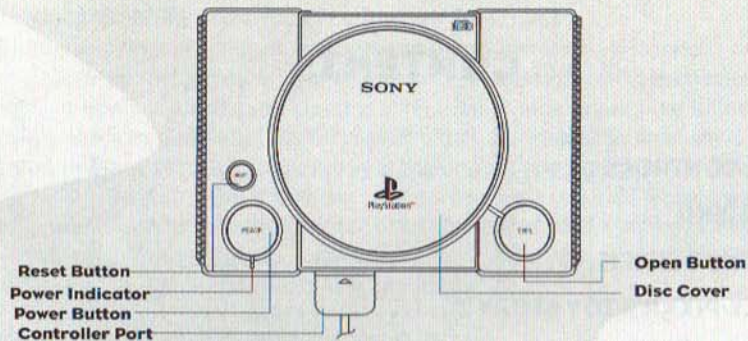
HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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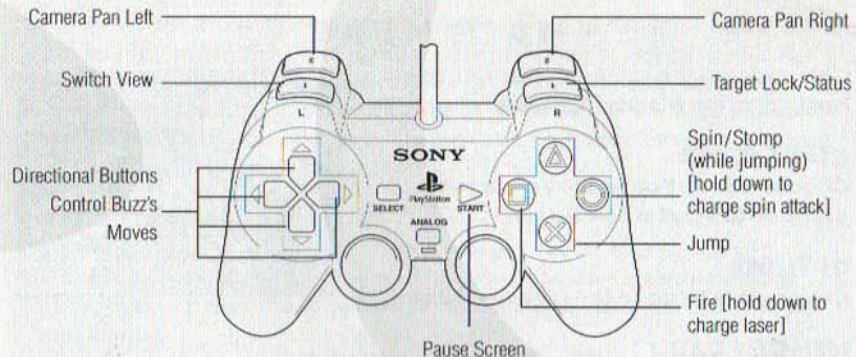




- Set up your PlayStation® game console according to the instruction manual.
- Make sure the power is off before inserting or removing a compact disc.
- Insert the Disney/Pixar's Toy Story 2 disc and close the disc cover.
- Insert game controller(s) and MEMORY CARD and turn on the PlayStation game console.
- Follow the on-screen instructions to start a game.

GAME CONTROLS

The default controls are shown here. All references to button selection in this manual refer to the default controller configuration.



Disney/Pixar's Toy Story 2 supports the DUAL SHOCK™ analog controller. When the ANALOG mode switch is on, the left stick works the same as the directional buttons.

To select menu options, use the directional buttons up/down to navigate through the menu options, highlight the desired option, and press the **X** button to accept. Screens without menus will list buttons to press at the bottom of the screen.

GAME RESET/SOFT RESET

You can reset to the Toy Story 2 title screen at any time during gameplay by pressing the **Start** button, and then pressing the **Select** button. You will then be asked if you want to quit the game.

MAIN MENU

Choose from the following options to begin playing Disney/Pixar's Toy Story 2.

START GAME

Choose this option to play a current game or to start a new game.




OPTIONS

Choose this to go to the Options screen.

MEMORY CARD

Choose this to load/save the game or manage your saved games. The Toy Story 2 MEMORY CARD manager only uses MEMORY CARD slot 1.

Press the appropriate buttons to select the following options:

-  **Load** — To load a saved game from the MEMORY CARD in MEMORY CARD slot 1.
-  **Save** — To save the current game to the MEMORY CARD in MEMORY CARD slot 1.
-  **Exit** — To exit back to the Main Menu.

When you load or save you will then have to specify the slot to load or save. Press the directional buttons left/right to choose a slot and press the **X** button to accept.



In order to load a saved game, select the name of the saved game you want to play using the directional buttons. When selected, press the **X** button to initiate the load. You will be prompted whether or not you would like to load the game. Loading a saved game will take you to the Map Screen at the point where you last saved. Each Toy Story 2 game you save will take up one MEMORY CARD slot.

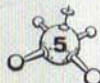
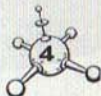
MOVIE VIEWER

This screen allows you to view unlocked movies as you proceed through the game. To select a movie, press the directional buttons left/right and press the **X** button. Press the **▲** button to return to the Main Menu.

OPTIONS SCREEN

Use this screen to modify several game options. Use the directional buttons up/down and press the **X** button to select. Press the **▲** button to return to the Main Menu.

Configure Controller — Choose this option to select a Controller configuration for the game. Use the directional buttons left/right to select from several options. Press the **X** button to select a configuration or the **▲** button to cancel back to the Options Screen.



Music Volume – This screen allows you to change the volume of music in the game. Press the directional button left to decrease the volume and press the directional button right to increase it. Press the ✕ button to select the volume or the ▲ button to cancel back to the Options Screen.

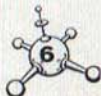
SFX Volume – This screen allows you to change the volume of the sound effects in the game. Press the directional button left to decrease the volume and press the directional button right to increase. Press the ✕ button to select the volume or the ▲ button to cancel back to the Options Screen.

Vibration – Choose this option to toggle vibration on/off on your DUAL SHOCK Analog Controller. Press the directional button right to turn on vibration or press the directional button left to turn it off. Press the ✕ button to select your choice or the ▲ button to cancel back to the Options Screen.

Center Screen – This screen allows you to adjust the screen. Press the directional buttons to adjust the screen. Press the ✕ button to select your choice or the ▲ button to cancel back to the Options Screen.

MAP SCREEN

The Map Screen allows you to go to different levels. Press the directional buttons left/right to move between levels. Press the ✕ button to select a level or the ▲ button to return to the Main Menu.



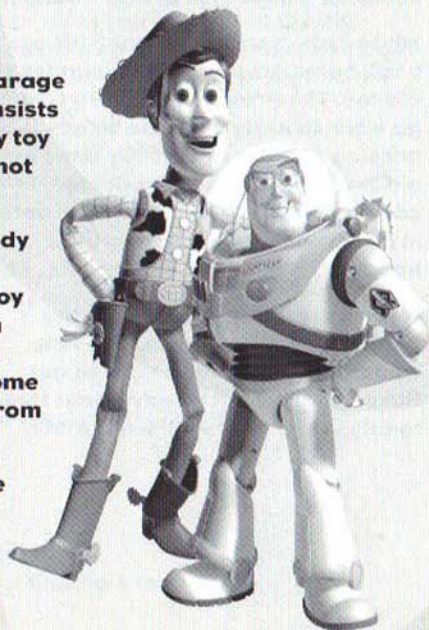
DISNEY/PIXAR'S TOY STORY 2

All the toys are together in Andy's room. Buzz and Rex are playing the Buzz Lightyear video game. Woody excitedly prepares for his annual trip to Cowboy Camp with Andy, but when Woody's arm is accidentally torn, he has to stay home.

While Andy is away, Woody is accidentally placed outside at a garage sale. Even though Andy's mother insists that Woody is not for sale, a greedy toy collector steals Woody when she's not looking.

Buzz desperately tries to save Woody from Al; but he's too late. Only a personalized license plate on the toy collector's car gives Buzz a clue on how to find Woody. Buzz sets out to rescue Woody and get him back home safely before Andy returns home from camp.

Buzz has to enlist the help of all the toys in the family to bring Woody back and save him from Al. They are all in store for an amazing adventure as Buzz must get out of

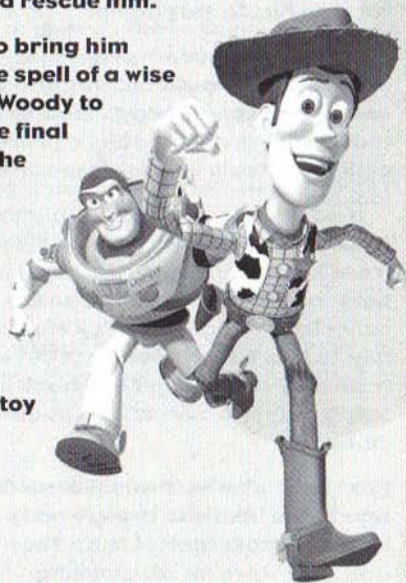


the house, through Andy's neighborhood, and into the thieving collector's toy store.

When Buzz reaches the toy store, he realizes that Woody is still nowhere to be found! Buzz must hitch a ride to the toy collector's high-rise to find Woody and rescue him.

While Buzz is trying to reach his pal to bring him back home, Woody is falling under the spell of a wise old toy. The Prospector doesn't want Woody to go back to Andy because Woody is the final missing piece to create toy fame for the old Prospector. The Prospector convinces Woody that he will be safer in a toy museum where he will be honored as a valued collectable.

When Buzz finally makes it to the toy collector's high-rise to rescue Woody, Woody doesn't want to go! Buzz must remind Woody about their toy family and their best friend, Andy.



PLAYING THE GAME

To progress through the game, you need to collect **Pizza Planet Tokens**. As you collect more tokens, more zones of the map will open up for you to explore. There are five zones in the game.

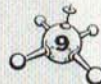
There are five tokens per level (except when you must fight the big bosses). You don't need all five tokens to progress to the next level, but as the game goes on, you will need more tokens to get through to the later zones.

You must get through all the zones to win the game and rescue Woody. There are five different ways on each level to get tokens:

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

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

Five Collectibles – Each level will have a character that gives Buzz the task of finding five



objects. For example, Buzz must find five of Bo-Peep's lost sheep in Andy's House.

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

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



BUZZ LIGHTYEAR'S MOVES

You can do loads of cool things with Buzz Lightyear in this game. Except fly!

RUN

Use the directional buttons to navigate Buzz through the levels. He never gets tired. He's a Space Ranger!

JUMP

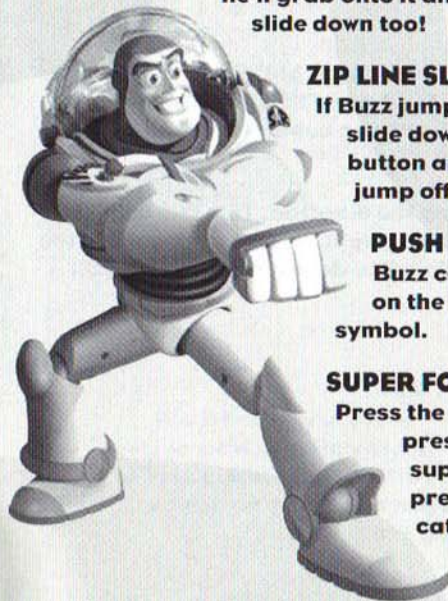
Press the **X** button to make Buzz jump. Press the **X** button when Buzz is in the air to make his wings extend to get an extra double jump.

CRAB N' PULL UP

If Buzz runs or jumps into an edge he will grab it and pull himself up.

POLE CLIMB

If Buzz runs or jumps into a pole or chain, or maybe even a plant stalk, he'll grab onto it and climb up. Don't forget he can also slide down too!



ZIP LINE SLIDE

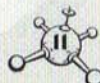
If Buzz jumps into a zip line, he'll grab it and slide down to wherever it goes. Press the **X** button and directional buttons left/right to jump off the zip line.

PUSH

Buzz can push some items in the game. Be on the lookout for the flashing green hand symbol.

SUPER FOOT STOMP

Press the **X** button to make Buzz jump, then press the **●** button to make him do a super foot stomp. Use the Foot Stomp to press buttons, operate machinery, or catapult Buzz into the air.



TARGETING MODE

Buzz can switch to an inside-the-helmet-mode to target enemies or to use his Space Ranger grappling hook. Press the **LI** button to enter helmet-cam mode and the **RI** button to lock onto enemies or grapple points.

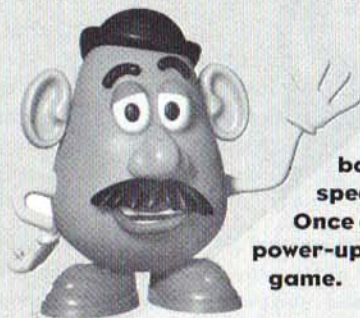
LASER FIGHTING

Buzz's laser is his primary weapon. Press the **■** button to fire the laser either in regular or targeting mode. Hold down the **■** button and release when the charge meter is full to fire a super-charged laser.

SPACE RANGER SPIN ATTACK

Buzz can do a spin attack by pressing the **●** button. This can also deflect some enemy attacks if you time it right. Hold down the **●** button and release when the charge meter is full to do a super-spin attack.

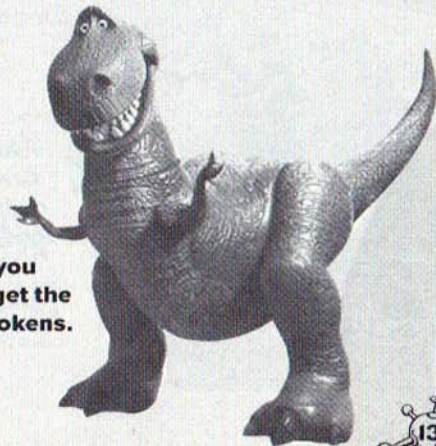
HELPER CHARACTERS



MR. POTATO HEAD®

Mr. Potato Head® keeps losing pieces of his body. Bring these back to him and he will give you a special Space Ranger power-up.

Once opened, that Space Ranger power-up can be reused throughout the game.



REX

You'll find Rex in every level somewhere. He's there to help guide you and give you advice on what to do to get the five tokens.

SLINKY® DOG

You'll find Slinky® Dog on some levels ready to offer you a tough challenge in order to get a token. Remember, Slinky® Dog is on your side!



HAMM

Give Hamm the coins Buzz has collected. He is always happy to accept a donation.

LEVELS IN THE GAME

ZONE ONE

Level One - Andy's House

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

Level Two - Andy's Neighborhood

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

Level Three - Bombs Away!

Defeat the Neighborhood boss to progress to the next zone.



ZONE TWO

Level Four - Construction Yard

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



Level Five - Alleys and Cullies

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

Level Six - Slime Time

Defeat the horrible gooey monster in the trashcan to advance to the next zone.

ZONE THREE

Level Seven - Al's Toy Barn

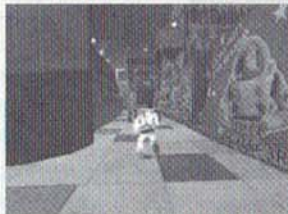
Buzz has made it to Al's Toy Barn in his search for Woody.

Level Eight - Al's Space Land

Buzz must fight his way through a space toy battle field in this super-tough zone!

Level Nine - Toy Barn Encounter

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



ZONE FOUR

Level Ten - Elevator Hop

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

Level Eleven - Al's Penthouse

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

Level Twelve - The Evil Emperor Zurg

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

ZONE FIVE

Level Thirteen - Airport Infiltration

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

Level Fourteen - Tarmac Trouble

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

Level Fifteen - Prospector Showdown

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



CREDITS

DISNEY INTERACTIVE

Senior Producer

Dan Winters

Producer

Peter Wyse

Lead Designer

Joel Goodsell

Original Character Design

Jeff Berting, Tom Barlow

Additional Art

Jeff Berting, Tom Barlow

Assistant Producer

Renee Johnson

UK Production Lead

Nick Bridger

Game Dialogue

Peter Wyse

Additional Dialogue

Renee Johnson

Voice Talent

Tim Allen Buzz Lightyear

Jim Hanks Woody

Don Rickles .. Mr. Potato Head®

Jim Varney Slinky® Dog

John Ratzenberger Hamm

Earl Bowen Rex

Joan Cusack Jessie

Annie Potts Bo Peep

R. Lee Ermey Sergeant

Special Thanks

John Lasseter, Ash Brannon,

Helene Plotkin, Karen Robert

Jackson, Kathleen Handy,

Katherine Sarafian

TRAVELLER'S TALES

Game Design and Programming

Jon Burton

3D Engine Programming

Dave Dootson

Character Animation

Jeremy Pardon

Character Artwork

Neil Allen, Dave Burton, Jeremy

Pardon, Will Thompson

Background Artwork

Neil Allen, Dave Burton, Leon

Warren, Jeremy Pardon, Barry

Thompson, Bev Bush, James

Cunliffe

Terrain Design

Barry Thompson

Utility Programming

Andy Holdroyd, Dave Dootson

Internal QA

Arthur Parsons

Directed by

Jon Burton

Special Thanks

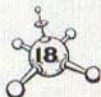
Helen Burton

Original Music by Swallow Studio, UK

Andy Blythe, Marten Joustra

MIDI Music and Sound Effects by PC Music, UK

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To access information about Disney Interactive console games on the World Wide Web, point your browser to **www.disney.go.com/consolesupport**. You may also email a Disney Interactive Customer Support representative at **console.support@disneyonline.com**.

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Game hints and tips are available on the Disney Interactive Customer Support Web Site. To access Game Hints and Tips on the World Wide Web, point your browser to **www.disney.go.com/consolesupport**. If you do not have Internet access, please contact us with your request at the address below. When writing please include your name, address and day time phone number.

MAILING ADDRESS

If you wish to write to us, our address is: Disney Interactive Customer Support, 500 South Buena Vista Street, Burbank, CA 91521-8139.

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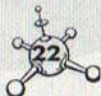
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If you have purchased a defective compact disc that is cracked, chipped, scratched or broken, we will replace it at no charge within 90 days from the date of purchase with receipt. Please note that there will be a \$10.00 fee to replace a user-damaged disc. Please call the number listed under Telephone Support for additional assistance.

NOTES



NOTES



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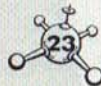
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