

Disney • PIXAR

TOY STORY 2

**Buzz Lightyear
to the Rescue!**

The Work of a Space Hero is Never Done!

As Buzz Lightyear, you've got to spring,
somersault and bounce through 15 levels,
plus complete adventurous missions,
in order to save your best buddy Woody!
To infinity and beyond!



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ACTIVISION

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SEGA

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WARNINGS: Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast. In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player, doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws.

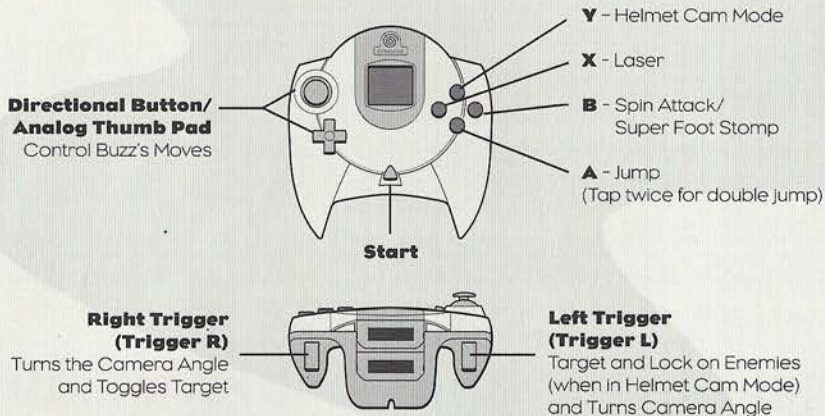
The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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GAME CONTROLS



Note: To return to the title screen at any point during the game play, simultaneously press and hold the **A, B, X, Y** and **Start** buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.



Jump Pack™

To return to the title screen at any point during game play, simultaneously press and hold the **A, B, X, Y** and **Start** buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

MAIN MENU

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

START GAME

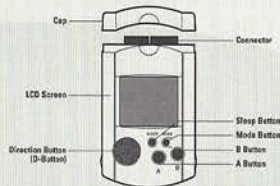
Choose this option to play a current game or to start a new game.

OPTIONS

Choose this to go to the Options screen.

VMU MANAGER

Choose this to load/save the game or manage your saved games.



While saving a VMU/VM Specific game file, never turn OFF the Dreamcast power, remove the memory card or disconnect the controller or other peripheral equipment.



Use the Directional Buttons Left/Right to select which VMU unit to use. Press the **A** button to accept or the **B** button to cancel.

Use the Directional Buttons Up/Down to select LOAD GAME, SAVE GAME, DELETE FILE, or GO BACK. Press the **A** button to select your choice or the **B** button to return to the previous menu.

If you are loading a game, use the Directional Buttons Up/Down to select the Toy Story 2 file that you wish to load and then press the **A** button to accept. Press the **B** button to return to the previous menu.

If you are saving a game, select **Yes** with the Directional Buttons and press the **A** button to save your progress. If you want to cancel the save, select **No** and press the **A** button to return to the previous menu. Pressing the **B** button on this screen will also take you back to the previous menu. The number of blocks required to create a save game in your VMU unit will be displayed on screen. If your VMU is full, use the DELETE FILE option to create space.

If you are deleting a saved game, use the Directional Buttons Up/Down to select which saved game you want to delete. Press the **A** button to delete the saved game. Pressing the **B** button on this screen will return to the previous menu.

Selecting the GO BACK option and pressing the **A** button will return you to the previous menu. You can also do this by pressing the **B** button on this screen.

MOVIE VIEWER

This screen allows you to view unlocked movies as you proceed through the game. To select a movie, press the Directional Buttons/Analog Thumb Pad Left/Right and press the **A** button. Press the **B** button to return to the Main Menu.

OPTIONS SCREEN

Use this screen to modify several game options. Use the Directional Buttons/Analog Thumb Pad Up/Down and press the **A** button to select. Press the **B** button to return to the Main Menu.

Configure Controller – Choose this option to select a Controller configuration for the game. Use the Directional Buttons/Analog Thumb Pad Left/Right to select from several options. Press the **A** button to select a configuration or the **B** 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/Analog Thumb Pad Left to decrease the volume and press the Directional Button/Analog Thumb Pad Right to increase it. Press the **A** button to select the volume or the **B** 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/Analog Thumb Pad Left to decrease the volume and press the Directional Button/Analog Thumb Pad Right to increase. Press the **A** button to select the volume or the **B** button to cancel back to the Options Screen.

Vibration – This screen allows you to turn the vibration feature of your Jump Pack ON or OFF. Press the Directional Button/Analog Thumb Pad Left to turn vibration OFF and press the Directional Button/Analog Thumb Pad Right to turn vibration ON. Press the **A** button to select your choice. Press the **B** button to cancel and return to the Main Menu.

Center Screen – This screen allows you to adjust the screen. Press the Directional Buttons/Analog Thumb Pad to adjust the screen. Press the **A** button to select your choice or the **B** button to cancel back to the Options Screen.

MAP SCREEN

The Map Screen allows you to go to different levels. Press the Directional Buttons/Analog Thumb Pad Left/Right to move between levels. Press the **A** button to select a level or the **B** button to return to the Main Menu.

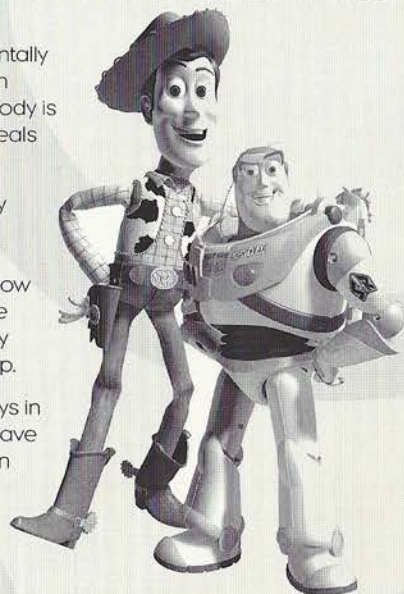
DISNEY/PIXAR'S TOY STORY 2

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.

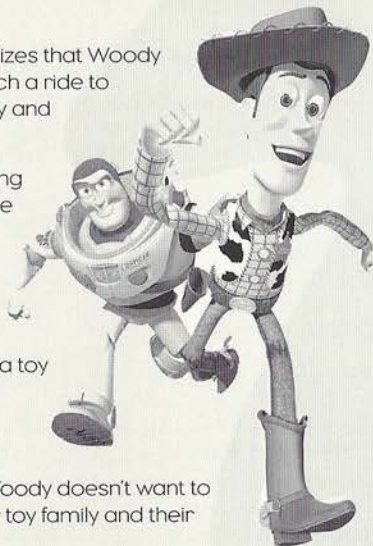
Buzz has to enlist the help of all the toys in the family to bring Woody back and save him from Al. They are all in store for an amazing adventure as Buzz must get out of the house, through Andy's neighborhood, and into the thieving collector's toy store.



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.

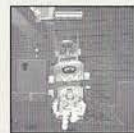
There are five tokens per level (except when you must fight the big bosses). You don't need all five tokens to progress to the next level, but as the game goes on, you will need more tokens to get through to the later zones.

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/Analog Thumb Pad to navigate Buzz through the levels. He never gets tired. He's a Space Ranger!

JUMP

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

GRAB 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 **A** button and Directional Buttons/Analog Thumb Pad 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 **A** button to make Buzz jump, then press the **B** 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 **Y** button to enter helmet-cam mode and the **Triggers Left/Right** to lock onto enemies or grapple points.

LASER FIGHTING

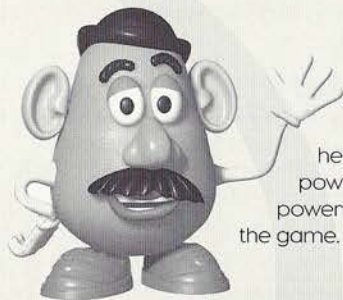
Buzz's laser is his primary weapon. Press the **X** button to fire the laser either in regular or targeting mode. Hold down the **X** button and release when the charge meter is full to fire a super-charged laser.

SPACE RANGER SPIN ATTACK

Buzz can do a spin attack by pressing the **B** button. This can also deflect some enemy attacks if you time it right. Hold down the **B** 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 Al, the toy collector. Find Rex outside Andy's room to get some hints then explore the whole house with Buzz to find the five hidden tokens. Try to get as many as you can!

Level Two – Andy's Neighborhood

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

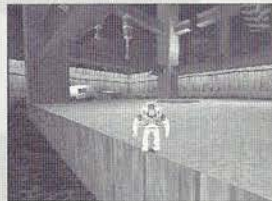
Level Three – Bombs Away!

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 Gullies

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



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MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772

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