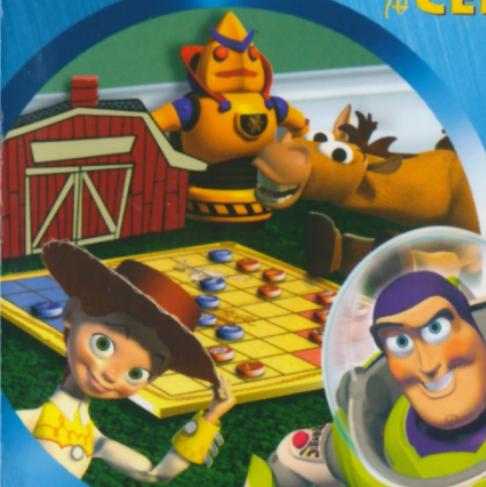


Disney

USER'S MANUAL

Disney's ACTIVITY CENTRE



Disney · PIXAR

**TOY
STORY
2**



Disney • PIXAR



DISNEY'S ACTIVITY CENTRE

WELCOME TO DISNEY/PIXAR'S ACTIVITY CENTRE, TOY STORY 2

Sheriff Woody and Buzz Lightyear are back and ready for fun in *Disney/Pixar's Activity Centre, Toy Story 2* – a collection of six rocking games and activities drawn from the world and story line of the feature film, providing children ages 4-8 endless hours of enjoyment. Buzz and Woody are with you all the way when you click on their special TV and hop inside to join them in all sorts of high jinks:

- Challenge the evil Emperor Zurg in Al's Toy Barn for a game of Toy Shelf Showdown.
- Find Woody lost in Luggage Lunacy at the Tri-County Airport.
- Lead the toys to safety across a busy road in Cone Chaos.
- Hang in Al's showroom with Woody and Bullseye in the down-home Critter Corral.
- Create cool outer space and western art in the fun and inventive Create-A-Comic-Book and Woody's Printing Press activities.

EPILEPSY WARNING

You or your child should read this notice before use of this software product.

Certain people are susceptible to epilepsy fits or suffer loss of consciousness when in contact with certain types of blinking lights or phenomena frequently present in our daily environment. These persons expose themselves to the risk of an attack when they view certain televised images or when they play certain software products. These phenomena may appear even if the person has no prior medical history or has never had an epileptic fit. If you or a member of your family have experience symptoms linked to epilepsy or loss of consciousness in the presence of light stimulations, please consult your doctor before any use. We advise parents to be attentive while their children are playing the software product. If you or your child should display any of the following symptoms: dizziness, sight problems, eye or muscle contractions, loss of consciousness, difficulty in finding your bearings or involuntary movements or convulsions, you should stop playing the game immediately and consult a doctor.

General precautions to be taken when using a software product:

- Avoid playing if you are tired or suffering from lack of sleep.
- Be sure that the room in which you are playing is well-lit.
- During use, take a break of ten to fifteen minutes every hour.

Additional precautions to be taken when using a video game:

- When playing a software product which is connected to a screen, stay at a sufficient distance from the screen and as far away as the connection cable can reach.
- If possible, use your software product on a small screen.

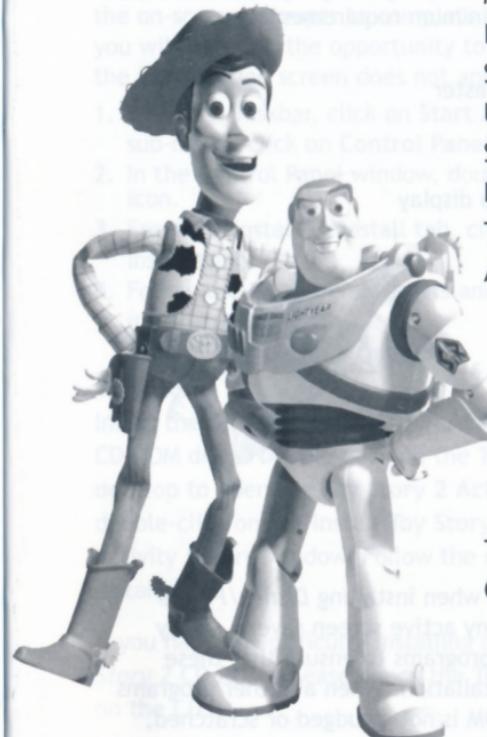


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MINIMUM SYSTEM REQUIREMENTS

To experience *Disney/Pixar's Activity Centre, Toy Story 2* please make sure that your system meets the following minimum requirements:

Windows®

- Pentium™ class processor, 133MHz or faster
- Microsoft® Windows 95 or 98
- 16MB RAM
- 50MB free hard disk space
- 16-bit DirectX-compatible colour video display
- 16-bit DirectX-compatible sound card
- Quad-speed (4x) CD-ROM drive
- Standard AT-101 keyboard and mouse

Macintosh®

- Power PC processor, 132MHz or faster
- System 8.1 or later
- 32MB RAM
- 50MB free hard disk space
- Thousands or millions of colours video
- Quad-speed (4x) CD-ROM drive



INSTALLING THE PROGRAM

Windows

Exit all other programs and applications when installing *Disney/Pixar's Activity Centre, Toy Story 2*. Also exit any active screen savers, utility programs, anti-virus programs, or shell programs to ensure that these programs will not interfere with the installation. When all other programs have been closed, verify that the CD-ROM is not smudged or scratched, then insert the CD into the CD-ROM drive.

If your CD-ROM drive is AutoPlay-compliant, the installation process will begin automatically when the CD is inserted into the CD-ROM drive. Follow the on-screen prompts to complete the installation. During the installation, you will be given the opportunity to register the program electronically. If the introduction screen does not appear, proceed as follows:

1. From the Taskbar, click on **Start** and select **Settings**; from the **Settings** sub-menu, click on **Control Panel** to open the Control Panel window.
2. In the Control Panel window, double-click on the **Add/Remove Programs** icon.
3. From the **Install/Uninstall** tab, click on **Install Now** to begin the installation.
4. Follow the on-screen prompts and instructions to complete the installation.

Macintosh

Insert the *Disney/Pixar's Activity Centre, Toy Story 2* CD-ROM into your CD-ROM drive. Double-click on the **Toy Story 2 Activity Centre** icon on your desktop to open the **Toy Story 2 Activity Centre** window. Then double-click on the **Install Toy Story 2 AC** icon in the open **Toy Story 2 Activity Centre** window. Follow the on-screen instructions to complete the installation.

If you have any difficulty installing the *Disney/Pixar's Activity Centre, Toy Story 2* CD-ROM, please check the **Toy Story 2 Activity Centre Help File** on the CD.

STARTING THE PROGRAM

Windows

Exit all other programs and screen savers and then insert the *Disney/Pixar's Activity Centre, Toy Story 2* CD into the CD-ROM drive. If your CD-ROM drive is AutoPlay-compliant, *Disney/Pixar's Activity Centre, Toy Story 2* will automatically launch and you will be able to play. If the *Disney/Pixar's Activity Centre, Toy Story 2* CD is already in your CD-ROM drive or your CD-ROM drive is not AutoPlay-compliant, click on **Start** and select **Programs**. From the Programs sub-menu, point to **Disney Interactive**, select the folder called **Toy Story 2 Activity Centre** and then click on the **Toy Story 2 Activity Centre** icon.

Macintosh

Click on the **Toy Story 2 Activity Centre** alias on your desktop to begin.

UNINSTALLING THE PROGRAM

Windows

To remove the program from your hard drive, click on **Start** and point to **Programs**. From the Programs sub-menu, point to **Disney Interactive**, and select the folder called **Toy Story 2 Activity Centre**. From the **Toy Story 2 Activity Centre** sub-menu, click on the **Uninstall Toy Story 2 Activity Centre** icon. Follow the on-screen instructions to complete the uninstallation.

Macintosh

To remove the program from your hard drive, select the **Toy Story 2 Activity Centre** folder from within the **Disney Interactive** folder on your hard drive and drag it to the Wastebasket.

SIGNING IN

When you first enter *Disney/Pixar's Activity Centre, Toy Story 2*, Woody asks you to sign in or click on your name if you have previously played the game. Each time you enter the game, you will have the option of typing in a new name or clicking on a name already on the list. Once you have clicked on your name or entered a new name, just click on the **GO** arrow at the bottom of the screen to join Buzz and Woody in the *Toy Story 2* world.

If you want to erase a name and the saved game that goes with it, highlight the name with your cursor, then hold down the **Control** key while pressing the **Backspace/Delete** key.

HELPFUL TIPS

 The arrow is your cursor.

 Click on the **Remote Control** in the bottom right-hand corner of the screen at any time to return to the TV Room, Reset a game, get Help, or Quit the program.

 You can also quit the game at any time by holding down the **Alt** key while pressing the **F4** key (**ALT-F4**) in Windows, or by holding down the **Command** key while pressing **Q** on the Macintosh (**Command + Q**).

 Press the **Space Bar** to skip past introductory audio instructions and animations.

THE TV ROOM PROGRAM

The TV Room is where Buzz discovers the "Woody's Round Up" TV show and gets its star to join you. Together, Buzz and Woody explain how to choose activities and use the Remote Control. After you start to play, the TV Room becomes the home screen where you can get back to all games and activities, while Buzz and Woody hang out and keep an eye on what you've been up to.

- Click on the Arrow Knobs on the TV to view title cards for all the games and activities.
- Click on a Title Card in the TV to go directly to that activity.

Macintosh

Click on the Toy Story 2 Activity Centre icon on the desktop.

UNINSTALLING THE PROGRAM

Windows: Click on the Remove Program icon in the Windows Control Panel.

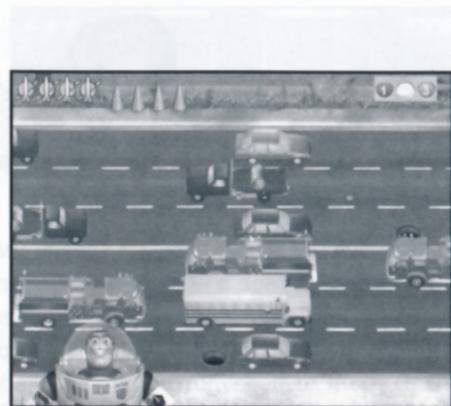
Macintosh: Click on the Toy Story 2 Activity Centre icon in the Applications folder.



ACTIVITIES ACTIVITIES

Cone Chaos

Toy collector Al McWhiggin has swiped Woody from a garage sale held by Andy's mom and run off with him across a busy highway. With help from Buzz, you'll have to guide each toy in the gang, one at a time, across a highway that's bumper-to-bumper with scary big rigs, pushy cars and racing fire engines. The toys, Buzz, Hamm, Slinky® Dog, Mr. Potato Head® and Rex, hide under traffic cones before crossing - so real people can't see them move. Don't forget, safety first!



Use the **Arrow Keys** on the keyboard to move the cones left, right, up and down. Use the **Space Bar** to drop a cone in place. This will stop the oncoming traffic in that lane, as long as there's enough time for the oncoming vehicle to brake.

A few special hints: Cars are easier to stop than buses. Fire engines won't stop at all. Watch out for trucks—you can stop the truck, but its load might keep on rolling! There's one other obstacle a cautious cone will have to watch out for—chewing gum. Gum can trap a cone in place until the traffic gets it.



To even out the score, there's a special feature only a cone can count on—manholes. If you see a hole, drop your cone in it and you'll be safe from all traffic in that lane, even trucks and fire engines. But don't stay down there too long—pressure can build up and pop you out at any moment.

When you've gotten all five cones across, your mission is accomplished and you're a winner. If you've obtained one of the top ten scores, based on your skill and speed in crossing, it will appear on the special **High Score** screen. Click **OK** on the High Score screen, then click on **Buzz** to play again and see if you can beat your score. Click on the **Remote Control** to go back to the TV Room and pick another game.

There are four Buzz icons in every action game. In each game, you have five tries to win. In Cone Chaos, each time a toy is bounced back to start, you lose one Buzz icon. If you can't get all your cones across, no problem; Buzz is always ready to try again! Just click on **Reset** to go back and play some more.

Toy Shelf Showdown

Still in search of Woody, Buzz comes helmet-to-face with his arch-enemy as the evil Emperor Zurg once again threatens the peace and stability of Al's Toy Barn. Toy Shelf Showdown is a single player arcade-style game with three levels of difficulty. You'll have to help Buzz assemble a rocket ship, while avoiding hostile robots and bouncing on rocks. Once the rocket ship is assembled, Buzz can make a stop to Zurg's shenanigans.



Use the **Left** and **Right** Arrow keys on the keyboard to move Buzz left and right. Use the **Space Bar** to fire Buzz's laser at the menacing robots.

When Buzz reaches the end of a shelf, he'll jump off and use one of the three rubber balls to bounce up and down. Use the **Right** or **Left Arrow** keys to move Buzz back onto a shelf. Buzz can only bounce on a ball three times in a row or it will run out of air, so keep an eye on the numbers on each ball.

Special hint: Buzz can move onto a shelf either while he's bouncing upwards or downwards.



Remember, your goal is to assemble the rocket ship by running over each of its pieces until all the sections fall completely to the bottom and assemble themselves into an anti-Zurg spacecraft. You'll have to move completely past a piece before it falls to the lower level. You'll have to avoid menacing robots on your path to the top. If they get you, you'll be thrown off the shelf and lose one Buzz icon, but you can press the **Space Bar** to fire your laser and stun them. Move out of their way quickly though, because robots wake up fast.

You've got five laser shots to start with. If you run out of shots, you'll have to find a battery to recharge your laser. Once you've moved all six rocket pieces to the bottom level, the rocket will begin to assemble itself. All you

have to do is reach the command module now. When you're safely inside, your rocket will launch and victory is assured!

If you've obtained one of the top ten scores, based on your skill and speed, it will appear on the special **High Score** screen. Click **OK** on the High Score screen, then click on a **Level** to play again and see if you can overcome faster robots. Click on the **Remote Control** to go back to the TV Room and pick another game.

There are four Buzz icons on every action game. In each game, you have five tries to win. In Toy Shelf Showdown, each time Buzz is thrown by a robot, or each time a ball bursts, you lose one Buzz icon. If you can't get all the rocket pieces assembled this time, Buzz is always ready for another launch. Just click on **Reset** to go back and play some more.

Critter Corral

In the board game of Critter Corral you have to help Woody get all the critters from your corral into your opponent's corral. Woody will give you instructions, tell you when you've made a wrong move, and cheer you on! Bullseye's there, too, to join in all the fun.

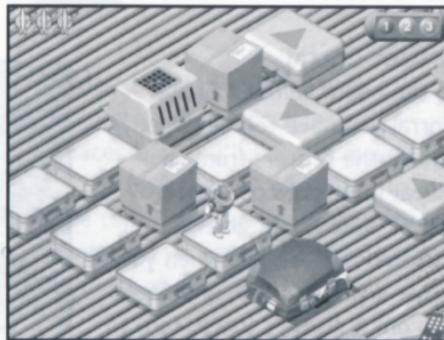
Critter Corral has both **1-Player** mode (play against the computer) and **2-Player** mode (play with a friend).



Listen carefully to Woody's instructions to learn how to play. You can move a critter into any empty square around it, in any direction. Forward, backward, left, right and even diagonally. You can also jump over another critter if there is an empty space next to it. You can do multiple jumps, too! In 1-Player mode, you can make the game more difficult by clicking on the **Level** icon. If you want to play against a friend, click on the sign with two critters in the bottom left hand corner of the screen. Type in the name of the new player when prompted, and you're ready to corral some critters! If you win, your name will be featured in the **Winners' Circle**. Click **OK** to go back to the game. Click on a **Level** to play again, or click on the **Remote Control** to go back to the TV Room and pick another game.

Luggage Lunacy

The object of the game is to rescue Woody by moving Buzz across the rows of luggage that are about to be loaded onto the plane. To get to Woody, Buzz has to leapfrog across the luggage, encountering exploding trunks, collapsing boxes and suitcases that catapult him through the air.



Move Buzz with the Arrow keys. Press the Space Bar to fire Buzz's laser at pesky pets and exploding trunks. When Buzz successfully lands on the blue carrying case where Woody is imprisoned, you've completed one

puzzle. There are decoy cases too, so make sure you pick the right one! The game resets and you're ready to play again, or click on the **Remote Control** to return to the TV Room and pick another game.

There are 3 levels of difficulty—easy, medium and hard. Each level has 10 different puzzles. When you successfully play through all 10 puzzles in a level, you'll see Woody pop out to join you and Buzz!

There are four Buzz icons in every action game. In each game, you have five tries to win. In Luggage Lunacy, each time Buzz takes a false step, you lose one icon. If you can't find Woody in time, Buzz is always ready to keep on hunting. Just click on **Reset** to play some more.

Create-A-Comic-Book

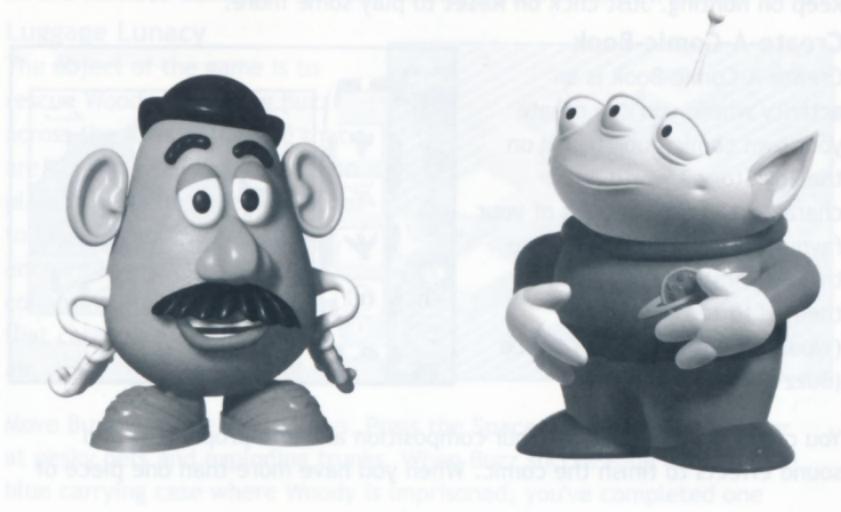
Create-A-Comic-Book is an activity where you can create your own comic book based on the Toy Story 2 world and characters. Select images of your favourite characters and place them against a background themed to the Wild West (Woody's world) or Outer Space (Buzz's world).



You can scale the art to fit your composition and add props, text and sound effects to finish the comic. When you have more than one piece of

art overlapping, the art piece you click on last comes to the top layer where you can see it completely. You can click on a piece of art and drag it to a new location in the panel, too.

Click on the X on the upper left corner of the bounding box to delete a piece of art. Click on the arrows on the upper right to make it bigger. You can flip it by clicking on the arrows on the lower right hand corner and rotate it by clicking on the arrow on the lower left. Try it and see what you can do! Select a word balloon to add your very own dialogue. Be careful to pick the right size and shape for your scene. You can even add special sound effects to make your comic come alive.



After each individual panel has been designed, you can see it in **Page View** showing a complete comic book page. In **Page View**, you can also print out the comic panels to create your own individual comic book. On slower machines, printing out a large comic book may take a few minutes. For this reason, you may prefer to do all of your printing after you've finished your play session and just before leaving the program.

You can save the comic you're working on to finish it another time, start a new one, choose a cover, or open a comic book that you already started by clicking on the icons on the left hand page. You can also click on the picture of the artist to go back to **Work View** and work on your panel some more. When you return to **Work View** from **Page View**, you'll always return to the panel that is highlighted in **Page View**. When you've finished, just click on the **Remote Control** to go back to the TV Room and pick another activity.

Woody's Printing Press

In Woody's Printing Press, you can print greeting cards, postcards, a poster and stickers featuring Sheriff Woody and Buzz Lightyear. Just load your paper and click on the icon of the fun stuff you want to print.

TROUBLESHOOTING

Please check the **Toy Story 2 Activity Centre Help File** for the latest troubleshooting information.

CUSTOMER SUPPORT

We are committed to bringing you the best software possible. If your computer system is not running the Disney/Pixar's Activity Centre, Toy Story 2 CD-Rom properly, refer to the Toy Story 2 Activity Centre Help File for information about optimal programme performance. If for any reason you require technical support, please call customer support on the following number - 0161 827 8181. This service is available Monday to Friday, 9.00am to 5.30pm and Saturday, 12.00am to 5.00pm.

Internet Support

The Disney Interactive Customer Support Web site contains a variety of information that can be used to help your system run Disney Interactive programmes with the best possible performance. To access information about Disney Interactive Programmes on the World Wide Web, point your browser to www.disneyinteractive.com and click on Customer Support.

Alternatively you can e-mail us at disneyhelpline@uk.infogrames.com



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The arrow is
your cursor



Click on the TV
to navigate
through your
mission location

Keyboard commands:

- Click on the Remote Control in the bottom right-hand corner of the screen at any time to return to the TV Room, Reset a game, get Help, or Quit the program.
- You can also quit the game at any time by holding down the Alt key while pressing the F4 key [ALT-F4] in Windows, or by holding down the Command key while pressing Q on the Macintosh [Command + Q].
- Press the Space Bar to skip past introductory audio instructions and animations.

Please look inside this User's Manual for further information.

