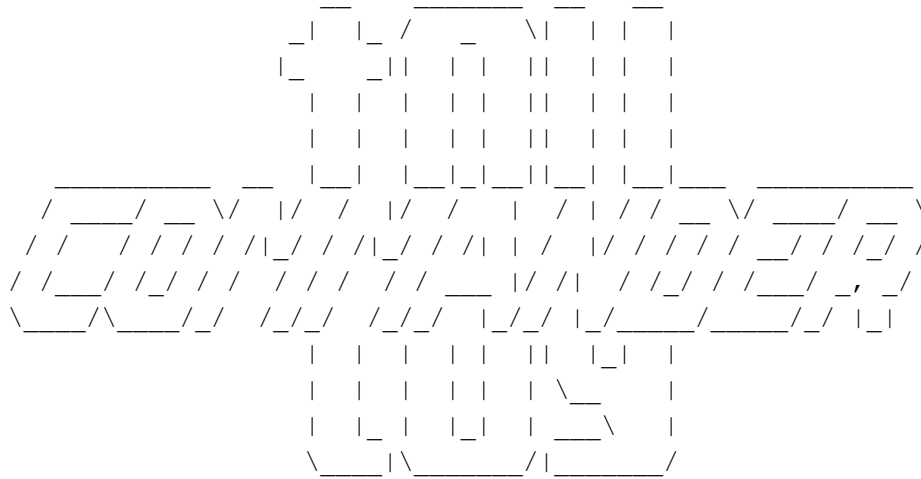


# Toy Commander FAQ/Walkthrough

by winnie the poop

Updated to v1.0 on Feb 5, 2004

Toy Commander (Dreamcast) FAQ/Walkthrough version 1.0  
Copyright Martin Dale-Hench 2004 (hockeyfox@ameritech.net)



=====  
-ASCII art by miss lufia-  
=====

-----  
TABLE OF CONTENTS  
-----

I. Basics

II. Toy Commander Walkthrough

- Room 1: Kitchen and Dining Room
- Room 2: Children's Bedrooms
- Room 3: Hallway and Mezzanine
- Room 4: Parent's Bedroom
- Room 5: Garage and Tool Room
- Room 6: Attic
- Room 7: Living Room and Greenhouse
- Cellar: Toy Commander VS. Huggy Bear
- Hidden Area: The Snail Race

III. Secrets/Codes

IV. Disclaimer/History/Thanks

-----  
I. BASICS  
-----

-----  
Controls



overtaken by one of Huggy Bear's allies, and each of these toys has set up a series of tests for you to take. If you complete 4 of these per room, you will go against the final boss toy for the room. If you win this battle, the toy will become your ally, and help you fight Huggy Bear in the final showdown in the cellar.

---

#### Playing on 1-P Mode

---

Here you have to explore and complete objectives and missions given to you by the bosses in their 'zones'. You have to defeat the bosses to build your power up for the final boss, the Huggy Bear.

You start off with only one 'room' and a handful of missions, but as you beat more levels, new rooms and levels will pop up. If you want to face a said room's boss, you will have to beat 4 of its own records in the room's levels. If you beat 3 of those levels, the next room will appear. If you have beaten at least half of all missions, the Cellar will pop up.

On every level is a 'record' time set by the boss. It is not mandatory for you to beat the record to clear the mission, but if you want to face the boss, you have to.

On every level, you will be given certain vehicles for your use to complete the tasks given to you. It's up to you whether if you're the true TOY COMMANDER or not!

---

#### Playing on 2-P/3-P/4-P Mode

---

Pick the teams by color. Whoever has the same color will be on the same team. Then you can pick what aircraft you want to use.

Rooms: Select the room you and your buddies want to play in. I believe you have to 'touch' the room in 1-P mode to get that room here.

Mode: "Capture the Flag" (get points by capturing the enemy's flag and bringing it to your base)

"Deathmatch" (kills = points)

"Cat and Mouse" (like tag, the cats are 'it' and the mouse rack up point when it's a mouse - the guy who shoots the mouse gets to be mousey.)

Active Environment: If it is turned on, the battle field will be scattered with neutral turrets that will shoot anyone who comes forth.

Number of Points to Win: Common sense. You can adjust it up or down.

\*Note: You may change aircrafts after dying in battle.

---

#### Weapons and Upgrades

---

## Weapons

-----

MISSILE - Just a standard pencil missile... It can home into an enemy if you locked into it. To lock onto a target, have the target be in the circle of the missile's field of vision. It is the best and most useful secondary weapon in the game.

MINE - Not as effective as the missile, it does not have the homing ability since it just sits there. Well it's a mine, what do ya expect? Once you have laid it down, it will anticipate for somebody to carelessly run over it and feel its wrath.

BOMBS - With this, you can fly over a target and drop down earth-shattering damage boxes. While it is not accurate, it is very powerful.

## Upgrades

-----

GAS REFILL POWER-UP - It refills your gas tank, what else? It looks like a green sphere flanked by a container with an 'X' on it.

REPAIR POWER-UP - With this, you can heal ANY amount of damage you have undertaken. Not bad! It has a wrench by a green sphere.

BOMB POWER-UP - It refills your bombs supply. It has a eraser in a red sphere.

MINE POWER-UP - A tack inside a red sphere. Hmm.. what does it do?

MISSILE POWER-UP - Pencil by a red sphere.

BOOST POWER-UP - Once you have taken one, you will be sent into unbelievably high speeds without any chance for parole (braking). This is only temporary, however. Very useful in racin missions.

MACHINE GUN POWER-UP - A yellow sphere with an 'UP' on it. It powers your machine gun up. Can be used in the same level twice.

SPECIAL WEAPON POWER-UP - Red sphere with an 'UP'. Powers up the Missiles, Bombs, and the Mines up.\* Can be used twice in a single mission.

\*The Missiles will get an enlarged field of vision every time it gets upgraded, and stronger damage.

\*The Bombs will have a wider blast radius of its blasts and a more powerful version of its damages every time it powers up.

\*The Mines will have a larger proximity sensory and blast radius every time it upgrades.

-----

## Picking and Dropping Items

-----

At some points of the game, you will have to pick and/or drop some items to succeed some objectives. Some vehicles are able to do this, like the van and the bus and the cargo truck. To pick an item, face it (should be flashing yellow) and press B. To drop an item, make sure you're front of an empty space and press A. Dropping items off at the critical places will be an objective of yours so learn it well!

=====

-----

II. TOY COMMANDER WALKTHROUGH

-----

=====

\*\*\*\*\*

Room 1: Kitchen and Dining Room - Cyclone Thrashes!

\*\*\*\*\*

-----

TRAINING (Boss - 1'40"00)

-----

1. Land the Airplane on the Runway

-----

You start off with a WWI-era plane, right? All right, slam on the gas (R trigger) to take off. Look at the dinner table to your soft right, cluttered with some breakfast ware. There should be a bright green arrow waving for your ignorant self, signaling the position where you should land. Find the runway and EASE your way onto the asphalt (or clay, or whatever) with the L trigger. Yes, you have to STOP completely on the runway or you won't be able to complete the pathetic training mission. Sucker! :) Tip: do not come from the sides, just land properly, via the longer sides. After you've completed the objective, press X to transfer to the next vehicle: the Helicopter.

2. Obtain the Sugar Lumps with the Helicopter

-----

With the helicopter, look around to find several sugar lumps atop a coffee maker. Fly up to them and pick them up with the B button.

3. Drop the Lumps into the cup with hot cocoa

-----

Now go to the OTHER side of the runway to find a nice, warm cup of hot cocoa, signaled by a HUGE moving green arrow, if you didn't know yet. :) Fly to the skies DIRECTLY above the cup and press A to drop the lumps. If you've successfully dropped at least two lumps, you can land and move on (press X when on ground to transfer to the truck). If you didn't (missed too many times), go down to the lumps and recover them again and try again.

4. Find the chocolate bar with the truck

-----

With the pick-up truck, go down to the ground level and head left. Sitting against a wall should be a yellow ramp, leading to the side wall. Ride the ramp up to the wall and you will be able to ride around there (don't worry, you won't fall). Now, go up to the ceiling and turn around. You should be able to see an another yellow ramp to the left of you (right of you if you didn't bother to turn around). Go to that ramp, SLOWLY. Once you've reached the base of the ramp (should be on a cabinet now), turn left and sail off.

Now you should be on the counter (with the sink and all). Carefully ride the direction of the cabinet until you see the coffee-maker. Behind that lies the choco bar! Bump it to end it all!

Time Attack Tips

-----

-Know what you're supposed to do, what buttons to press (to pick up and drop) and you should be fine.

-----  
BOILING RAGE (Boss - 1'45"00)  
-----

1. Turn on the heat to make the water boil  
-----

The vehicle of choice? The airplane. Go all of the way from the hangar to the sink and find three eggs above a pot with water. Don't worry about that sort of thing just yet. Have patience and slant your view downwards, and find the knobs for the heaters on the right flank of the stove. Shoot the rear one and the fire beneath the pot should light up.

2. Push the (2) eggs into the pot  
-----

You could either use the airplane (more difficult) or the Tank (easier, of course). Tank might be easier, but it takes time getting from the hangar to the rendezvous point.

AIRPLANE: Just SLOWLY and CAREFULLY push the eggs toward the edge over the pot and push it in. Two eggs will do it. Yes, it will be difficult because of the irregular oval shape of the egg, but you should finally get it after a few restarts (a broken egg will cost you). Only 2 out of 3 eggs will suffice.

TANK: You will have to climb up several ramps blocked with apples before meeting your beloved eggs again. To discard the apples, just shoot them (preferably with the plane beforehand) to see them roll away. Roll up the ramps to the eggs and do your duty.

Time Attack Tips  
-----

-Use the airplane instead of the tank. Push the eggs SLOWLY, you don't want them to roll over the wrong edge!

-----  
RINGS OF FIRE (Boss - 0'35"49)  
-----

Race 1 Lap!  
-----

Not that hard, just finish in the top 3. Be careful when going over the refrigerator, you have to make a HARD left, and I mean HARD! Boosts here might actually hurt you because of the tight spaces, which won't give you breathing room for your boosts. Just make all of the rings in one pass and you should be fine.

Time Attack Tips  
-----

-The first ring: Allow the other planes go through the ring before going through because if you don't and go forward without letting go of the gas, you will get cramped up with the other guys.

-Don't forget to make a hard left over the cooler.

-Don't worry about the boosts. I made 34 seconds without the boosts twice.

-Don't go too fast in the cereal-box area, you could get tangled up in

the area between boxes. To make up for the speed, you can get the boost seen after this area.

---

DEEP SEA TRAP (Boss - 1'50"00)

---

1. Destroy all 6 submarines

---

This might be your first challenging mission... Your objective is, like I said, to destroy all 6 submarines lurking underwater. Your best and perhaps the only weapon you have is the pencil missiles. The enemy submarines are marked on your radar as red dots. So use the radar to find the approximate area of your target and lock-on the submarine. If you cannot lock-on the submarine long enough, just go way up and turn around. Now you should have enough time to fire some missiles. Fire 5-6 missiles to wipe one off.

Now, you have to move on. But first, you have to re-fill your already low missile supply (you started off with 10). Grab a re-fill (red sphere with a pencil in it) to arm yourself again. Go to the next room via the wide open door to find two more submarines. Destroy them in the same previous fashion. Don't forget to pick the missile re-fill supply up, too!

Now, where's the final 3 submarines? Look into the tiny gap in the wall (the white corner) on the bottom. Inside that space is TWO turrets and three submarines AND two power-ups for your missiles and primary machine gun format. Kill them in any order (although I recommend disabling the turrets first). Destroying the submarines will complete the mission.

If the submarines manages to escape to the other rooms, just track them down again and you should know what to do.

Time Attack Tips

---

-Attack from way up, and destroy the target in one pass.

-Re-fill your missile supply every time you see an available supply.

-In the part with three submarines and two turrets, just destroy the two turrets ASAP and chase the submarines. You should have plenty of time if you was nearly flawless in obliterating the first three subs.

---

BLOW THE BRIDGE DOWN (Boss - 2'10"00)

---

1. Pave the way to the bomb for the Cargo Truck

---

Oooh, this is a FUN level! You have to blow up the bridge connecting the mainland to the enemy base before the enemy's supply arrives. However, the bomb is IN the base, so you have to infiltrate the base and steal it. So, use your airplane to blow up the turret right above the bridge and destroy the gate in the back of the base. That's it, really, you could fool around and destroy more, but it isn't necessary. Besides, you don't have much time before the supply arrives and screws up your Rambo-day.

2. Steal the Bomb

-----  
Switch to the Cargo and head down to the ground floor. Ignore the passing supply trucks and pick up the boost to make things a tad faster. Head to the left corner to find ramps leading up. Ascend and continue into the base. Since the truck doesn't have any weapons, you cannot defend yourself so keep moving! Go to the back (I hope you destroyed the gate with the plane already) and sniff around for the bomb. Pick up the bomb (the black round thing, what else) with the B button.

### 3. Place the Bomb

-----

You know the long bridge extending from the base to the fireplace? Place the bomb right in the middle of it and run off. Yes, run off.

### 4. Ignite the Bomb

-----

Revert to the plane and use its machine gun to stimulate the bomb into exploding. Mission complete!

### Time Attack Tips

-----

-Just destroy the gunner on the bridge and the gate and land on a safe location (on the table in either corner).

-Use the boost.

-Just pick up and drop quickly. Pretty speedy mission, overall.

## ----- AIR RAID (Boss - 2'56"00) -----

### 1. Destroy the Air Base

-----

This mission requires the elimination of every aircraft AND the base of the enemy. The order is not important here. However, if you want to fight the aircrafts first, you have to know that the base are producing more crafts as you fight and fool around. So, it is vital that you make your first priority destroying the base instead. Airplane or Tank? Doesn't matter, but I like Tank for this objective better. Stock up on missiles before attacking.

So where is the base itself? In the opposite room, hidden underneath a cabinet in the far left corner. It is guarded by several turrets and soldiers so mind your way into the base (yes, use your missiles up). Go into the base (the box thingy with a runway sticking out of it) and fire it up from inside. If you ever run out of missiles, just go behind the base and blow up the toxic barrels for some more missiles.

### 2. Shoot down the remaining Enemy Airplanes

-----

With the Airplane now, you go to track and shoot down the planes that are buzzing around. Some of the will actually crash onto some immovable object, killing themselves and sparing you from the trouble. Gotta love the kamikaze pilots. ;) Anyway, just do the lock-on-and-fire method.

### Time Attack Tips

-----

-Stock up on missiles before going into the base.



-Try to bypass the turrets as much as possible.

-Do kill the soldiers around the base, they provide you with probable missiles, power-ups. Also, don't forget the barrels behind the base. About 15 3rd-level missiles will destroy the base completely.

-Go all out in the dogfights. Stay in the original room during this time, the planes won't stay in the base for long.

-----  
BOSS OF KITCHEN AND DINING ROOM: CYCLONE  
-----

Okay... He is kinda tough if you have absolutely no clue on how to beat him (aren't everything that way?), and that's probably the reason you came running to this part... right?

-The 'proper' way to beat him is to abuse the ramp placed right front of you. You have to be ready upon leaving the ramp and fire some of your 90 missiles at him and run off. His accuracy and power is too much for you to stay on his 'homeland' so you can only stay on it momentarily. So, just aim upwards once you leave the ramp and fire as much as you can and leave the table. Rinse and repeat. First aim for the arms. After disassembling the arms, aim for the head to finish him off. He doesn't require as many hits as the other bosses.

If you're in a dire need of a heal, there is a repair power-up on the chair just left of Cyclone. You will have to slowly sneak over the edge or you'll jump too far.

-There is also a 'dishonorable' method: Hide behind a kitchen material on the table, and peek out JUST enough so that you can hit the arms of the boss, but he can't hit you (he might, but he won't hit you as much). After doing that twice (one for each arm), jump off the left side for a repair (if you need) and go up the ramp and shoot at his head until he dies! Cheap, but it works!

\*\*\*\*\*  
Room 2: Children's Bedrooms - Roly Poly's Anguish  
\*\*\*\*\*

-----  
HUNT AND SEEK (Boss - 4'22"26)  
-----

No skirmishes or dogfights or anything here. You just try and hit (K.O.) all of the red standees placed stealthily around the bedrooms. There's not much I can tell you except to follow the radar CLOSELY to find every standee you can find. Most of the standees will be placed on the ledges, requiring you to fire guided missiles in order to knock it down. A lot of reds can be found behind some obstacles, so be sure to look among the items. Also, the red spiders hanging from the crane or walls are also considered a target. Use a missile to light them up.

DO NOT SHOOT ANY BLUE ONES, IT CAUSES THE RED STANDEES TO RESET!

Time Attack Tips  
-----

-Look upwards if you're stumped.

-Go up the parking lot in the far right corner, it has a missile re-fill and

a probable position of a standee.

-Do it over and over again, you will learn new possible places of the standees.

---

#### GRAND PRIX (Boss - 2'02"00)

---

Just a standard Grand Prix race. You've got 4 laps in a figure-eight course, and there's not much I can say... Well, you have to be careful when you find yourself facing a typewriter, you almost can't use it as a ramp to jump over it, so it might be wise if you just side-stepped and bypassed it. That's all... make sure you keep moving.

#### Time Attack Tips

---

-Time yourself... You have 30.5 seconds per lap.

-Use the walls as a cushion for your speed when turning.

---

#### DESERTION (Boss - 3'37"43)

---

There are 6 soldiers to be found in this level, and you can only carry five at once. Follow my directions very carefully if you want the time attack.

#### Soldier #1

---

Just behind a house in the midst of the racetrack, ground floor. Pick him up (B button) and immediately send him into the castle (up the ramp and the guitar and place him on a block. This way, you have five available slots for the remaining 5 instead of 4 slots.

#### Soldier #2

---

Go back to ground floor and head to the left slightly. Follow the track to the left, and you should see the track rise up to the right. Follow the path until you're on a green/blue thingy (what is it? never bothered to check :-/). See the wooden ramp to the right? Jump over it (you need leverage so make sure you pull back to the edge before going) to a higher platform. Continue upwards on a black path before finding a platform controlled by a pulley (if there's nothing there, just wait for it to drop). Ride the platform to the ceiling.

Get onto the rafters via the ramp to the left. Go up the ramp with a boost sphere and stop once you're on the other side of the split. Turn around and look just left of the ramp... Soldier #2.

#### Soldier #3

---

Crawl up the ramp and stop on the mid rafter and follow it. Thus you meet the third soldier. Say, hi, comrade!

#### Soldier #4

---

After following the mid-rafter to the end, jump off to the right. On that plank of wood lies a soldier.

Soldier #5

-----

Go up and over the ramp and the mid-rafter (from Soldier #4). Go to the very corner to find an indent in the ground... drop down but don't go any further. Turn around and look under the crevasse... a soldier!

Soldier #6

-----

Scully through the hallway to the wide open wooden area. Soldier #6 is yours for your plucking!

Drop the Soldiers Home!

-----

Just drop all of the way from the rafters to the ground and climb up the cello (or guitar, not sure) upwards. Drop them off on the blocks to complete the mission! Easy as 1, 2, 3, 4, 5, and 6!

Time Attack Tips

-----

What can I say? Just do all that fast and flawlessly. Just don't forget to pick and drop the first soldier fast. That's it. Good luck, mate.

-----  
BOMBS AWAY! (Boss - 1'05"00)  
-----

Really easy.

1. Pick up the Water Bags

-----

The water bags needed to cease the fireworks are directly beneath you, right next to a sink. Fly forward to bypass the wooden platform, drop down, turn around, and head for the packs. Pick all of them up.

2. Disable the Fireworks

-----

There are three in all, and they can be vanquished in any order. They are:

- Under a crane on the middle of the floor.
- In the far right corner, on the heels of the Bunny Godzilla.
- On the upper wooden platform, on a black platform. Can't miss.

Fly directly over the fireworks and look for your helicopter's shadow. Direct your helicopter to where that the shadow is on the firework (or extremely close to it) and press A to drop! You can't be too close to the firework, tho.

Time Attack Tips

-----

- Of course, know where the packs and the fireworks are.
- Do the fireworks in this order: Crane, Godzilla, and the Upper Platform.

-----  
CHUCK AMOK (Boss - 1'50"00)  
-----

Very straight-forward. Extremely.

All you got to do is to shoot 'Chuck' a bunch of times before he 'Amok' around too much. Start off with your Tank and use all 10 missiles on him right away. See the red thingy between buildings to the left? Take it and grab the other red sphere (missiles) up ahead. Direct yourself towards Chuck and use the missiles and bombs (use the Y button to switch weapons). After all of them is gone, change to the helicopter.

To the left of the helicopter is a missile pack (grab it, fool). In a castle nearby is a missile power-up... all of them combined should give you 20 power-up'd missiles. Use them all to damage Chuck further, but he probably won't fall... yet. Shoot him some more with your standard machine gun and that should eventually make him tolerate no longer. Congrats!

#### Time Attack Tips

-----  
-Use the machine gun and the missiles/bombs simulateously.

-Try to pick up as many power-ups as possible without going too far off.

#### ----- SAD PRINCESS CLARA (Boss - 3'50"00)

-----  
Looks hard, but in reality, it can be easy. I have a method that can fetch you success in mere minutes (less than 2 minutes, to be exact).

Get off the bed and go toward the residence of Clara. Ignore the buffoons abay and climb over the typewriter stationed on the right side. You should find a missile supply right there (and Clara... \*wink\*... sexy doll \*kiss\*). Now, you have unlimited missile supply right there (it will recharge) and a fabulous shelter. Now you can either wait for the holes (of the dollhouse) to get big enough for you to shoot through (the tanks won't seek to hit you) OR just go to the side (next to the yellow typewriter) and shoot the tanks down one by one.

Each tank requires about 8 to 10 missiles to take down so you would really that upgrade behind the house! Good luck... It's that easy...

#### Time Attack Tips

-----  
Meh. Read above, it should yield you 1:30 or 2:00.

#### ----- BOSS OF CHILDREN'S BEDROOMS: ROLY POLY

-----  
Utterly pathetic! With the abundant service of your honorable pencil-necked missiles, you can fell this boss in 20 seconds flat! Just head straight up to the boss himself and shoot the rings around him off! Fire like crazy! Then you can pop his head off! Wow! I managed to end every sentence with an exclamation point! Go me!

#### \*\*\*\*\* Room 3: Hallway and Mezzanine - Vroom-Vroom's Valiant Vow

#### ----- LABYRINTH (Boss - 4'20"00)



cannon atop. Behind it is your final button!

#### 4. Dodge the madness and win the race!

-----  
Return to the area after the first gate... Beyond the moving crates '~' is the second gate. The crates might seem harmless, but if a cannon from the nearby sentry hits you when you're by a crate, it will go KA-BOOM, destroying your car in the process. Be careful! Drive under the pummeling pounds and up the second gate.

Follow the road to the left to find your final gate. Beyond the gate is the famed 'POOP', the toilet! Flush down the pipes! Whew.

#### Time Attack Tips

-----  
Just be quick. Know where the buttons are beforehand so you don't to re-trace your steps because you got lost.

#### ----- AGENT GREEN (Boss - 1'56"32) -----

Generally simple, but those DAMN rats make it so HARD! What you have to do is to find the Smell-Me-Good Repellent at the top of a shelf and bring it down to ground level, where a smelly shoe lurks. However, the damn mouses down there will try to disrupt your fortitous plans by pushing it out of the way. UGH!

#### 1. Go up the ramps to the Can

-----  
Not a problem here. Just find the first ramp behind the shoe and some wood. Follow that path upwards until you see a platform with a spinner thing. Drive onto it and wait for it to pull you up. The platform that it brings you to has the repellent.

#### 2. Push the Repellent Down and Make the Sheep Feel Good

-----  
Common sense. Just bump (DO NOT SHOOT!) it all of the way down. Hopefully it won't get tangled up with the obstacles on the way down. Once on the base, make it roll towards the shoe. If you're lucky, the can could have made a bounce towards the shoe, making the journey a tad easier. The mouses come around and around so be fast. You could destroy them with your machine gun fire, but it's time-consuming. When it is in position (it doesn't have to be BY the shoe, just a spray length away), shoot it away to complete the mission.

#### Time Attack Tips

-----  
-Be at the propeller at 33 second mark, it's the earliest you can be there. It leaves at 33 second mark so...

-You just gotta hope the can falls down the right way. Mine did, so I got an excellent time without much effort.

#### ----- ACES HIGH (Boss - 1'50"00) -----

Uhhh... The game wants you to follow the planes around. Sounds easy and it is. Just watch their slipstream (follow the white one) and follow it. Don't get too far off... You should eventually finish it in 90 seconds.

## Time Attack Tips

---

Just be a good pilot. Nothing I can say, really.

---

EMERGENCY 9-1-1 (Boss - 9'00"00)

---

The Boss' record time is 9 minutes so you assume this is a lengthy mission, but it can be cut short as much as half if you know where to go and what to do.

### 1. Seize the Prisons

---

The 'Prisons' refers to the areas with the captured firemen... Use your truck and jump all of the way down, to 1st floor. Head left (follow the red carpet) to the hallway with two open doors. Go right first and follow the blue blip on the radar to find a button that will open a gate later on. Go back and enter the left door. Therein lurks an array of turrets and soldiers, so you might want to fire some missiles from afar (fire from outside the door). You don't have to kill every thing here, y'know. Just kill the two turrets (4~5 missiles each) and you're good to go.

Now, you need to seize the OTHER prison. Get out of the hallway and head for the main living room... Look for an opening below the staircase... There should be a spider web that you can shoot at. Bust it open and destroy the two soldiers with gunfire and the tank with missiles (a missile refill is in a corner here). Shoot the prison here open and you're done! Switch to the airplane.

### 2. Pick the Firefighters Up

---

Go to the toilet room (the room with several turrets and the castle) and look and find and pick up the firefighter on the top of the castle. Ignore any firing going against you but be quick.

Go to the room below the staricase... If the web blocking the gap is back on, just switch back to the truck and bust it open again. Pick the firefighter up.

### 3. Drop the FireFighters at the Airbase

---

With both Firefighters in your possession, fly up to second floor and find your Heliport (black box with a 'H'). Make sure you're directly above it and high enough. Drop away!

### 4. Help the Water Bomber find Water

---

One of the Firefighter will hop into the Water Bomber in the efforts to save the burning buildings. Where's the water supply? In the sink, of course. Head to the hallway to the left and take the right door (the room with the button earlier). This is the bathroom, FYI. Anyway, go up to the high-standing sink and bump a knob to cause the water to fall into the sink. The Water Bomber should be coming for you and the ater, but slowly... When it comes, it will pick the water up itself and head for the emergency site. Just loaf around and wait for it to finish (I think I needed two trips to the sink to finish the job.)

## Time Attack Tips

---

-You COULD just fly into the toilet (with the 1st Firefighter) without destroying the turrets beforehand with the Truck... Just know where your target is and break in. Just be careful, tho.

-After getting into the room below the staricase, park your truck there. That way, if the web grows back, your army is right there to make it fall back down.

---

#### BIRDS OF A FEATHER (Boss - 3'30"12)

---

Somewhat tough, especially if you're gunning for a thropy time.

You have to 'guide' the Feathers to their Promised Land without allowing them to get shot down. The sheer number of available gunners here makes it quite difficult sometimes. First you need to clear out the gunners in the room in the front of you. Destroy the turrets on the top of the couch and the ones on the table, with a phone (psst, to the left). When you're done, return to the starting point and shoot at the plate on the cage to free the birds. While you're at it, re-fill your missile supply by getting the upgrades at your launch point (below the cage). Also try to find a repair sphere.

After that, go right to find more turrets around the 'garden' area. Destroy all of those and more at the desk in the far corner. Scanvenge for a repair power-up if needed and return to your starting point yet agin for more missiles. Go to the base of the staircase and shoot the turrets down. Fly high above the staircase to snipe down at the soldiers embarked at the steps. Be careful of the turrets at the top of the staircase, they can be a threat to you while you're shooting at the soldiers. There's a remedy to that problem: go to 2F by the railings, not the staircase and shoot them from behind. Then you can go down the staircase and shoot the soldiers down without difficulty. Or you can just slug it out and head upwards. Your choice.

There are two more turrets on a cabient on 2F. Don't forget them! Hopefully, you'll have saved the paper-ass of the birds long enough! They will land on the forest-like map on 2F.

#### Time Attack Tips

---

I timed the birds' journey and they went from ground zero to finish in 150 seconds and that's 2 minutes and 30 seconds. The record time is 3'30"12, so you only have 1 extra minute to clear stuff away. So, do whatever you want for 1 minute (or less) and bust the birds open before the 1-minute mark. if you succeed the mission, you should get the thropy. Lalalala.

---

#### INSECTOPHOBIA (Boss - 6'30"00)

---

##### 1. Destroy the Spider

---

With your Bulldozer, find a way into the garden right front of you. There's a ramp to the right so let's use that... In the garden, find the insect and blast him into his death with your missiles.

##### 2. Free the Helicopter

---

See the webbing in the left side of the garden? In that web-ball is your



helicopter. Shoot at the webbing to drop the ball. If you shoot at the ball, the helicopter will break along with the ball... So what to do? God didn't make the bulldozer for no reason. Push the hairball out and guide it to the tiny heat/furance just beyond. It will melt the web but not the helicopter.

### 3. Seek and Destroy the Queen

-----

Now with your legendary helicopter, go to the toilet (in the left-side hallway, left door) and follow the depths of the pipes to discover the Queen herself. She's not that hard... She just loafs around and fire some lame-ass Ant Missiles. Just lock on her and fly up and down, firing missiles. There's a missile refill behind her so grab that if you need. About 15 missiles should do her in.

### 4. Crush all Insects

-----

All you have to do now is to run over all of the bugs scanning about. I recommend the Bulldozer for 1F and the Helicopter for 2F. Use the radar to your use.

### Time Attack Tips

-----

6'30"00 is plenty of time. A lot of the time rests on the crushing part so try to cut on the time taken on that part. You can use machine fire to shoot down bugs... it's useful for faraway bugs.

-----

### BOSS OF HALLWAY AND MEZZANINE: VROOM-VROOM

-----

Not difficult. The first time I beat him, I needed over 5 minutes, but the second time I did, I only needed 1 minute and 26 seconds. First, you need to know where the missile re-fills are: In the end of the hallway, and below the staircase. Grab those right away. Vroom-Vroom will be right behind you, so scoot around quickly. Now, go into the room below the staircase and go out via the square door. Vroom-Vroom will be stuck around the staircase, looking for you. Drive to the cabinet in the corner and turn around. Fire missiles at the wheels. He will be gearing towards you but stay constant and keep firing. If you had enough missiles and were accurate enough, his wheels should stop functioning. Now re-fill your missiles and fire his loader (the back) and then his head (the seats) to complete this world.

Summary: Fire at the wheels, then the loader, and finally the 'head'.

\*\*\*\*\*  
Room 4: Parent's Bedroom - Blackjack Ahoy!  
\*\*\*\*\*

-----

### RACE TO WIN! (Boss - 2'15"00)

-----

Nothing special, just a plane race. The course isn't hard to learn, so after one or two laps, you should pick it up and breeze through the course. Your first race, you probably won't make the record or win the race, but your second race, after having learnt the course, you should win it all and forget about this thing ever existed.

### Time Attack Tips

-----

Use the Boosts scattered throughout the course frequently.

---

### RAILROAD RABBLE (Boss - 2'20"00)

---

You have to change the rails to its correct listing for the moving train to get to its destination. Just find the train, in the far left corner. Start from that point and shoot the switches/arrows on the way, and follow the arrow to the next one. As for the soldiers along the path... yes, you should destroy them, they won't take long. Change EVERY switch you see and problem solved!

#### Time Attack Tips

---

There is actually an alternate path... that would take like 1 minute to complete, instead of the usual 2 minutes. Just hit the first switch and the train should be on its way. However, there are two tanks and a ton of soldiers by that path. It's your job to destroy all of them before it destroys the train. Grab the 20-missile upgrade on the top of the table and unleash your wrath upon them! Ta-da!

---

### PUTTING OUT FIRES (Boss - 1'44"24)

---

The entire floor is covered with water and the cottage/forest is burning up! Hmmm... What to do? Duh. Just pick some water up with your Water Bomber and drop all of them at the flames. 3 trips should be enough if you target the drops at the fires, not the ones that have already been drowned by your previous drops.

#### Time Attack Tips

---

Pfft. Even if you choke at the drops (miss the fires or something) you still have some time left. It's possible to get a sub-1 minute time here.

---

### 12 MERCENARIES (Boss - 8'00"00)

---

#### 1. Securing the Base Level

---

Get at least two 'crouchers'. Go up the black long chair and place a croucher on the far left corner to have it shoot at the turret to the left, on a table. After destroying the turret, pick it up. Head for the ramp, on the right side of the table. There's a soldier there. Go to the wall to the right and place a croucher by the wall sticking out. The croucher should be able to destroy it while the enemy can't fire back.

#### 2. Securing the Table

---

Place a croucher or two on the ramp, around the face of the woman on the ramp. Wait for the tank to come around. If you have placed the standees in the right positions, they can fire at the tank but the tank can't successfully fire back. After destroying it, go left and around the table to the parrrt with two red crouchers by a slipper. Ignore it and go up the small green ramp to get onto the rear board. Place a croucher on the edge of the board, the closest to the guys by the slippers. That should destroy them.

At the magazine/plank on the rear board, place a croucher on the left corner to destroy the two guys on the table.

### 3. Destroying the Turret

-----  
Jump to the white part of the table. Sneak to the bra (i think that's what it is...) and get in the inside part. There should be a hole facing the turret and the gate. Have a croucher fire at them.

### 4. Clearing the Ramp

-----  
A croucher at ground level can eliminate the first guard on the ramp. The second guard, however... needs you to drive past him and drop several guys behind him. After this, go back down the ramp and look inside the blanket for a repair power-up.

### 5. The Final Enemies

-----  
Have a standee (not a croucher) stand at the end of the ramp to fire at the turret. Make sure it's still on the slanted part so the turret won't fire back. A croucher could do the job, but it keeps falling back because it weighs so much.

After destroying the final turret, ignore the other baddies to the left... go behind the mansion to find two unguarded standees. Drop everything you got and let them rip them up. Congrats! You've just beaten one of the longest levels in Toy Commander!

-----  
SINK AND DESTROY! (Boss - 3'26"00)

-----  
Wow... this is difficult. Here you have FOUR planes armed with missiles going against 3 battleships and two submarines. However, they are guarded by a TON of turrets and soldiers so you're looking at suicide here.

Start by flying for the bathroom, which is through the door to the left, and peer at the bathtub. There's your targets, the 5 ships. Fire, among the cross-fire, at a battleship or a submarine. Keep firing until you're certain it's destroyed. If you're alive, then kamikaze (fly into and crash) into a battleship or a submarine, that will cause you AND the other ship to explode. Don't worry, you have three more planes left. Repeat the aforementioned directions. If you can kill two more, you would only have one more ship to destroy. Sounds easy but it isn't. Just pray that you don't die prematurely.

Also, submarines can be hard to find because it's so low into the water, but you can find them sitting beside a pier. Keep your eyes looking.

Good luck!

### Time Attack Tips

-----  
Try to use your ship as a missile itself by kamikazing into a ship. Really, 3'26"00 is too much. maybe there is another method which involves careful killing of every insane turret out there, but I don't like the sound of it. My method up above would fetch you, maybe, 1'30"00-2'00"00, maximum. Might take a lot of tries, tho. ;)

-----  
A FRIEND IN NEED... (Boss - 6'20"00)  
-----

You have to clear the path for the otherwise defenseless cargo trucks with your fighter plane and truck. There are two gates that potentially sabotages the path if you don't open them fast enough.

\*TIP: Find the two machine-gun upgrades ASAP, to help you in shooting down the enemies. They are in the lower-middle drawer in the main cabinet, and the other one is under the cabinet.\*

First, switch to the fighter plane because the truck won't do you any good right now. With the fighter, destroy the turrets at the table with 3 missiles each and some gunfoc to finish them off. The reason for the limited missiles is that there is no missile re-fill anywhere so you have to shoot with care. Look under the table for two more tanks... There should be four turrets around the perimeter of the table. All of them are very demeaning to the cargo's progress. Then look for the buttons for the gates. One of them is between the cabinet and the door to the bathroom, up in the air. The other one is in the corner with an open brown door by it. Then find the rest of the turrets (on the cabinet and maybe some of the missed ones on the table... just clean them up) and destroy them. Your health might be low, but if you have destroyed all of the present threats, there won't be any more.

As the cargo is passing through the first gate, two helicopters will swoop down and attack it. Destroy them with your machine gun ASAP, they are extremely weak so they won't take much before they fall. Shortly afterwards, two fighters will come and seek your cargo... This time, they are tough. Use the missiles, if you have some, and follow them to death. However, if there are still some other turrets to be destroyed, do that before going for the planes. Keep paving the way for the cargo until it goes into the 'Hangar 51' in the end.

#### Time Attack Tips

-----  
-Go into the upper-middle drawer of the cabinet to destroy a plane that would bug your cargo later on. It would save you the trouble of tracking it down.

-Use the plane, not the tank, unless it's out of missiles.

-Open the gates after you have destroyed the four turrets around the table, but before the cargo comes to the first gate.

-If you have opened the gates before the cargo comes to those, and succeed the mission, you will surely get the time.

#### ----- BOSS OF PARENT'S BEDROOM: BLACKJACK -----

Just shoot the following parts of the body in order until they fall apart, with the missiles:

-The front end, the very tip.

-The sails

-The 'body'

-The back body, or the 'cabin'

The missile upgrade is on the edge of the platform and it rewards you with 30 missiles. Not that hard at all. Just fire like crazy.

\*\*\*\*\*

Room 5: Garage and Tool Room - Buggy-Wug's Fix

\*\*\*\*\*

-----  
UP AND DOWN (Boss - 1'37"43)  
-----

Yet another race. Not difficult. Just use the slanted cards to line yourself up to the curved ramps. The circuit is really short, and getting the record time is very doable. Sounds like I'm missing something, but I'm not. It's that easy. Just give it a few chances and you should make the record.

Time Attack Tips

-----

Get a good start so you won't be bothered by your opponents (like bumping). Also, use the cards to get in the right direction for the transfer ramps.

-----  
THE EVIL EXTRATERRESTRIALS (Boss - 0'47"00)  
-----

LOL. How fun! All you have to do is just sit there and kill all of the Unidentified Flying Objects before they deport the cows! Use good aiming and your missiles to get all of them. There's 10 of them, and all of them will appear directly their own targets. Go in a circle and shoot all of them down. You have about 45 seconds before a cow or a guy gets anal-probed! One of the ships appear right above you so don't miss it.

Time Attack Tips

-----

It's unlikely that you got a time above the time required for the thropy but whatever. You can shoot at the ships as they're entering the room via a vent... Just look up and a bit to the left, there ya go. Shoot liberally because you have 99 missiles, which is WAYYYYYY TOO MUCH! Haha! You can get this level in a much lower time this way.

-----  
THE PIRATES' BOOTY (Boss - 3'23"29)  
-----

Very annoying because you have to do everything perfectly.

1. Find the Booty and a Barrel

-----

With the 70's van, go to the back of the 'pool'/castle. There should be a wooden board. Get on it and sneak to the rear right side of the red box. Jump into the water diagonally to the left. Hopefully, you landed in the chest below with the Booty. If you didn't, restart and try again. It was a pain in the ass for me, so you're not alone. Pick the booty (4 of them) up and enter the glowing sphere to wrap up.

You're atop a shelf now... how did you get there? Anyway... don't drop down just yet... Ignore the red monster and quickly pick up a barrel and drop down to 1F. Now go to your castle to be safe because you won't be using the van in the next objective.

## 2. Destroy the Goblins

-----  
With your helicopter, look at the castle in the pool. Leave YOUR castle just slightly, toward the enemy castle. Look at the extreme right end... There should be two Goblins (you should go close and see what I'm talking about and go back) sitting all pretty. Beat them up by firing Homing Missiles from afar. That way, no one can harm you. Now, destroy the third Goblin in the middle. Head to the base of the castle and find a gap blocked by a brown fill-in. Bust it open and return to your castle.

## 3. Set the Boost Down

-----  
With your van, go in reverse toward the ramp on the edge of the pool (the front end, not the rear one) and quickly place the barrel in the spot nearest to the ramp as possible. Return to the castle again. Switch to the helicopter, and shoot the barrel open. It should display a Boost then.

## 4. Rescue the Queen!

-----  
As the van, speed up toward the Boost and ramp STRAIGHT AHEAD. If you placed the Boost perfectly, you should get the MAX speed at the ramp and fly into the red box in the other side of the pool. Turn around and climb into the entrance of the castle. Follow the path to the Queen. Leave by going into the pool again.

Look around for a ramp (slanted on the yellow mower) and climb back up. Enter your base and place the Booty and its rightful owner in their rightful place! Congrats!

## Time Attack Tips

-----  
-Only destroy the first two Goblins. However, if you do this, you have to grab the Queen and leave right away because the third one will be after you. You can still kill the third Goblin and make the time, however.

-Know where the ramp is in the pool.

-You could make the objective of destroying the goblins and the wall first if you think that saves time.

## VERTIGO (Boss - 3'35"44)

### 1. Turn the Pipe

-----  
Switch from the Van to the Truck and finally the Airplane. Launch for the upper skies. See the Castle above and a bit to the right of the hangar? That's where the scientists are. Look a bit to the right to find a pipe under a board, between the cabinet and metal shelves. Shoot at it to make the board above spring up. Return to ground floor and switch to the truck.

### 2. Bring the Van Up

-----  
Kill the soldier protecting the lift to the left. Switch back to the Van. Have the Van enter the lift and stay there. Back to the Truck, push the Button on the left to make the Van go up.

### 3. Find the Scientists

-----  
Up at '2F' or whatever you want to call it, follow the ramp further upwards. Be careful not to fall off... Don't mind the turret up ahead (although you could destroy with the Airplane) and bypass it to the next bridge. On the next platform, you will find a Repair Upgrade to offset the damages taken from the previous turret. Continue ignoring the enemies up ahead and turn the corner, up the ramp and find the scientists.

### 4. Bring the Geeks back down

-----  
Pick the Scientists up and fall back down to 1F and drop them off at the Hangar. Not bad.

-----  
LOUIS THE LEMUR (Boss - 5'00"00)  
-----

### 1. Use the Basketball to Go Up the Ramp

-----  
Take all of the soldiers available for you and go up the nearby ramp to the platform with the basketball. Push it off the platform and toward the ramp with a gate. Place it between the turrets left of the ramp and the ramp itself. So what's the basketball for? So you can use the soldiers to shoot the ramp without getting them or YOU killed! Haha. Drop three soldiers so they can destroy the gate. When they're done, pick them up again and go up the ramp.

### 2. Continue to the Next Room

-----  
After the previous ramp, you'll have to climb another ramp to a platform infested with a soldier and a tank. However, don't bother sending your soldiers to the front lines, instead, just go up the NEXT ramp, which is to the left of the red soldier, in a corner.

After that ramp, there's a dangerous turret that might claim your life if you're not careful or quick enough. The ramp is to the left so quickly go up to the turret and turn left before the cannons can do much harm. Go up the ramp calmly (the turret won't hit you there) to the next room.

### 3. Find the Hangar and Open it

-----  
Hopefully, you should have about half of your life bar left or maybe more. Now, drop down to ground level in the new room and find the only available ramp up ahead. A red soldier is stationed on it so drop off two of your own to counter. Pick them up again and go up the ramp to the fan. Ride the fan up to the desk with the computer. Beware! There's a tank ready and raring for you right here! Hide behind the picture with a green frame and look for two flags. The flags tells you where the next ramp is so go BETWEEN them and go down the ramp (it goes a bit to the right so be ready! Don't go too fast!). Kill the soldier below with some of your own.

Follow the next plank and press Up on your D-Pad until you are able to see what's below... Drop down to the space with the hangar when you can. Again, disable the next soldier with your own. Push the button to open the hangar! Yay...

### 4. R.I.P. Louis the Lemur

Hop into your Helicopter and go back in the hole where you entered this room (directly ahead of the hangar, upper right corner). At the back of this room lies the Lemur. He's just sitting here, he won't hurt you at all (why are we shooting at him? PETA is going to kill us...). However, there are some turrets about, so get behind him and shoot at him with your machine gun while going up and down to avoid getting hit. Keep doing this until you win!

#### Time Attack Tips

-----  
Just do all of the objectives without any serious problems (like falling off the ramp or getting lost) and you should be fine. 5 minutes is a lot of time for this mission. You should be able to get 4 minutes-something without haste.

#### ----- EXTRATERRESTRIALS GONE BAD (Boss - 5'00"00) -----

##### 1. Sneak by the UFOs

-----  
The game probably wanted/desired you to destroy the inferior UFOs first, then the 'MOTHER' second, but I find it easier to destroy the mother then use the power-ups you got from the battle on the UFOs. Anyway, go to the left and look behind the tires for some Missiles. Go to the UFO base to the north but ignore the enemies, just go into the base (the gap is to the right) and drop into the hole inside.

##### 2. Destroy the Mother

-----  
Shoot at the block to open the path to the Mother. Here, you have a Repair upgrade on the end of a ramp and a Missile upgrade on the other. Both of them will re-appear about 10 seconds after getting taken by you. That basically means you're invincible! Haha. One more thing: there's a Missile Power upgrade in a corner so it's a good idea to pick that up first. Then just fire away, take the re-fills, fire, refill, fire, refill, etc. Until you win, of course.

##### 3. Destroy the UFOs

-----  
With your powered up missiles, shoot the UFOs hovering around their base. There are four of them, so if you have the missiles powered up twice, you can destroy all of them with only 8 missiles (2 each).

##### 4. Pick the Victims Up and Leave Them at the Heliport

-----  
Switch to the chopper and go down the room where Mother was, and look for an opening that you haven't gone through. That leads to the Torture Chamber. Pick all of the toys up (don't forget the Cow!) and go back up. Locate the Heliport at the rear corner, near the Mother room. Drop all of them.

#### Time Attack Tips

-----  
-Get the Missile power-up in the Mother battle QUICKLY, and twice, because it makes the battle swifter. UFOs will be a cinch if you do this too.

#### ----- BOSS OF GARAGE AND TOOL ROOM: BUGGY-WUG -----

He is really tough. Like all bosses, he has various weakpoints that must be



destroyed in order. They are:

-Antenna on the top of the fin

-The front bumper

-The Wheels

-The Body

-The Turrets (the ones that fire out missiles)

He is very, very tough because you don't have a lot of missiles to use up. You start off with 10 missiles and 30 more can be found above the locker in the tool room, but it only regenerates every 2 minutes. There's a repair power-up in the box under the tool table if you need it (and you will! heh). To shoot him down when he has wheels, go to either side of the rooms and find a tiny hole in the ground. Enter the hole to find a 'warp' point... you will appear in the other side of the room with Buggy going in the wrong direction.

When he's on the ground, tire-less, you have to dodge his missiles, which are often, while going at him. This is probably the toughest part because his missiles takes a lot of you. It took my 7 minutes+ to finally beat him because I had to wait for the missiles to re-appear so I could have 30 more.

However, you could use a \*coughcheatcough\* to re-fill your missiles to 99.

\*\*\*\*\*  
Room 6: Attic - Peggy's Playground  
\*\*\*\*\*

-----  
HELICOPTER HOO-HA (Boss - 2'10"00)  
-----

Looks like every room's first level is always a race, eh? This helicopter race is probably the easiest of all. The only difficult turn is when you have to turn 90 degrees to the left after the ring between the legs of a knight in shining armor. After that, you have to revert 180 degrees the other way. Otherwise... not terribly difficult. A note: the boosts here, except the one past the blue box, are lousy placed. They will cause more harm than help in this case. Ignore them...

Time Attack Tips  
-----

Just make all of the turns smoothyl and you should make a 1'50"00 run, even without any boosts.

-----  
LITTLE BIG TAXI (Boss - 2'10"00)  
-----

You have to find 'Joey' and bring him to his girl before his girl goes off bawling in a train.

1. Finding Joey  
-----

Go down the slant and go left once you see an gap. Go up a block and then take a left again. On the left side of this 'block' there should be a ramp leading to a railing. Go up to the corner and follow the railing to the Boost. (If you

see a Boost here, you'll know you're in the right place) However, DO NOT jump off the railing. Keep driving on the rail until you stop. Turn around and make sure you jump off to a table below, not a block (ground level). On the table is Joey.

## 2. Finding Joey's Sweetheart

-----

From the table with Joey, drop off the other side to the ramp up ahead. Keep going up, via holes this time until you have to turn left. After going into a hole to the left, you should find a ramp connected to another ramp. They ultimately lead to railing parallel to the previous one. Mind the cars so you won't bump into them and fall off in a wrong place. You should fall off into the block with a ramp seen. Go up the ramp and re-unite the couple!

And they lived happily ever after...

### Time Attack Tips

-----

You probably won't get this on your first try because this damn thing is so confusing. Once you know where to go, you should nab it on your second or third or whatever run. Just memorize your paths like a true Taxi Driver should.

-----

## TAKING OVER (Boss - 6'14"67)

-----

### 1. Get Rid of the Tanks around your Base

-----

With your racecar, leave your base and go up the ramp to the left. Don't go down the gap after the ramp, tho. Follow the railing until you see an opening to the right. Follow the path (there should be two yellow fences up ahead) and follow the cards up. When you're at the top, follow the path right to find the button to the vacuum cleaner. Push it to say good-bye to the tanks!

### 2. Find the Soldiers

-----

Transfer to your carrier plane. You have to find all of the soldiers (15) and drop all of them at enemy base. They are located at:

-On the cardboard table, beside the fallen knight armor.

-Behind the box in the middle of the room.

-To the left of the above box, on a dual-stacked boxes, up against the rafters

### 3. Drop the Soldiers at the Base

-----

Although there are a lot of turrets in the base, you can survive several runs. Just get 5 men and hover above the edges of the sofa (the base of the enemy) and drop all of them. Get 5 more and repeat. The soldiers will destroy the turrets, so some repair power-ups might come up. A repair power-up is below the chair and the site of soldiers #1 and the knight armor. Drop all of them in their position and you should be all right. If the level doesn't end even though you dropped all 15... that might mean that you didn't drop them good enough. You have to drop them at the edges, not in the middle of the sofa. They can't destroy the perimeter that way.

### Time Attack Tips

-----  
-Just be quick with the racecar

-Take your time with the plane, 6 minutes is plenty of time here.

-Remember to place the soldiers around the perimeter of the sofa.

-----  
THE HEIST (Boss - 8'00"00)  
-----

1. Open the 'Safes' with Gold  
-----

Switch to your truck right away, you don't need the van presently. In fact, make sure you move your van into the cage to let the truck pass through. Anyway, go to the castle slightly to the right. Destroy four soldiers scattered: 1 on far left, 2 on the towers, and 1 waiting by the entrance. Shoot one of the red boxes until it's completely gone. Your work here is done.

Go through the hole near the castle entrance and turn left to find a ramp. Go to the large platform with a building on it (with a STEEP ramp leading up to it). FYI: don't mind the Tank if it comes around. Destroy the lone soldier. In the back of the building lies a red wall hiding the treasures. Shoot one of the plates until it's gone like previously.

Now, find another ramp going up. Keep going in that path until you find a pig bank with two soldiers embarked by it. Shoot the soldiers down and destroy the pig while you're at it. The truck's job is complete.

2. Picking the Gold Up  
-----

Should be obvious... Just re-visit the places where your truck went and pick the gold up. The castle has 3, the building has 2 and the pig has 3. So you should just go to castle and building first and leave them at the cage since your van can only hold 5. On your second trip, just pick the coins left behind by the pig. Drop down to the cage and leave all of them inside to complete the level.

Time Attack Tips  
-----

After getting 5 coins, follow the path to the pig as usual but since your slots' full, just drop down after you get to the third coins. My point is that the place below that drop is the cage so it saves you the time of zig-zagging through the maze.

-----  
QUIET RIOT (Boss - 3'30"00)  
-----

You have to destroy all movable objects which are 3 tanks and 2 trucks. Just pick a missile supply re-fill on the wooden railing on the near side (you can see from the start) and track the cars down. Head for the rear side of the arena, the platform with some buildings on. Under that platform lies a missile power-up and a missile supply. Get on that platform and wait for some tanks/trucks to come and fire like crazy on them. Most of them will go through that point. Otherwise, just look for them... but it's more difficult to track them and destroy them because they're always moving. Sitting all pretty on the platform is WAY easier.

Time Attack Tips

-----  
-Head for the upgrade/missiles under platform immediately.

-Get on the platform or next to it (the entrance to the upgrades) and wait for the automobiles to come forth.

-Destroy 3 or 4 that way and seek for the last one.

-You could try to kill some by standing on the platform and shooting at them when they're zooming around the maze. Kinda like being a sniper...

-----  
BUNNY SOUP (Boss - 3'40"19)  
-----

1. Bewitch the Witch  
-----

The witch here is tricky, if she gets hit, she will shake around like mad so it's not a good idea to send your missiles in a swarm. Just hit her with a missile once and line her up again and do it again. There's some missiles in each corner if you need. Machine gun works fine too. She takes a lot before dying. Her weapons, the bats and frogs, do next to nothing damage so don't worry about those.

2. Rescue the Bunny  
-----

Land your Heli and switch to the Carrier. Pick some water up and press up on your D-Pad once to zoom out, it makes dropping water easier. Head for the soup bowl and slow down as you approach. Drop water onto the fires. Rinse and repeat.

Time Attack Tips

-----  
-Grab missiles at the corners, they kill witches faster. :)

-Pressing Up on your D-Pad makes your drops much easier.

-Don't have your Helicopter land on the wood railings, it won't work because somehow it won't allow you to switch to the carrier that way.

-Yes, the time here is strict, but as long you kill the witch quick enough (with maybe 2 minutes or less on the timer is fine, but 2 minutes should be MAX)

-----  
BOSS OF ATTIC: PEGGY  
-----

All she (is she a she?) ever do is rock around the bed and shoot missiles at you. Just get by the side of the bed and direct yourself at her and fly up and down to make the missiles miss. Keep firing the missiles at her. If you ever run out of missiles, there's a re-fill in every corner so don't worry.

-----  
INTO THE GREAT WHITE OPEN (Boss - 1'49"52)  
-----

Yep. A Race. Yay. The checkpoints are hard to miss except for the one after the one at the bottom of the staricase. You have to do a full 180 immediately afterwards. Also, the checkpoint after the furance requires you to steer up and go upside-down. Otherwise... nothing special.

Time Attack Tips  
-----

1'49"52 is kinda tight, but the boosts here are VERY forgiving, because all of them seem to be in the right places. Use all of them to your fullest, especially the one after the furance. It makes your upside-down ride faster. Be careful on that upside-down ride, tho, going too far can throw you off course.

-----  
DOGFIGHTS (Boss - 1'10"00)  
-----

Hm... this level isn't that hard, but the time attack is INNNNNNSAAAANNNEE!!! But we're not talking about that right now, are we? Anyway, all you have to do is to locate and destroy all of the enemy airplanes around and that's three of them. There's a missile re-fill under the piano... make sure you grab it, it's valuable. Mines could work, but only if an airplane is DIRECTLY behind you. Otherwise, it sucks. Grabbing the yellow upgrade (for your machine gun) is a good idea too. Take your time ehre if you're not gunning for the thropy time.

Time Attack Tips  
-----

O.M.G. This is probably the only Time Attack section to host a step-by-step walkthrough! Whoa.

1. The First Kill  
-----

Step on the gas and take off. Head a bit to the left, and find the airplane going from left to right, the one closest to you. Line it up and spam it with missiles (8 should work). However, the plane would turn left or right shortly so you have to 'spam' the missiles before it turns. Going at it at an angle is a good idea.

2. The Second Kill  
-----

Your time depends HEAVILY on this kill. Your missile supply is low, and the airplanes are buzzing around so you won;t be able to line any of them easily. What to do???? Well, you could go under the piano to get a re-fill for your missile and find an airplane. Heopfully, you get lucky and line it up, with its ass front of you. Missile it to death. Or... you can rely on your great skill and use the remaining missiles and machine gun fire to kill an air-plane. Difficult. You need to figure out a quick method. I used the missile-under-the-table method.

3. The Third Kill  
-----

The HARDEST?!?! Nope. Probably the easiest, actually. I found out an interesting method of winning from my experience of playing the Star Wars Rogue Squadron series. In that game, if there was an enemy or an object that you had to destroy to end the level, you could just crash into it and still be victorious. I tested this theory and it worked! Just find the last

remaining airplane and crash into it. The game counts THEIR death before yours, therefore, you win!

NOTE: I found out that this only works if you crash into the plane when you both are going at each other, not by side or back... :/

#### Alternate Method

-----  
I used 7 missiles on the first plane, picked up the missile supply, went over the piano, killed the second one going toward the staircase, had 5 missiles left, went sky-high to meet the third one, shot 5 missiles and some machine gun, killed it to complete it.

#### ----- PLANET INVADERS (Boss - 2'30"00) -----

##### 1. Destroy the Planet-Converting Ship and the Jail

-----  
With your primary aircraft, pick up the missile supplies and upgrade on the corners of the pool table. Then, go down to 1F and turn around, toward the blue cabinet. Find the Planet-Converting Ship (brown ship with 4 legs) and blast it to hell. Now, go into the enemy base with their gadgets and all. Find the prison and bust it open with your powerful missiles. Then go to a safe place and land.

##### 2. Rescue the Prisoner

-----  
With your Space Carrier (the flat thing), go down to the enemy base and pick up the POW (don't worry about the turrets, if you go in and out quickly enough you won't die). Return to your base and place the prisoner at the heliport.

##### 3. Convert the Planets

-----  
Switch to your final ship and head for the greenhouse. See the sun thing and two balls? They're 'planets'. Quickly touch them all before the enemy's planet-converting ships seize them all. Yes, Just touch all of them. You'll know it's 'yours' when it's blue and 'theirs' when it's red. Get all 3 in your possession to complete the level.

#### Time Attack Tips

-----  
The above, aforementioned method has been trimmed for this situation. Normally you would have to destroy the Ship Factory itself and the turrets around the base, but if you want the time attack, you have to bypass them. As for your first ship, you should just land it in the floor just outside the base, to save the time looking for a place.

#### ----- CRAZY TRAIN (Boss - 4'24"12) -----

Just take any plane and find the 'Crazy' Train. Shoot it with missiles, bombs, or machine gun or whatever. I find the machine guns to be useful, myself. I used only machine gun once and got 2 minutes, my record. It makes me focus to be accurate. So, with the fighter plane (the smaller one), go find the train. Fire at the rear turret from afar, but you have to be behind it, following its path. Keep firing until either you or the turret gets blown away. You have 4 planes so don't worry. With the other fighter plane, finish

the turret off if you haven't. Now, with the rear end gone, you can stay behind it and shoot the side turrets without having them hit you... well, that's because they're SIDE turrets, ok? Just stay behind the train and shoot at the side turrets, all four of them. With all of them gone, destroy the final one with any of your planes.

The larger plane has missiles so you might prefer that, but I like machine gun myself.

#### Time Attack Tips

-----

It's one of those levels that if you beat the level, you beat the time. But if you still want some tips... well, you could use the bombs in the fighter planes while going along or against the train, not behind it. Drop the bombs quickly when you're above it. Each fighter plane has 12 so it might take off some decent amount of health from the turrets, I guess.

-----

#### THE EXTERMINATORS (Boss - 8'40"00)

-----

##### 1. Drop off some Soldiers by the Houses

-----

With your cargo truck, pick up all crouchers and one soldier. Bring all of them down to 1F by jumping over the edge. Place all of them by the first house, between the house and the ramp.

##### 2. Pick up the Innocent Bystanders

-----

Still with your truck, pick up five innocent standees around the house/ranch. Then change to the bus, pick up the rest of the soldiers, bring them down and drop them off like previously done. Then pick up the rest of the standees around the houses (total: 8, so the bus should have 3 while the truck has 5). Move the bus and the truck to the yellow ramp in the far right corner and ride the wall.

##### 3. Destroy the Remaining Tanks

-----

Change to the Tank and drop down yet again. Several tanks should be roaming around the houses... Destroy all of them with your missiles and machine gun fire. The destroyed soldiers should leave off some repair power-up or missile supplies so check if there's anything you could use, too. After destroying all of the tanks in the area, switch to the carriers.

##### 4. Bring the First Eight Survivors to their New Home

-----

Bring both of the carriers to your base, the place where you started off. The yellow ramps will carry you to 2F. Drop all of them within the fences, not around. The screen should change when you're in the right place.

##### 5. Destroy the Tanks and Soldiers Downtown

-----

With your tank, go onto the wall but don't go up to 2F. Instead, find a closer ramp that leads you to a higher platform on 1F. You should be facing an area with several buildings now. There's two tanks and several red soldiers about so kill all of them with your fire. Yes, you HAVE to destroy ALL of them since it's your objective to 'kill all exterminators'. When you're done, open both jails to reveal 5 more prisoners.

6. Bring the Other 5 Back Home

-----  
Again, with your bus OR truck, go down to the area with the buildings and pick the rest up. Use the yellow ramps to get back to 2F again. Drop all of them within the fences as always.

Time Attack Tips

-----  
You can still ignore two prisoners and still complete the level, so you can ignore the jail with two prisoners inside to save time. Also, boosts can get you to 2F faster. Otherwise, you have plenty of time to get the thropy.

-----  
THE PIANO PREDICAMENT (Boss - 2'05"32)

-----  
Have your Fighter plane go down to the water tank and destroy some turrets but don't die! If you're low on health, just leave and park on your base (the pool table). Don't forget the missile supply around the pool table if you need. Switch to the carrier and go back to the tank. Quickly go in and out but bring the bomb under the arch before going out. Head for the piano and look for a bowl. Drop the bomb into the bowl... Mission over!

Time Attack Tips

-----  
Don't even bother with the Fighter plane cleaning the tank out... just go in with your carrier and finish the job. You can get this in 1 minute, flat. You could get killed easily, tho. That's common sense. ;)

-----  
BOSS OF LIVING ROOM AND GREENHOUSE: SIR ALDARAK XIII

-----  
Here's the order you have to shoot at:

-The cannons on the back when he's flying. You can go behind him if you can and shoot it away. Just get close and fire away.

-The 'arms'/'flaps'. It's yellow and fires homing spheres. Just get behind him and slow down so that you can stick by the side and fire missiles at it. It can't counter with its missiles that way. Defeat both of them.

-The 'back'. Again, if you stay behind him, he can't hurt you.

-The head. Yep. If you're still behind him, you can beat him even with machine gun fire.

The missile supply re-fill is in the middle of the greenhouse. You know you saw it.

\*\*\*\*\*  
Cellar: Toy Commander VS. Huggy Bear

-----  
THE FINAL BOSS: HUGGY BEAR

-----  
How many toys do you have in your arsenal depends on how many bosses you have beaten so far. Every boss that you have defeated will be in your use in this battle. The best one would be Blackjack, since it can fly up and down! All



bosses has 99 missiles, however. A missile supply re-fill is in the open area of the cellar, near Huggy Bear's starting point. All you got to do is just fire missiles at him like there's no tomorrow... He takes a lot to be defeated so bring a lot of bosses! I needed 4 or 5 bosses every time I beat him.

Aim for the guns first, then the body, and finally the head to finish him off.

-----  
THE FINAL TASK  
-----

After your victory, you will be given a task of picking up some guys to end the game. Fly to the previously closed door, which is now open ajar. Go into the hangar to find the toy standees. Pick them up and leave the hangar to witness the sweet ending! Congrats on beating TOY COMMANDER!

\*\*\*\*\*  
Hidden Area: The Snail Race  
\*\*\*\*\*

\*AVAILABLE: When you beat every level of the main game, excluding the bosses.

Not bad. This is pretty fun, actually. Even though you race as a snail, you got around the track quickly. The only difference from the other races is that you have leaves as 'gas' and more obstacles such as spiders, balls, spores, and confusion. By now, you're an expert of Toy Commander so you won't need any serious help here... Just finish in the top 3 and you'll receive UNLIMITED battery missiles that can be used against bosses! Kick ass!

No, you won't get anything extra if you win this race in 1st place.

=====  
-----  
III. SECRETS/CODES  
-----  
=====

--Turn off Lights

Just look around for a light switch. Hit it with your toy to make lights go off/on!

-----  
--Restore Health

I just found this while fooling around in Hallway/Mezzanine... really weird. With an airplane, go to the Bathroom and turn on the faucet by hitting one of the knobs. Fly under the water and let it flow over you. Your health should increase slowly. WEIRD!

-----  
--Hidden Area

To access this 'private club', beat every level. Here you will host a snail race. Sounds slow, but it's fun sometimes. :P

-----  
--Unlimited 'Battery' Missile Supply Against the Bosses

Win the Secret Area race.  
-----

--View Pictures of Toy Commander on your Computer

Like many original Dreamcast games like Power Stone and Sonic Adventure, you can view some artwork on your computer. Just pop your Toy Commander disc into your computer and run it. It's all yours! It's sweet!  
-----

--'Clean Pause'

Also used on many Dreamcast games, you can disregard the pause menu and see what you're looking at while still at rest. Press X+Y at the pause menu.  
-----

--Codes

Hold L, press A, B, X, Y, B, A ----- 99 Heavy Ammo  
Hold L, press A, B, Y, X, Y, X ----- Access Secret Mission  
Hold L, press A, Y, X, B, Y, X ----- All Missions  
Hold L, press A, X, B, Y, A, Y, A, A ----- Heal your Toy  
Hold L, press X, A, Y, B, A, X ----- Upgrade Your Secondary Weapon  
A, A, A, B, B, B (on main menu) ----- View Credits  
Hold L, press A, B, Y, X, Y, X ----- Level Select  
Hold L, press B, Y, A, X, B, X ----- Re-Fill Fuel  
Hold L, press B, A, Y, X, A, B ----- Upgrade Your Machine Gun

\*Thanks to GameFAQs and its contributors for those codes!

=====  
-----  
IV. DISCLAIMER/HISTORY/THANKS  
-----  
=====

Disclaimer  
-----

I don't mind having my FAQs posted on other sites, but I don't fancy having them posted without my knowledge. Just ask me and I will gladly allow you to do so. my e-mail is hockeyfox@ameritech.net. The following FAQs has my permission:

www.gamefaqs.com  
faqs.ign.com  
www.neoseeker.com  
-----

Version 1.0 --- FAQ completed. Basics, Walkthrough, and Secrets completed.  
(02/05/04) Go me.

Thanks to:

-drporkchop for offering his assistance for this FAQ

-CJayC for being my lover

-Sega for releasing my favorite system

-No Cliche for producing one of the best games ever made

-You for reading this

```

      _____)  _____  _  /  ___)
      (, /          (, /      (, /| /  ___)
      /___,        /          / | /
      ) /          ___/___ ) /  | /
      (_/         (_ /      (_/  '

```

Copyright Martin Dale-Hench 2004

This document is copyright winnie the poop and hosted by VGM with permission.