

Toy Story 2 FAQ/Walkthrough

by Samy

Updated to v1.4 on Jun 19, 2000

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

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|***** TOY STORY 2 WALKTHROUGH *****|
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|                                     |
|          Version : 1.4              |
|      (Version info at the end)     |
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|                                     |
|          Publisher : Activision     |
|          System : Playstation       |
|          Country : Greece           |
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- This walkthrough is made upon the U.S version of the game •

This walkthrough can be found at the following locations:

- <http://www.gamefaqs.com>
- <http://www.psxgamers.com>
- <http://www.gameadvice.com>
- <http://vgstrategies.about.com>
- <http://www.game-revolution.com>

You may also find it in other locations. I'm not able to make a complete list of ALL the location where you could find it. One thing I would like from you is to tell me if you find this walkthrough on some other site ALTERED so I can take some mesure against them.

Well first of all I want to thank all of you out there who read this walkthrough... Now if you have ANY question just drop an E-mail. I would apreciate if you could be sure that the answer to it is not in this walkthrough. So please read it completely first.Thanks again...

I made this walkthrough having in mind that gamers out there needed help so I tried to be the more complete and detailed I could. I also tried to find a faq out there on the net for this game who could help me but I found nothing but gameshark codes (not that useful if you want to beat the game NORMALLY but I included them in my walkthrough though). So after beating that final boss I thought I could help... You'll be the judge of that...

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| • Overlook |
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| • Introduction |
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This game is great not only for the (awesome) cinematics (FMV's taken directly from the film itself) between each level but because it is well designed and thinked particularly the toy barn level (personal favourite)... So this walkthrough'll (I hope) help you find the Pizzas planet tokens I've already found and by this mean finish the game (you won't have to get the tokens exactly like me but that's the order in witch I got them), I'll also try to update this walkthrough as I find more tokens... Also feel free to contribute anything, your help will be welcome so if you have any suggestions, E-mail me...

(update)

I would like to know if, when you collect all fifty tokens, you win a bonus movie...??? If you have ANY information E-mail me... Thanks...

(update)

I completed the game (at 100%) and found out that you don't award nothing... No movie, no level nor cheats... Too bad, I would had appreciate something after completing the game (and spending something like a month on it) but the developers (Disney interactive...) didn't think that... Too bad... Well lets stop whipping and lets continue this walkthrough...

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! • About the author
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Do you remember I told you I was working on a Gran Turismo 2 walkthrough with a friend ? Well it has been canceled as we weren't ready for a racing walkthrough... Instead, we went for a Platform walkthrough, easy to do and fun... After Toy Story 2 what is the best platform game for the PSX (Crash 3 take apart) ??? Well yes, Spyro 2 : Gateway to glimmer... And it's already online... If you want, you can go see our work at www.gamefaqs.com and say what you think about it by mail...

I've also finished another walkthrough of an unknown, to most of you, but superb game : The Amerzone... If you count on buying a game, it MUST be this one... Although my walkthrough was based on the PSX version, it managed to go for the PC... I tried to correct this mistake but CJayC hasn't seen this yet... Well if you want to find it to tell me what you think, do a search with, as subject, Amerzone... I'm also counting to do a recognition page but I'll manage to do 1 or 2 more walkthroughs before...

(Update)

I just started another walkthrough on a 2 disc game named OverBlood 2. It's a great game with superb cinematics. Go rent it now and tell me what you think about my walkthrough.

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! • The (Toy) Story
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This section was taken on the Toy Story 2 walkthrough for the Nintendo 64 by "The Ruzz" < wesunger@cs.com >...

(Update)

Just found that this section is in fact taken on the explanation book given with the game... Same for the character description. Well thanks "The Ruzz" anyway.

Here it goes :

All the toys are together in Andy's room, Buzz and Rex are playing the Buzz Lightyear video game. Woody excitedly prepares for his annual trip to Cowboy Camp with Andy, but when Woody's arm is accidentally torn, he has to stay home. While Andy is away, Woody is accidentally placed outside at a garage sale. Even though Andy's mother insists that Woody is not for sale, a greedy toy collector steals Woody when she's not looking. Buzz desperately tries to save Woody from this stranger, but he's too late. Luckily, a personalized license plate on the toy collector's cat gives Buzz a clue how to get Woody back safely by the time Andy gets home from camp. Buzz has enlisted the help of all the toys in the family to bring Woody back and save him from this unpleasant man. They ate all in store for an amazing adventure as Buzz must get out of Andy's house, through the neighborhood, and into the thieving collector's toy store. When Buzz reaches the toy store, he realizes that Woody is still nowhere to be found! Buzz must hitch a ride to the toy collector's house to find Woody and rescue him. While Buzz is trying to reach his pal to bring him home, Woody is falling under a spell of a wise old toy. The Prospector doesn't want Woody to go back to Andy because Woody is the final missing piece to create toy fame for the old Prospector. The Prospector convinces Woody that he is old and is going to grow tired of him. When Buzz finally makes it to the toy collector's house to rescue Woody, he doesn't want to go! Buzz must remind Woody about their toy family and their best friend, Andy.

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! • The characters
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This section was also taken from "The Ruzz"'s < wesunger@cs.com > walkthrough...

Buzz Lightyear : This is your main character and the person you play as. His job in this game is to save Woody from Al the toy collector.
Rex : Rex is, to me, the most helpful toy in the game. He gives you hints about the level you're in and tells you where you can find the mini-boss.
Hamm : He's a piggy bank that only gives you Pizza Planet Tokens if you return to him with fifty coins. He is in every level.

Mr. Potato Head : Every time you meet him he always has a lost part. Is he clumsy or something? Anyway, each time you return to him with his lost part he will unlock very useful items.

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| • General Advice |  
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I'm sorry ,really sorry 'cause I made this walkthrough as if everyone knewed the game but I was wrong... So here are some advice's that you may skip if you've already passed the first level...

I received several E-mails asking how to exit the levels... Well you have two choices...

- Either you exit the level via the menu you're given when you've collected a token or,
- You can also exit via the pause menu...

Ok well if you count buying the game and want to know what's the gameplay well...:


In T.S 2 you have to collect Pizzas Planet Tokens... There are five of these in each level (except the boss ones)... You can obtain the tokens by various ways but you will always have five categories of tokens...:

- The challenge token... This one can be won by accomplishing a ...challenge... This is generally a race you have to win... Also, in the challenge token you'll always have a timer so you have to hurry... In the last levels this token is hard (nearly impossible)to get...
- The coin token... This is(by far)the most easy token to get... Just collect 50 coins and go see Hamm (the piggy bank) and bingo...
- The hidden/ puzzle token... This is a tricky token to obtain as you have to use your brain and not your skills... Although, this token is relatively easy to obtain (if your brain is in form...).
- The collect token... This token is given if you find five missing things dispersed on a level... This token is hard at the later levels as some - things- stuck in some very weird/ tricky places...
- The under-boss token... In each level there is one under-boss... You have to kill him in order to get this token... Weirdly the under-bosses are sometimes more difficult to defeat than the real bosses(really weird...)...

Also In some levels you'll encounter some coins with a Buzz icon on them... These are the bonus lives...

In the game you'll encounter some other items like turbo boots or grappling hooks but I won't spoil on it right now... You'll have to read the walkthrough for that...^_^

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| • In to the game |  
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| • Most important, the Controls |  
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- Press X to jump. Press X again while in the air in order to jump higher (referred in this walkthrough as "Double-jump")...
- Press  to fire. Maintain the button pressed to fill a super charge depress the button to unleash it (Note: The super shot is MORE powerful than the normal shot...referred in the walkthrough as "Super-fire")...
- Press O for a spin attack. Maintain the button pressed to fill a super attack depress the button to unleash it (Of course this attack is MORE powerful than the normal one. Also you can push the switches by pressing O while jumping...)...
- Press L1 to bring out the first person view mode... You can now lock a target by pressing R1...
- At anytime you can press R1 to bring your status info on the screen...

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| • Level One : Andy's House |  
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Your first level acts like a "training level" so here you'll learn some of the basic moves...

1... The first pizza planet token can be won from your first under-boss :Tin Robot...

This boss is located just above t-Rex(the dinosaur).You can get there by climbing the plant to the right of Andy's room then jump on the table and then on the rope .Climb some boxes to reach him.

This first under-boss is very easy, just run around him until he stops to wind up, and use this opportunity to fire him(super-fire if you want). After five or six hits he'll explode you'll then be given the choice to

either continue or to go to the next level... You choose.

2... Now go back to t-Rex. Get down the stairs... To your left there's a door, enter. Behind the car you'll encounter the buggy. Challenge him to a race...

The race shouldn't be too difficult: Just run, try to stay close to the car and avoid the bad toys... After three laps Bingo a Pizza planet token.

3...In order to obtain the third pizza you'll have to help Mr. Potato find his ear. Finding Mr. potato ear is easy... Go to the living-room and on the sofa, there, press X and immediately after press O this way you'll jump across the room to a shelf. The ear is just underneath you...But be carefull: Don't fall...

After giving the ear to Mr. Potato he'll let you use the protect shield. This protect shield allows you to cross the greeny thing. After crossing this thing you'll have to climb some boxes to gain some altitude... When you're high enough try jumping across the greeny thing on the shelf near Mr. potato... From there you should try to jump CAREFULLY on the two shelves above you... When you're on the final shelf you'll see some lamps .Jump from wire to wire (it shouldn't be too difficult if you use the double jump)in order to cross the room and arrive to a shelf with 3 boxes on it. Push those boxes in order to be able to jump from the small one to the big one and on the final shelf where awaits you a token...

4... To obtain this token you'll have to find the five missing sheep's of Bo-Peep the shepherdess.

The first one is in the cellar where you fought the Tin Robot, use the wood board to go up(you'll first have to push a box).

The second one is in the garage were you won the buggy just jump onto the shelves from the steps in order to reach the front of the car then to the neon lamp and again jump from the cord of the lamp to another shelf. You'll now have to follow the shelf and jump some bars in order to find this sheep(don't ask me how he got there...).

To find the third sheep you'll have to go back to where Mr. Potato ear was then jump to a little table next to the wall and finally, after firing the bad toy, jump on the shelf to get it.

The fourth sheep is located in the cave. You can get it by jumping from a high step or alternatively use the rope you encounter searching the fourth token.

The final sheep can be found in the kitchen. You'll have to push a box in order to get on the baby chair (difficult) then cross the kitchen range, go on the fridge and jump on a shelf there. Push the scale. Go down and jump on it to reach the final sheep.

Now go see the Bo-Peep on the kitchen table and she'll give you the token.

5... By now you should have obtained fifty or more coins so go talk to Hamm(the piggy bank) in the living room, he'll give you your "final" token.

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| Buzz Coins (3 extra lives):          |
|1. Andy's room inside the baby's crib |
|2. Shelf just below the lost sheep in |
|3. sits on top of the florescent light |
|   garage                             |
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| • Level Two : Andy's neighborhood    |
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This level is fun(but sometimes ecnevristic...Enjoy it (or not) ...
(update)

Well I replayed the level 'cause a cheat site said you can go to the roof... In fact their description was very vague... "Find all the army men, then climb the house to reach the top"... Really vague not ?... Well anyway I tried ALL the ways but didn't manage to get to the roof...

Anyway trying to do that I passed in front of some clothes... Did you notice that there are 2 buzz T-shirts and a -cute- pink underwear... Well I just noticed that...^_^

1...The first token in this level is relatively difficult to obtain so maybe you'll want to try another token and come back here later (anyway you'll have to come back here LATER 'cause you can't beat the buggy right now).

So you really want to have it...? Ok..., first go where the buggy is... You'll notice a big tree. Near this tree there's a swing double jump on it then climb the wire. Here there's the piggy bank (if you have the fifty coins) but continue and climb the tree (careful though 'cause if you fall down now you'll have to do this all over again ...) until you find a wood board... Make this board swing so that you can run and jump to the branch easily... There kill the bad toy... VERY IMPORTANT : Jump on the little wire NOT on the branch... This is a shortcut that you'll surely need... You can now double jump on the little branch to arrive at a VERY DIFICULT point... Here, you'll need to jump or double jump on the tiny little wire in order to get to the other branch but a bad timing and you're back down(hopefully you've opened the shortcut to gain some time... At this point of the game I wanted to throw my controller to the TV... It's so difficult... And even if you managed to get across, the robot there will push you back down if you don't kill him quickly (It pushed me back down twice...) So, I really wish you good luck...

So lets admit that you managed by any chance to cross the gap (lucky you ^_^), now continue to go up (carefully 'cause I don't think you want to do this again) you'll then have to fight your second under-boss the bad kite...

The kite isn't that difficult BUT be careful he can throw you down (it happened to me)so just stay at the center of the wood board and fire at the kite using the L1 and R1 buttons...

2... After obtaining this difficult token I went to the pool (go there by a hole at the left side of the buggy)where I find by chance a hidden token. So you want to know where eh... You surely have noticed a plastic duck by the pool... Pump it with the... Pump (press X then O) until the duck goes in the pool... Jump on the duck and press again X and O the duck will go in the pool and then jump out, at this moment double jump to get this relatively easy token...

3... The third token I tried to get was the buggy token so I challenged him... And he won. I then talked to t-Rex and he said that I couldn't beat him right now and that I had to wait till I have the turbo boots. After obtaining them (level 7) defeating him was very easy just make sure that the bad red cars don't touch you and that you jump across the water...

Phoenix <millenium_phoenix2001@yahoo.com> told me there was a neat little trick to beat the buggy and the way he beat him the first go around is to just get ahead of him... He usually stays in the middle of the track and he'll stop if he runs into you... Just get the jump on him at the first and stick to the middle of the track... Watch out for that curve around the tree... He usually cuts to the inside there... Just don't let him miss and go around you... Its really easy that way! (I'm not convinced this way is easy but you can give it a try...)

4... This token can be obtained by finding all the little green soldiers.

The first one is at the start of the level, see the holes in the ground...? The soldier will throw red things. Just jump on that hole and press O. With the last hole closed he'll surrender.

The second one is on the swing.

The third one is in the pool area. Jump on the chair near the hole by witch you entered then jump on the plant and go up. Jump on the fountain (kill the toy) then to another plant from where you have to jump to a small table (kill another toy again) then push the board in order to get to another plant (this acts like a shortcut in case you fall...). Then, jump to a fountain and on some bars. Finally jump to another plant where the soldier awaits at the top.

The fourth soldier is more difficult to catch... Go through a hole in the tree area (behind the buggy to the left). You'll see a broken red car. Jump and press the two red buttons in order to lower the car then get on it from the front then to the roof and to the back of the car. You'll then have to jump then press O to cross the area and arrive on a washing machine where you got to push the board (shortcut)to get across... There you'll have to jump from cord to cord in order to land in the basket where the soldier awaits.

The last one is on a branch of the tree after passing the piggy bank.

Now that you've collected all of the soldiers go see the general at the start of the level on the stairs of Andy's friend.

5... You should, after doing all that, have at least fifty coins so go see the piggy bank on the tree...

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| Buzz coins (1 extra live) |  
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| 1.Located on top of the swing set near the large tree |  
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| • Level Three : Bombs away |  
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Hey, isn't Buzz hilarious when he say ... Be careful with that, it's dangerous... ^_^

Aha your first boss. The programmers were kind with you on this boss 'cause this one is easy. Just change view with L1 and lock the plane with R1 then just wait until he comes close enough (you can charge the super fire meanwhile) and shoot at him. If you're lucky (like me) he will try to fire but, if you don't move, will miss you. You're free then to go up to the third level...

You can, if the plane hits you, go at the corners... There are 4 batteries there for you...

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| • Level Four : Construction Yard |  
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Wow boy this level is big and you can go very high...

1... The first token is relatively easy to collect... Go from the start to the right ,you should find a green house... Go in... There you'll find the greeny thing like in the first level so DON'T touch it instead try jumping from gap to gap but be careful. So you need to go to the table so simply use


this table so you collect 30 of them(-max.-)and that you don't have to get up here again).

Now go to the other box (near the airplanes) and jump on the table with the vegetables. You should then jump on the shelf and make it incline so that you can jump to the other shelf more easily .Now try to kill the monkeything.???.? With your new disk launcher then jump where he was. There, you should find a button to activate a fan so just do it. Now jump carefully on the table bellow...Carefully because if you fall down you'll have to push the box to the other side and try to jump on the table again (remember the disk launcher...?) ... Jmort <jmort@topsurf.com> told me its easier to jump from the box to the balloon string (give it a try)... Once on the table you have to catch a balloon that will bring you to the token...

Well you provided a lot of info on this level and here is another strategy from Jess Hildebrand <sillymoose@music.com> for getting this token...

I have figured out another way to get the "hidden" token in the Allies and Gullies level. On the red and white striped things you DOUBLE jump on the one closest to the trash can where the token is "hidden", grab on and advance to the trash can where you can obtain that token. I happened to realize this shortcut before activating the fan and figuring out the balloon trick so I got a little confused as to what exactly the balloons were for so I would suggest using this shortcut for when you fall off of the umbrellas multiple times. I am hoping my shortcut will help out confused people on this level because personally I know how it feels.(Well Jess I hope so...-Samy-...)

2... My second token, I got it when I got the grappling hook (level 10) Once you got the G.H you can go up and defeat the clown... It took me ages to go to the roof and I won't do it again so I can't spoil on how to get up there but can help you on how to defeat him...

This under-boss wasn't that difficult when I found a way to kill him fast... First when you're on the ground you should fin a greeny thing that gives you the super fire without having to fill the super charge... THIS ITEM IS VITAL... When I found the clown I just kept pressing the  and he was dead in no time...

3... After getting the G.H and defeated the clown I had exactly fifty coins so I went to the piggy bank and he gave me my token(easy one...)

4... My fourth token took me the most of my time... First I recommend that you get the turbo boots (level seven) 'cause they really help a lot when you fall in the water...

To get to the Slinky-dog you'll have to turn around and push some boxes in order to pass a hole on the wood wall. The dog awaits you at the center of the "pool" with the most difficult challenge in my opinion. You'll have to collect all five bones all around you without falling in the water(waste of time). My way was getting on a wood board that were coming and then take the two or three bones from one side by double-jumping and then do it to the other side but you'll fall in the water and run out of time so many times that you'll surely want to throw the controller at the T.V and then throw the T.V by the window... (don't try this at home).

Eduardo Mercado <emercado@iserve.net.mx> told me another way of getting this token...He found that you can jump and get the bone, then right after you've gotten the bone, try the double jump, and push the controller backwards, that way you will land on the platform. If done correctly and with the right timing it should be quite easy.(hummm)

5... Yes I found the fifth token (the ducks one) thanks to the readers (thanks a lot) and boy was it difficult... Here we go...

- First duck : This one can be found in the market. At the end just jump in the water to collect it. There's is also a life in a gap in there...
- Second duck : This one is more tricky... In the market jump on the vegetable shelf and on the other two shelves. Now jump on the umbrella(underneath should be the piggy bank) and on the blind... It should be there...

The third and fourth ducks can be collected while trying to reach the under-boss clown...

- One should be behind some bars.
- The other is on the gutter.
- This last duck was the problem as I had no clues to where he was. He was very well hidden but I found him. See the challenge token...? Ok now jump IN the water with the turbo boots obtained (level 7) and reach them. Now use them to go to the upper right area, you can't miss it there are some coins there... collect the duck there and go see the mother in the alley...

A lot of gamers E-mailed me to say they can't find the ducks on this level so I decided to add crys's <REPERCED@webtv.net> strategy on the ducks (thanks for the other strategies ...)

- 1: duck is in the water past the saw horses... In the bottom of this pondis a free life
- 2: duck is on the far side of the water from slinky dog, get onto his platform and hop across or wait until you get the jet boots... The ducks behind the step on the far side.
- 3: duck is in the part of the alley that contains the umbrellas. You need to get onto the table by the balloons and jump to the umbrella across from it, then you get onto the immediate right awning, followed by jumping across to the second awning where you will find your third duck.
- 4: duck is in the alley where you use the grappling hook to get up to the clown boss. You will find him on the right side of the alley in a window with bars in it.
- 5: duck is in a rain gutter to the right of where you are headed up the building to get to the clown boss. Instead of going toward the left rain gutter, go toward the right one and get your lost duck first.

Good luck,

Here is another method submitted by Adam DrLove19887@aol.com in order to get these ducklings :

"I've found out how two get the ducks in Toy Story two in the level Alleys and Gullies !

The first is where slinky is. You go past slinky and you will find your first one .

The second one is at the pond where the markets is. He is floating in the pond.

The third one is where you use the hooks you get far up and there is a cage looking thing as your sliding down a pole.

In the market there is another one as you go in, walk to the pond. The first tree you see next to the pond with the umbrella where the coins are lined up in circle. Jump to the second tree and when you are there, you should see the watermelon stand with the sun type screen over it. Jump on the screen and there's another one, the last one is when you're climbing the lateres and swinging down the pool go to the highest point where there are two wires to slide down, the first wire go down right after the electricity, go down and you will see a pole. Climb up it and where you fight the clown the point right before you get to it by the slide across from it, is another slide. Get on it and walk. Don't jump!! Just walk and it's right there"

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| Buzz Coins (3 extra lives) |  
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| 1.Sitting on top of a lily pad in the sewer section |  
| 2.Underwater in the pool of water at the end of alley opposite |  
| the watermelon cart (look for small opening in the wall) |  
| 3.On the way to the rooftop sitting on a window ledge |  
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| • Level Six : Slime Time |  
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Aha another boss for you... But this one is no peace of cake like the last one 'cause nothing and I mean NOTHING can hurt him... But after many game over screens I finally found his weak point... The developers where really naughty with this boss 'cause nothing seem to have effect on him, but it wouldn't be a game if a boss couldn't be beaten eh...? So the strategy here is simple just keep hamming square repeatedly (fire him with the standard laser) and you'll see him grow... Keep pressing the button until he's dead... (I hope you have plenty of lives, if not look at the end of the walkthrough...)Good luck...

Grant <grantman@home.com> mailed me another way of getting pass the slime boss... Give it a try if you find it too tough :

"There is an easy way to beat the boss : Standing one place and keep shooting your laser, but, when he fires his slimeball use your spin attack to deflect it while shooting your laser. Once the slime dude gets REALLY big, a green laser power-up will appear. Just hold down square to use the rapid fire."

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| • Level Seven : Al's Toy Barn |  
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This level is also very fun and incredibly well designed (and the trampoline will really make you _jump_...)...

1... Here, your priority is to find the five missing chicks. At the start of the level go straight ahead (past the trampoline...) and go talk to the egg at the end of the corridor... He has your two challenges... The way you solve these challenges is the same but your price will differ... In the first challenge you'll collect a chick (yippee) but in the second one you'll be given a token (hmmm...That's better).

In order to get those prices you'll have to reach them under the given time... Piece of cake...? Not.

So speak to the egg then jump backyard on the skate who will drive you up to the trampoline. You should be aligned with the case so just double jump on it. Now you think you have to jump on the trolley... Not... You can jump immediately on the shelf (it will save you a lot of time). Now jump on the other shelf and on the rope... You should have plenty of time remaining in the first challenge but should be there just on time in the second one so don't forget to jump from the rope on the token immediately...

2... At the start of the level turn left in a corridor where basketballs fall. At the end of this corridor you'll find a box, climb on it and pass the bicycle wheels (carefully 'cause there're some balls that fall down here) to reach the rope and then pass again some wheels. Jump on the shelf to get your second chick. Now get on the skate and he'll bring you to the mother chick... There, you have to push a box and then jump on a shelf. Push the box down and on the other side of the corridor (kill the planes and the bad box first). Jump on another shelf to get the third one. Get in the ventilation

shaft(carefully...)and back to the start.

Now you have to find Mr. Potato's arm (thanks to jgann) its over at the counter in the slime (or whatever that stuff is). You have to jump from counter to counter to get it (or alternatively-thanks to Evan<rangerfan69@hotmail.com> you can jump on the trampoline reach the zip line and jump on the counter when you're above). Mr. P. will unlock the turbo boots and you can now access the trolley at the end of the room. So now push the switch of the riding-horse and get on the counter QUICKLY. Use the boots to get to the trolley (jump from counter to counter). Then on the candy machines. Reach the moving horse in time and you'll be thrown to the chick No.4.

For the last chick you'll need the levitation boots (later on level 13) to get on some boxes in the room near the challenge egg. You'll then need to jump on some moving boxes. Then on a pile of boxes. At the top of this pile is your missing chick...

3... The boss (under)token. In the same room as before jump to where Hamm is. A ventilation shaft should be there somewhere it'll bring you to another room with the DINOSAUR. If you have collected the super fire at the start of the level this boss should be easy if not... Go get the super fire NOW... Just be careful 'cause this boss can throw fire...

4... The fourth one was the coin token so go see the piggy bank on the table in the other room (near the egg challenge)if you got the fifty coins.

5...In the same room is the hidden token so jump on the little table to collect the Disc Launcher and shoot all three locks. Jump then on the drawers and get the easy hidden token...

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/~~~~~\  
| • Level eight : Al's space land |  
\~~~~~/
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This level is the most challenging... Enjoy... And the way the E.Ts say oooooohhhhhhhh is very funny...

1... The first token will be quickly obtained. Just jump on the boxes near you then on the ropes so that you reach an area near the start(on one of the ropes you'll find the first of the five missing E.T s so collect him and go for the boss).

This boss shouldn't be too tough either if you've got enough lives. My strategy was to fire and run so that I don't get hurt. It doesn't work too well though... So another strategy is to fire (don't worry if you lose lives if you have enough) until he explodes. After this boss I exited by mistake so I can't really tell you how to exit the area(there's surely a way though).

"ayew" <ayew@bigpond.net.au> told me the way out : "Easy... To get out of there, you just look at those boxes you came from and there will be box stairs out!!!"

2... My next token was the hidden one. So go in the room to your left where there's a lot of slot machines. Go at the end and you should find Hamm and a candy machine but instead of having candies, this machine has a token. So jump on the chair(use the plastic goblet)to the top...

The controls here are very simple just turn a little (face the glass thing) so you can see the crane from the side. Now if you push the button the crane will move horizontally and another push will move it vertically... So try to line up the crane with the token and bingo...

Once you're here collect also the E.T in the glass thing by jumping on the coin-op (arcade) next to you and then back to the candy-machine. You should now be able to get inside the thing by a hole at the top...

3... My third token was the challenge one... To find the spaceship (you have to beat)just go straight ahead from the start and climb some boxes. Hopefully you'll reach him.

The challenge wasn't really a challenge 'cause the (kind) programmers made marks on the ropes so that you jump the right time (really kind). So double jump each time you reach a different color at the rope.

After getting this token double jump on a shelf to get your third ET.

4... The fourth token was the E.T one. You should have three by now so only two are missing. At the start of the level go straight ahead (middle corridor) and jump on some boxes then jump on the wires to get to a shelf (some tennis balls will be thrown on you at this point but remember that patience is a virtue...). From here reach a shelf a bit higher. Now jump to the other side and then again on the other side. This is the tricky part 'cause you'll have to jump down immediately after getting the cosmic shield. Then quickly cross all those laser beams until you reach some boxes. Climb to the top and use the rope to access a shelf. Use the other rope and jump on a pile of boxes to reach the fourth E.T. Jump from box to box to reach the final E.T. But, don't jump down 'cause the...

5... Piggy bank wants some coins so use this opportunity to get the token.

And then go see the mother-spaceship (right corridor from the start)to collect your final token.

```
/-----\  
| • Level nine : Toy barn encounter |  
\-----/
```

Another trophy for your "boss collection" : This toy seems to be the only boss against whom a strategy may work. So here was mine: All around the giant toy you'll see six little things. In order to kill this boss you'll have to kill each part separately and then kill him. In each little things there's one or two enemies you have to defeat either by firing or spinning .
Nah this boss neither should be a problem to you if you're prepared...

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/-----\  
| • Level ten : Elevator Hop |  
\-----/
```

This level should be passed fairly quickly as it does not provide any challenge (to me...).

At the start of the level you can't obtain any token, you'll first have to find Mr. potato's ear... So go in the electrical room and jump from wire to wire to reach the other end of the room... There remember the piggy bank for the coin token... Turn the other side (face the room) and jump at the top of the right cases (careful, the electricity) until you reach the rope there you should find next to you on the other case the ear and the first of the five mice's... So now go see Mr. potato and he'll give you the useful grappling hook(G.H)...

1... After having the G.H you can climb, so... Climb... Until you reach a room with the mother mouse (pass t-Rex the dinosaur where there is the second mouse) there's a shortcut here so activate it. You have now to solve the wire puzzle(there's also a mouse on the roof -jump to get it-). This puzzle is easy, just have in mind that one button lower a wire and higher another wire (the color of which wire is represented on the switch by a colored arrow...) once the wire is reconnected you'll have access to the first token...

2... After obtaining this token the elevator should be working, and your next goal should be to reach the top (jump from one elevator to the other). At the top you have three choices(three holes). The first choice I made was to go at the center hole(there's a mouse)and activate the shortcut. After that I went for the father mouse. He had a challenge for me: follow the token down the ventilation shaft. It's easy, just remember to jump when there's a gap...

3... Then use your new shortcut to go back up and jump to the other side. The under boss is waiting... You don't have anything to do here but to continuously press ♦ if you're lucky enough he wont even touch you(easy token).

4... My fourth token was the mouse one. If you followed my way through this level only one should be missing. And this mouse was really well hidden but we haven't visited one area... The area behind t-Rex the dinosaur so go there and on the second elevator. Wait there until the elevator goes up you should find the last mouse there.

5... Now you should have fifty or more coins in your pocket so go see the piggy bank (electrical room).

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/-----\  
| • Level Eleven : Al's Penthouse |  
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```

Who's this "AL"? The fat man...? And why do we have to go to his penthouse (I can't see any naughty magazine in there...^_^) eh...?
This is by far the most ecnevristic level... Really... I recommend you stock plenty of lives before going through this one 'cause either way you'll be friendly with the game over screen... Also, stock plenty of controllers (to replace the ones you'll throw at the T.V or at the dog...).

1... So lets go for the first token... The hidden one... Turn right at the corner then push the box to the right through the door. A big gun will throw you bombs regularly in this area so move constantly not to be an easy target. If you follow the line you should be able to push the box near a big train. Now jump on this train and on then on the railroads... Now basically push all the red buttons so that the little train stops at the dead end... Shouldn't be too difficult just experiment some combos and see the result.

Now push the box that's at the end of the track so that you get at the top of the big train where, by pushing the red button, you'll destroy that ECNEVRISTIC canon and then collect the token...

2... My second token was the "under-boss" one. I would recommend you to stock lives here also cause there's 2 other guns here for your nerves... Remember the box just before...? Now push it all the way back and into the other room. You'll have to climb and jump here to have access to a mini-area (far-west style) where you'll encounter your boss.

This under-boss shouldn't even be called "under" by pressing ♦ he should be down quite quickly if you stay close to him but I would recommend

you to push the red button first to destroy the gun .

3... The third one was the challenge token. Really challenging this one so I'll try to explain the way you have to obtain them. Speak to the horse at the start of the level and then immediately go to the left to get the first of five horseshoes. Then go in the living room and to the left near the fire. The next one is at the end of the room. Then, get on the sofa to get the fourth one; The last one is on the table near the sofa. Now quickly get to the horse and he'll give you the token (you should arrive there right on time with less than one second remaining).

4... To obtain this token you have to find five critters in the house. You should have two by now. One from the train and the second from a shelf before fighting the under boss. So three more to go...

Let's go for the most ecnevristic one. Go in the living room then on the sofa and on the table. Now follow the gate and hopefully, if the gun haven't thrown you down 'till now, you'll lend on the fire. Now jump on the table and climb on the wire. You'll be on a shelf (kill the bird). And now the ecnevristic part : You have to jump on some wires to reach the red button-and destroy the gun-(now here's where I destroyed my Dual-Shock left stick as it don't survived the throw on the wall...From now on I played with the standard D-pad until I buy a new one...). If you managed to do it jump across the (big) gap and hopefully you'll grip the ledge of the shelf and collect the third critter.

This one is quite difficult to reach too. Hopefully you've collected the super fire(don't know where I got it...) so fire the lock in the living room (and the lock on the fridge in the kitchen for latter...) and get in the bathroom. In this area you'll have to fill the room with water to reach the critter. First push the switch ON the bath. Jump on the sponges to reach the faucet. Push the second switch and go back to the sponges. Now's the tricky part. You have to DOUBLE JUMP on the side of the shower door and GRIP(Crysis <REPERCEED@WEBTV.net> E-mailed me and said that you have to press X+O and not X+X for the double jump. As I can't quite remember how I got it, try it...). If you're talented(or just lucky)you'll manage to do it. Now push the switch to explode the gun and the other one so that the level of the water increase. Now jump CAREFULLY on the sponges, on the cupboard and finally to the final cupboard where the critter awaits.

One more to go. Go back to the kitchen (and open the fridge with the super fire if you haven't done it before). Now jump in the fridge and (tricky) jump on the kitchen set. Now see the point just before reaching the scale...? Jump from there on the table (don't know what's this scale doing here...). Now jump on the fridge door and on the shelf (be careful the snake...) Now jump on the chain rope but be careful you have to jump immediately to the shelf 'cause this rope has no grip and you'll slide down to the ground lamentably...

Now you've got those five critters jump on the table (from the shelf) and talk to the cow-bow girl.

5... Now that you surely have collected your fifty coins so go see the piggy bank in the bathroom for your final token.

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| • Level twelve : The evil emperor Zurg |
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Zurg... Ok... Emperor... Maybe... But not Evil. He is SOOO easy to win that he should be an under-boss... In one of the first levels... I won't write much on him, the only advice I will give you here is that when he is near the ground to spin attack him... Really a piece of cake...

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/~~~~~\
| • Level thirteen : Airport Infiltration |
\~~~~~/
```

Ok, now you're at three levels to the end of the game so don't bother taking all the tokens just collect the coin one and get up to the other level(...well it's just an advice)...

1... The under-boss token. You must first find Mr. potato's mouth. The mouth is on the plane after jumping on the second wing just jump on the shelves... Mr. potato will give you the levitation boots. You can now have access to the boss at the top of this room (use the boots on the cases).

Like all the other under bosses this one is fairly easy so just kill him quickly. Don't forget to take the passenger there ...

2...The second one was the challenge token : Easy one...
Some of you gamers e-mailed me to ask how to obtain this token... Well I found it relatively easy but I'll spoil it to you though...

First you have to reach the main room... There you should see a strong guy with a challenge for you... You have to find his five missing weighs...

GENERAL TIP

Here is a tip : When you talk to the man you think you can't control Buzz APARENTLY but the R2 and L2 buttons still work...

So what you need to do here is to talk to the man and DON'T PRESS X until the camera fixes. Then, use the R2 or L2 buttons to align Buzz with the font.

1st weight : Just underneath the _moving-carpet_ where the snakes

are...

2nd weight : Continue in the room and you should find this one near the pile of cases...

3rd weight : Now go back to the central room and go ON the _moving-carpet_ (use the box) it should be there...

4th weight : Now try to go to the other room (not on the _moving-carpet_) and you should find it next to the door before you enter...

5th weight : The last one is in the room you want to enter just in front of you...

Even doing this very slowly you should have about 15-20 sec left to go see the man...

(it was really an easy one)

3... The third one was the coin token so collect the fifty coins and go see Hamm (At the start of the level on a machine : double jump to reach him). By jumping on the machines you should also find your second passenger.

4... The hidden token. He is at the top of the plane in the room next to the challenge one...

How to reach it...? Easy... You've collected the ear of Mr. potato right...? So go back there and jump on two _shelves_ and on the bar. Kill the snake (he don't react ...? Weird...?) and now, when the reactors don't turn on, jump on the wires. You should be at the top. Now use those levitation boots to reach it. Use also these boots to go down two levels... You should find a passenger...

5... If you followed my way you should have three passengers... The other one I found was at the top of the challenge room.

First jump on a blue case and you should jump on another _moving-carpet_ . Jump again on a case to reach another _moving-carpet_ . Now climb a wire and then another wire. Oh now comes the ecnevristic part... Climb on a wire then on a bar and on a rope (wow...) Alternatively there's the easy way... You've jump climbed a wire right...? Turn over and climb the top of the wire then on the lamp and on the _moving-carpet_ ... It should be there.

Check the top of the lower fan in the area with the big "rocket" thing to find the last tike (thanks to Fido <fido_n64@hotmail.com>...)...

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/~~~~~\
| • Level fourteen : Tarmac Trouble |
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Now again take the coin token and go for the boss...

1... My first token was the coin token so just run around the...Tarmac and kill/ collect coins... The piggy bank should be at one corner he's not that difficult to find...

After obtaining the token I exited the level (wanted to finish the game) and find out that I had to collect 40 tokens to access the final level. So I came back here to collect my missing token...

2... I can't really explain how I got this one. I went to where t-Rex was (truck) and then used the rope to go for the puzzle token. I first thought that the goal was to turn on all the lights. I pressed two buttons (can't remind witch ones) and all the lights turned off and got the token... duh... Good luck for this one...

3... Steve Cavendish <scavendish@hotmail.com> told me where was the under-boss in this section... You can get a token by defeating the boss at Section 8. Climb up the pole in the center and jump out onto the plane. Jump across the middle to the other wing and wait it out until you can jump onto the section. Then it's just a matter of defeating him. Paul Heitman <paulheitman@kmail.com.au> said this boss was easy if you spin attack him so give it a try...

(update)

Yeap spin attack is the key and I used only one life to defeat this under-boss...

4... Steve Cavendish also told me there was the slinky challenge at the center of the tarmac, and that it was practically impossible...

(update)

Steve was right, the last challenge of the game is sure rude... It took me at least 10 tries to make it so don't give up... You surely want a strategy for this token... Well DON'T GIVE UP is one advice as for the strategy... Well the R2,L2 hint sure helps to get a good start... Then just run at the start ('cause you will not loose time if you touch the greeny thing to restart) without stopping to take the turns smoothly and when you think you've done about 1/2 the path then walk and take good turns... Ok, I may have tried it 10 times but when I made it I had 16 seconds remaining... This proves I had a good strategy ^_^

5... Paul Heitman <paulheitman@kmail.com.au> Provided the last token info (thanks a lot)... The luggage token...

• First go into the middle (where slinky dog is) and climb the flagpole. Jump on to the wing of the plane and walk across the wing and then jump up onto the roof of the plane. There is a little green hopping luggage here.

• Jump of the roof of the plane to the other wing (the outside wing) and wait

until the plane rotates to zone 6. There should be a green escalator thing. Jump onto it and hopping around on the escalator is a luggage.

- Jump off the plane and go to zone 1. Here there is a truck with Rex in it and if you jump on to the passenger area of the truck there is a luggage on the seat.
- In zone 4 in the right hand corner is a luggage.
- Now climb the flagpole again, get on the plane and go to the outside wing. Once you reach zone 8 jump onto the roof to find the last luggage.

(update)

Have you noticed that the tire mark of the airplane is "bad year" ?^_^

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/-----\  
| Buzz Coins (1 extra live) |  
| 1. near missing luggage that is located on top of the green |  
| luggage vehicle near zone 6. Jump off the end of the green baggage |  
| vehicle to earn it. |  
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/~~~~~\  
| • Level fifteen : Final showdown 40 tokens needed |  
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```

Here I would recommend you to continuously attack either with square or O and you should also try to collect lots of lives before... These three won't be too difficult so after beating them enjoy the almost thirty minutes of cinematics (or was it final fantasy 8...).

Anyway, now you've finished the game so go to the movie viewer and enjoy the deserved movies you've collected...

(update)

I collected all 50 tokens but nothing happened... No bonus movie, extra level or cheats unlocked... After that I thought I had to finish the game one more time... I went to the final level and it appears that the final level name has changed into "prospector showdown" (or not?).

Anyway even with all the tokens nothing changed... Its a pity as the programmers should have added something... Well all this to tell you: Don't bother collecting all 50 tokens just take 40 and finish the game...^_^

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| • End of walkthrough |  
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Well here are all the tokens you can collect in the game so enjoy this walkthrough and E-mail if you need help anywhere...

For a first walkthrough I think I've done a good job... Or not..?
E-mail me for any comment, suggestion and of course HELP...

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| • FAQs |  
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Well here are some questions that you ask frequently or who can't enter in a level or generally in the game... Come see this section frequently as, I think, I'll update it frequently...

- Is there any bonus stuff after beating the game ?

Well I finished the game with 40 tokens and nothing happened (except the ending movie witch, I think, is well too short) and also beat the game with all 50 tokens (witch took me a LOT of time) and found that you earn... Nothing... Well maybe I'm too stupid to find what you earn OR you really earn nothing witch is a bad point for Disney and Activision who should normally have add something... Anyway if you have some info concerning this question drop an E-mail...

- Are there any cheats for Toy Story 2 ?

Well I tried to find some codes for T.S 2 I really tried hard but I can tell you that there are no cheats for this game... You've probably seen the ones at gamesages <www.gamesages.com> but I can tell you that not even one work as I tried them myself... The only codes you can find for T.S 2 are the gameshark ones listed below...

- How do I jump from wire to wire in level 10 ?

Oh I see... This is a timing problem and once you got the right timing you'll find it easy... Well the key here is to do the double jump late, when you're just in front, below or close to the wire... And don't forget to double jump from the last wire to grab the ledge...

- How do I defeat Zurg ?

Man this a very easy boss... Try to get away from him and when he's on the ground spin-attack him...

• How do I jump on the elevator cables in level 10 ?

This is easy when you got the trick... Normally when one elevator goes up, the other one goes down -normally 'cause they can go up or down together sometimes- Well the key is to jump on the one that goes up and then when you feel it will stop jump to the other one that will now stop going down and start going up... Don't miss your timing though 'cause you'll got to do it all over again... Oh and once you're at the top unlock the shortcut... It'll save you a lot of time...

• What are the green lasers and where can I find one ?

Well green lasers allow enemies to be killed in one shot. You can find one at the following locations...:

Andy's house : When you go to the garage go at the top of the car (see walkthrough)you'll see one there...

Andy's neighborhood : Go to where the broken car is... It's at your right when you enter the area...

Alleys and gullies : At your left when you start the level...

Al's penthouse : Somewhere at the start of the level... Or near the under-boss... Er, well there's one in this level... Can't manage to figure out where... HELP...

Well I won't replay the game just to find these lasers so any info on these will be welcome...

• What are those blue boxes lying around the levels ?

Well those are the bonus items (or special items... Call them whatever you want)... You'll ALWAYS find one next to Mr. Potato and that is because HE is the one that can unlock them... Read the walkthrough if you want to know how... Oh and Mr. P. is on the levels : 1, 4 ,7, 10 and 13...

• How many levels are there in the game ?

As far as I know, there are 15 levels in the game and maybe one more... I don't really know if it's right but a rumor says that after beating the game at 100% you award a 2 player game... For this 2 player they need a level at least right? Well don't know... If you have any info on this please E-mail me...

• Where is the cave in Andy's house ?

The cave is relatively easy to get hold on. First you have to go down some stairs right from Andy's room... Go right and past the living room... You should notice an opened door to your right... This is, in fact, just below the stairs you just got down...

• How many tokens are there in the game ?

In each level there are five of them... As there is a total of 15 levels but 5 bosses, 10 x 5 = 50 ... These should keep you pased on your PlayStation for a loooooong time... If not, aim for Spyro 2... Oh, BTW, I made a walkthrough for this wonderful game (advert! ^_^)...

• You're very handsome you know...? ... Er ... That's not a question I think...

Well that's all for now and keep on sending...

/~~~~~\
| • Semi Trick |
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You can't call this a trick but it might be of some help (it helped me). So let's imagine that (like me) you run out of lives in the middle of the game... What do you do...? The lives are way too difficult to obtain now so I thought that if I went back to the first level and picked up the two (easy lives) and then pressed exit I would have two extra lives, so I tried it and ... It worked fairly well thanks ...

So where are the two lives you ask me...? Well the first one is in the baby bed (in the same room you start in), you have to get on the chair then on the table from where you should jump on the bookcase under the window then push the board and double jump on the bed then double jump on the small table then on the drawer then on the top, then on the wire, then (if you want there's a battery)on the rope and down the baby bed (it wasn't difficult was it...?). To exit the bed just shoot the two things on either side of it.

Where's the second life I hear...? Well get down the stairs and on the sofa jump to where Mr. potato's ear was and then jump on the bookcase and on the shelf.

Steve cavendish told me there was one more life in the garage, too. When you jump from the car to the hanging light, there's one if you climb up the pole. After getting those lives just press start then exit and save ...

2nd semi-trick :

Now here is a second semi trick found at www.gamesages.com

What you need is the cosmic shield (level one) and to reach the level 11(Al's penthouse). Ok now enter the level and take the shield at the start of the level... Run to the fireplace and take the bonus live... Now exit and re-enter the level as many times as you want...

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| • CHEATS ! ! ! |
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At least, some kind gamers submitted cheats that actually WORK... At least they say... So just try them out untill I get some time to try them too...

First,"RAAMY SAYED" <sayed13@concept.net.sa> submitted this cheat : " To unlock all levels press on the option screen ;Right, Left, Circle and Triangle(2 times). Note that this code don't open all levels"

This is another cheat submitted by Gotenks7000@aol.com : When you go to the first level you can go to the basement and stand in the slime until you die but before you start to fall(when you die you fall on your back) you can exit the level and reenter it and you will be invincible .It will stay with you until you get a battery , so don't get a battery .

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| • Gameshark Codes Anyone ? |
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All this codes where obtained by the official GAMESHARK CODES CREATOR CLUB... Go see them at : www.gameshark.com (maybe there're some new ones).

NOTE: You will need a gameshark or a Pro Action Replay compatible device connected to the back of your Playstation .

WARNING: Use these codes at your own risk. I am not liable for anything that happens to your console or game.

- 1 Infinite Health 800B221E 000E
- 2 Have 99 Coins 800B2226 0063
- 3 Super Blaster 800A11F0 0040
- 4 Rapid Blaster 800A15E0 04C0
- 5 Infinite Cosmic Shield 800B2220 0287
- 6 Infinite Lives 800B2222 0009
- 800B21C8 0009
- 7 Invincible 800B221C 002A

I haven't tried these codes myself so I can't tell you if they work...

I also found these codes at : www.game-revolution.com...

- 1 Have all Pizzas 800C161A 1F1F
- 2 Planet Tokens 800C161A 1F1F
- 800C161C 1F1F
- 800C161E 1F1F
- 800C1620 1F1F
- 800C1622 1F1F
- 800C1624 1F1F

Below are some Datel codes found at www.datel.co.uk :

- Have 99 Coins 800B22B4 0063
- Moon Jump(Keep pressing X) 800B22B4 0002
- Infinite Lives 800B22C2 0005
- Infinite Health 800B22BE 000E
- Always have Super Charge Laser 800A1290 0064
- Always have Super Spin Attack 800A143C 0060

That's all... Again, I haven't tried them myself but trust Datel for testing every single code they publish...

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| • Toy Story Trivia |
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Well ok it's not on Toy Story TWO but eh its an interesting part nonetheless(if you have any T.S 2 info E-mail me...)

- Characters.....76
- Objects (including characters).....366
- Lines of code describing the objects.....4.5 million
- Hairs on Andy's head.....12,384
- Hairs on Sid's head.....15,977
- Animation controls on Sids backpack.....128
- Storyboard drawings.....25,000
- Numbers of people at Pixar working on the film.....110
- Number of animators.....28
- Number of technical directors.....30
- Leaves on a typical tree in Andy's neighborhood.....10,000

I bought a new pad(see level 10:why)and I think this is one of the final updates for T.S.2 as I completed the game at 100% and all 50 tokens are listed here. The only updates I may do is in the gameshark codes or the tricks section... Of course if you have any question, comment, criticism or if I'm not clear on a particular level E-mail me and I'll fix it... Bye...
-Added a 2nd semi trick found at www.gamesages.com ...
-Added my strategy for the slinky challenge in level 14...
-Added a "general advice" section at the top as some gamers didn't know some "basic knowledge" on this game (as how to exit levels...)...
-Added another strategy as how to obtain Mr. P. arm in level 7...
-Added the locations of buzz coins in some levels thanks to oleggggg@aol.com...
-Fixed some minor errors thanks to Derrick <derrick_starr@hotmail.com> ...

Version 0.8 19/01/2000:

Well I'm working on a T.S 2 page so I searched for some info on T.S 2 on the net and found a T.S trivia got at the unofficial T.S site also if you have photos or some stuffs related to T.S 2 E-mail them to me and I'll credit you...
-Added Jess's strategy to obtain the hidden token in level 5...
-Added a FAQ section so if you have trouble somewhere just look at this section and you'll probably find your response... Oh and of course if you don't find it just drop an E-mail...

Version 0.9 02/02/2000:

Well I think that my walkthrough is now complete...
-Fixed some minor errors...
-Added some questions in the FAQ section...

Version 1.0 08/02/2000:

I've just finished another walkthrough (on the Amerzone, a marvelous game) and I've decided to add some more info on my first walkthrough...
-Added a "Story" section thanks to "The Ruzz" (see "thanks to")...
-Added a "Cast" section thanks to "The Ruzz" too...
-Fixed some minor errors (again)...

Version 1.1 19/02/2000:

-Faq section updated...
-Added a "About the author" section...

Version 1.2 25/02/2000:

-Added another strategy for beating the slime boss (level six) thanks to Grant < grantman@home.com >...
-Added a Datel codes section (European gameshark codes) found at www.datel.co.uk...
-Added some FAQs under the FAQ section...

Version 1.3 14/03/2000 :

-MAJOR UPDATE. Fixed ALL Grammar errors.
/~~~~~\
-Changed format | |'s . Mail me your comments on it.
\~~~~~/
-Added a quotes section. Just wanted to put one. No criticism allowed (lol)...

Version 1.4 17/06/2000 :

There was no urgent need of update, that's why this one comes up 3 months after the last one... As I was on vacation, I've done this update with all the help YOU, gamers, provided me.
-Added a new duckling strategy...
-Added a CHEAT section... Haven't been able to test them though...
-Added the way out of the under-boss in level 8...
And finally fixed some minor errors... I now know that there is an html italian version of my FAQ somewhere online but not exactly where... An english html is on the run for my personal web site but is not online. I'll just put in someday... As I'm holiday, I'll take some time to go to the seaside... Hope I'll be back soon with some other walkthroughs...

----- Thanks to-----

I would really like to thank all my contributors for their Toy Story 2 info... Thanks again! And keep sending...

Thanks www.gamefaqs.com for allowing me to publish my walkthrough...
Thanks idragon <idragon_x9@hotmail.com> for the disclaimer section and this part...
Thanks jeffrey Gann (~*Erica*)<jgann@gte.net>
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,ar<andrerubin@hotmail.com>the Toy Story 2 fan(like me...) and UDIL38@aol.com for the ducks in level five...
Thanks also jeffrey Gann (~*Erica*) <jgann@gte.net>for the help in level 7...
Thanks Steve Cavendish <scavendish@hotmail.com> for all his help...
Thanks to Alan Wang <SS2vegital00@yahoo.com>for the level 13 help...
Thanks Gianfranco Galagar <gianfrancogalagar@hotmail.com> for the tikes and the hidden token in level 13...
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Thanks to Dim <asomac2000@yahoo.com > for the idea (of writing a walkthrough)...
Thanks www.gameshark.com for the gameshark codes...

Thanks www.gamesages.com for the codes and hints section...
Thanks "The Ruzz" < wesunger@cs.com > for "The Story" and "The Cast" sections
And of course thanks to everyone for reading my walkthrough...

Homepage : <http://i.am/samy171>

Hey Dim my first walkthrough(without a 500MHz ^_^)...

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