

Snowboard Warriors...Beware!



SEGA RALLY 2



Take your Dreamcast into Overdrive!



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SEGA



TOY COMMANDER



SEGA

91020

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

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

HEALTH AND EPILEPSY WARNING

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

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

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

• Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.

• Do not play if you are tired or have not had much sleep.

• Make sure that the room in which you are playing has all the lights on and is well lit.

• Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

• Before removing disc, be sure it has stopped spinning.

• The Sega Dreamcast GD-RDM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.

• Do not allow fingerprints or dirt on either side of the disc.

• Avoid bending the disc. Do not touch, smudge or scratch its surface.

• Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.

• Do not write on or apply anything to either side of the disc.

• Store the disc in its original case and do not expose it to high temperature and humidity.

• Do not leave the disc in direct sunlight or near a radiator or other source of heat.

• Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

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

SEGA DREAMCAST VIDEO GAME USE

This GD-RDM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-RDM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.



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INTRODUCTION

"Andy, the time has come! We toys are sick and tired of how you use us then toss us aside! So prepare for a mutiny as I, Huggy Bear, claim the title of TOY COMMANDER!"

Are you up to the challenge? Help Andy retain his title as Toy Commander! Drive the vehicles from his toy chest in exciting missions, and stand up against the rebel toys!

Or...split into teams and fight each other in epic duels.

TOY COMMANDER STORY

Assume the role of young Andrew Guthy, a boy with a very vivid imagination. You've had rule of the house, have always been commander of the toys...until now. Huggy Bear, your very first toy, feels neglected, and has rounded up a smattering of his toy pals. They are rising up against you in a mutiny of angry playthings, and it is up to you to use your new toys to fight against these little warriors.

Their strategy has been well thought out. Each room in your house has been 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 at least 4 of these tests 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.

STARTING THE GAME

Once you have loaded the game, make sure to insert a Visual Memory Unit (VMU) to save a game or indicate on which VMU it should be saved.

At the end of each mission, the game in progress will automatically be saved. Each time you restart TOY COMMANDER, you can return to your saved game or start a completely new one.

If none of the controllers plugged in has a VMU, a warning message will appear: if you do not plug a VMU into the controller, you will still be able to play, but your progress will not be saved.

The "VMU Menu" will let you return to this option and indicate at any time on which VMU the game in progress should be saved.

PLAYING A ONE-PLAYER GAME

Once you have opted for One-Player, the house where Andy has all his adventures will appear. Turn it on its axis to explore the different play areas. To select an area, push the A button.

If you have just started a new game, only the first area will be available to you, but, as you succeed in the missions, new rooms in the house will become accessible.

You must now choose your mission by reviewing the vehicle(s) available. Click once on the A button to read the briefing for each mission and click again to accept it. You can always change your mind by pushing the B button.

Each of the first 7 play areas contain 7 missions and area 8 is the site of the last mission: a face to face duel with Huggy Bear himself!

Each play area is controlled by a boss who challenges you in the briefings. As you progress, new missions will appear which will put you to the test once again.

The last mission in each play area consists of one-to-one combat with the boss of each level. A boss encounter is only possible when you have succeeded in beating her/his own time records in at least 4 of the missions in her/his area. In this case, s/he will challenge you to a duel.

If you win a duel with a boss, the boss will join your side. Huggy Bear will therefore have lost an ally, and you will have gained one. This could be very useful in your final combat with Huggy Bear.

You can only enter the Cellar when you have succeeded in half of the missions.

PLAYING A MULTI-PLAYER GAME

In a Multi-Player game, up to 4 competitors can compete, either in teams or individually.

When a player wants to join a game, s/he must click on the Start button. The player who plugs in her/his controller first will be the master of the game.

Each player must then choose the color of the camp s/he wants to play for by pressing right or left on the Directional Pad. In this way, those who have chosen the same color will play together.

Each player must also choose the vehicle s/he wants to drive from those available by pressing up or down on the D-Pad.

To choose, simply press the A button. As long as the game hasn't started, you can change your mind by pressing the B button.

The game begins when each player has made their choice or when the master of the game has pressed the Start button.

An option screen now appears. This allows the players to select a play area from a previous game and decide whether or not they want to see the area scattered with neutral anti-aircraft weapons ("active environment" option).

A neutral anti-aircraft weapon shoots at any vehicle that approaches it. These weapons can be brought over to your own team by hitting them, in which case they will take on the color of your team and no longer fire at your vehicles, thus giving you support...until another team hits the weapons in turn.

Next you must decide what kind of game you want to play:

- **Deathmatch:** this is a game where each side tries to destroy as many of the enemy's vehicles as possible. You win a point each time you destroy a vehicle.
- **Cat and mouse:** in this mode, one player is the mouse, and the rest are cats. As long as a player is a mouse, s/he will earn points. A cat becomes a mouse when s/he shoots the current mouse.

- **"Capture the flag":** as its name suggests, you must get hold of the flag (by touching it) from the enemy camp and take it back to your hangar. But don't forget to defend your own flag – or you might see your victory go up in smoke!

When a vehicle is destroyed, a vehicle selection menu appears and you can choose to change vehicles if you wish. Pressing right and left on the D-Pad allows you to scroll through the list of vehicles available and pressing the A button confirms your selection.

You lose a point each time one of your vehicles is destroyed, even by an ally or a battery of neutral anti-aircraft weapons.

Each team has a base composed of a runway (allowing the regular appearance of repair Power-ups), a control tower (which allows the team to benefit from heavy weapon Power-ups) and an oil refinery (which produces gasoline Power-ups).

Once one of these elements has been destroyed, the associated Power-ups will cease to appear.

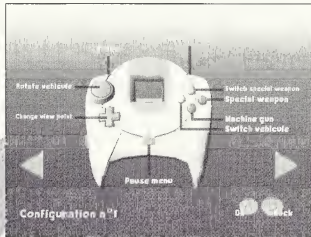
Each base has its own defenses in the form of batteries of anti-aircraft weapons. These cannot be transferred to another team.

The last option allows you to decide how many points have to be scored in order for a winner to be declared. It is also possible to finish the game before knowing who has won – in this case, the master of the game must decide when to finish by abandoning the game via the pause menu.

Note: the anti-aircraft weapons are just as effective against ground forces.

CONTROLS

The configuration displayed is the default configuration. From the options menu, you can choose from 16 configurations.



VEHICLES

The vehicles that you can drive allow you to cover the play area either on the ground (jeeps, trucks, tanks, etc.) or in the air (airplanes, helicopters, etc.).

With the exception of the transport vehicles, all vehicles have 2 kinds of weapons: a machine gun and a special weapon. These weapons will be described in detail in the Weaponry section.

Any vehicle or object that can be destroyed flashes red when it has been hit. You can therefore see when your vehicles are under enemy fire.

With each mission, you will be given one or more of these vehicles to help accomplish your goal. Therefore, if there is more than one vehicle in your mission, you may switch them if necessary.

Before you can choose another vehicle, you must stop the one you are driving. If you're flying an airplane or a helicopter, this means you must land.

Some missions can only be accomplished successfully by using each of the vehicles available. You must therefore be able to recognize the strengths of each vehicle and use them to your advantage.



The transport vehicles are not armed, but they're the only ones which can transport troops or material. All you need to do is approach the character or object to be picked up and it will start to flash yellow, a sign that your vehicle is within range for a pick-up.



Thanks to these vehicles, you can bring back to base characters that are scattered over the play area or take reinforcements to the heart of the battle. A sound effect warns you when a drop is not possible (due to a lack of space around the vehicle).

Naturally, you can choose the object or soldier you want to drop off from those on board.

WEAPONRY

The machine gun is the basic weapon on all the vehicles. Ammunition is unlimited, but if you leave your finger on the trigger for too long, the firing rate will decrease. The machine gun can gain power if you get the right Power-up.

The special weapons are more effective, but their ammunition is limited.

There are three types of special weapons: rockets (future missiles), bombs and mines.

Rockets (which can only travel in a straight line until they hit an obstacle or until they have reached the end of their range) can also be transformed into heat-seeking missiles.

A missile hits its target more easily if the enemy remains perfectly within its field of vision. A second Power-up level makes it possible to increase the size of the sight window. Missiles can also gain power by means of these Power-ups.

Both Power-ups can be used to increase the range of the bombs and mines, thus making them much more effective.

POWER-UPS

The following Power-ups can be found in this game:



Gasoline/energy Power-ups: these allow vehicles to fill up their tanks with gasoline.



Repair Power-ups: as their name suggests, these allow a vehicle to be completely repaired.

Weapons Power-ups: these allow your machine guns (yellow spheres) or special weapons (red spheres) to evolve.



Machine Gun Power-up



Special Weapon Power-up

When your vehicle crosses a Special Weapons Power-up, all three special weapons will be upgraded.

Ammunition Power-ups: these allow you to stock extra ammunition for special weapons.



Bombs



Mines



Missiles



Boost Power-ups: these allow a vehicle to move forward at great speed for a fixed amount of time. There is no means of breaking. Several of these Boost Power-ups can be used at the same time to increase the amount of time for the burst of speed.

When a vehicle crosses a Power-up without picking it up, it means that either the maximum number has been reached for that category, or that the vehicle cannot use it (for example: a transport truck cannot pick up a Weapons Power-up).

THE GAME SCREEN

GAUGES

Whatever vehicle you choose to drive, you will see two gauges at the top left of your screen.

The first represents the vehicle's gasoline/energy level. When the vehicle starts to run out of gas, this gauge flashes, indicating that it's time to refuel. A vehicle whose energy gauge is at zero will continue to move forward, but at a very slow pace.

The second gauge shows the vehicle's damage level. When this is at zero, it means that your vehicle has been destroyed.



WEAPONS ICONS

On the bottom left-hand side of the screen, a series of icons allows you to review the parameters for your weapons.

The first shows the power level of your machine gun.



Level 1



Level 2



Level 3

The second shows the special weapon that has been selected and the amount of ammunition it has.



Mine Level 1



Mine Level 2



Mine Level 3



Missile Level 1



Missile Level 2



Missile Level 3



Bomb Level 1



Bomb Level 2



Bomb Level 3

VEHICLES AVAILABLE

On the bottom right-hand side of the screen, the icons show the vehicles available to you.

As soon as one of them has been hit, its icon flashes red. If it stays red without flashing, this means the vehicle has been destroyed.

The icon of the vehicle currently in use flashes transparently.

RADAR

On the upper right-hand side of the screen, a radar keeps you informed of what is happening in a wide radius around your vehicle.

Flying vehicles are represented by triangles, and ground vehicles by squares. Red is for the enemy and blue is for the allies.

Targets are represented by crosses: red for targets to be destroyed and blue for targets to be saved or transported.



OPTIONS

The option pages allow you to set the different parameters.

Controls: you must choose from the 16 controller configurations available. Plane altitude, helicopter altitude and car reversing can all be "reversed" at the first control screen.

Graphics: depending on your TV screen, a 16/9 mode is available, as well as the option to adjust the size of your screen so that you don't lose any of the game.

Sound: you can adjust the volume and stereo of the sound effects and music. In the "Juke Box" section, you can choose to listen to all the music tracks, or just one of them during your missions (in chronological order, or randomly).

The initialization settings: returns you to the original start up parameters.

THE SAVE SYSTEM

The first time you play the game, the back-up pages appear after the introduction. From then on, you can access them via the "VMU Menu".

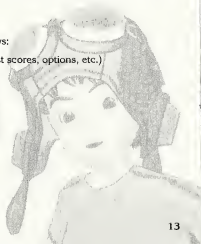
When a VMU is connected, you will see it on the screen, and the one that has been selected will be animated. You will then have 3 choices:

- The VMU is available and has enough room for the back-ups. You can therefore begin saving TOY COMMANDER on this VMU.
- The VMU does not have enough room on it. In this case, the VMU will appear crossed out on screen and you will be unable to save any part of the game onto it.
- The VMU already has valid save files of TOY COMMANDER on it. In this case, a small yellow Andy will appear. You can load a game from the VMU, save a new file, or even save a file over a previous saved game.

TOY COMMANDER save files are organized as follows:

8 blocks per VMU are used to save a system file (best scores, options, etc.)

2 blocks are needed per save file.



THE BOSSES

Name: Cyclone

Personality: A very serious, efficient, no-nonsense type of robot.

History: A participant of many of Andy's robot wars, his patience and persistence often made him victor in such matters. However, his luminous ego may sometimes get in the way.



Name: Roly Poly

Personality: A crazy clown, rhyming whenever he gets the chance.

History: A very young Andy played with Roly Poly, whispering to him in limericks and poems after dark to keep the creepy crawlies away.



Name: Vroom-Vroom

Personality: A roughneck, the type you'd never want mad at you.

History: Andy would take Vroom-Vroom along with him each time he ventured outdoors, to a picnic or just to the sandbox. Together, they would conquer various perilous terrain, such as anthills or parking lots.



Name: Blackjack

Personality: He's a pirate to the core, out to conquer new lands, or toys as it may be.

History: Andy's favorite bath toy, he often got in trouble for flooding the kitchen sink to give Blackjack more room to roam.



Name: Buggy-Wug

Personality: A pushy, obnoxious screamer, always vying for attention because he's so short and no one can see him.

History: A favorite in malls, grocery stores, and on other flat surfaces, Buggy-Wug will often find himself caught between the feet of a surprised adult or pet.



Name: Peggy

Personality: Vain and pretty, she thinks she's the cat's meow.

History: Way back when, Peggy was kept on the porch, a favorite resting place for Andy. Now that Andy has grown, however, she's been penned up in the attic and is none too pleased. After all, who is there to admire her?



Name: Sir Aldarak XIII

Personality: A very serious soldier. Takes his defeats personally.

History: Another important ally in Andy's many robot wars, but often Sir Aldarak's temper would impede his victories.



Name: Huggy Bear

Personality: He's the baddest of the bad. He can kick butt any time of day, and puts up a strong front to hide his big, squishy heart of gold.

History: Huggy Bear was Andy's first toy, right there from the very beginning. As Andy grew older and received more toys, the bear was often overlooked, but never forgotten.



THE AUTHORS

TOY COMMANDER has been created for your enjoyment by No Cliché, in conjunction with Sega of America, Inc.

No Cliché is a French design studio making games for the Sega Dreamcast. The team is not unknown in the field of video games – they have wowed many players (under the name of Adeline Software) with Little Big Adventure 1 and 2 (Relentless, or Twinsen's Odyssey, depending on the country) and Time Commando.

If you want to know more about No Cliché and future games, visit their internet site: www.nocliche.com

Sega's web site can be found at: www.sega.com

Visit the Toy Commander web site at: www.toycommander.com

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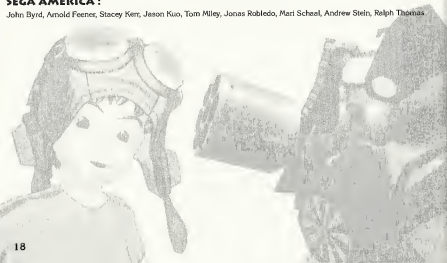
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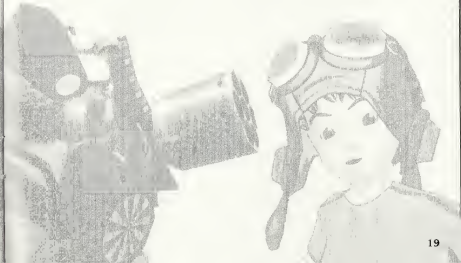
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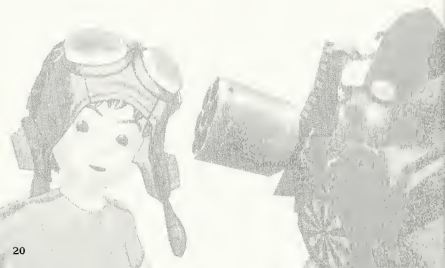
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NOTES





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ESRB RATING

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