PlayStation®

NTSC U/C

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EVERYONE

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Disney · PIXAR

TOY STORY RACER

Disney INTERACTIVE

ACTIVISION®

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

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- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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- Set up your PlayStation® game console according to the instruction manual.
- Make sure the power is off before inserting or removing a compact disc.
- Insert the Disney/Pixar's Toy Story Racer disc and close the disc cover.
- Insert a game controller and a MEMORY CARD and turn on the PlayStation® game console.
- Follow the on-screen instructions to start a game.

Note: It is advised that you do not insert or remove peripherals or MEMORY CARDS once the power is turned on.

GAME CONTROLS

Disney/Pixar's Toy Story Racer supports the DUALSHOCK™ analog controller. When the ANALOG mode switch is on, and the LED is lit up, the left stick works the same as the directional buttons.

Menus

To select a menu option, follow the on-screen button prompts and press the ○ **button**, □ **button**, △ **button**, or ✕ **button** to navigate through the menu options.

Game Reset

To abort a game in progress, press the **START button**, and then select **Quit**. Select **Quit** again to return to the beginning of the race. Then select **Exit** to return to the Challenge Select screen in single player, or the Course Select screen in two-player.

"Attention! This is where you start Basic Training"

DISNEY/PIXAR'S TOY STORY RACER

Twelve of your favorite characters from *Disney's Toy Story* are featured in this remote controlled car adventure!

Initially you will be able to choose four of the characters; the rest of them will be unlocked as you complete certain challenges. You'll encounter all sorts of challenges such as lap races, smash rounds, tournaments, or any number of action rallies.

If you drive with skill, you can achieve your character's goals and win soldiers. If you can complete all of the challenges for any character, you will get a chance to play a bonus game for that character. Complete all of the challenges for all twelve characters in order to see all of the bonuses. Put your driving gloves on 'cause you're in for one wild remote controlled racing adventure!

Note: You must unlock additional characters in single player mode before you will be able to access them in two-player mode.

SINGLE PLAYER

Start the game by choosing from the first four available characters, Buzz Lightyear, Woody, RC, and Bo-Peep. Use the **directional buttons** to select a character and the X **button** to confirm.

CHALLENGE SELECT SCREEN

Once you've chosen your character, you'll go to the Challenge Select screen. The challenges are depicted by building blocks.

Blue (toy blocks)—Challenge open but not completed. Here's a new challenge ready to be played!

Green (toy blocks)—Challenge complete. You can go back and replay this challenge any time you want.

Red (toy blocks)—Not enough soldiers to participate. You must win enough challenges to get the soldiers to play this challenge.

SAVING GAME DATA

To save a game in progress, go back to the Main menu. Select **Save** by presing the △ **button**. Follow the button prompts shown on screen. Your game progress will be shown in the lower right corner of the screen and the saved game data will be shown in the lower left corner.

Note: *Disney/Pixar's Toy Story Racer* allows one saved game per MEMORY CARD. If there is saved game data from *Disney/Pixar's Toy Story Racer* already on the MEMORY CARD, you will have to overwrite that data in order to save the game again.

LOADING GAME DATA

To load a previously saved game, make sure that a MEMORY CARD with a *Disney/Pixar's Toy Story Racer* saved game is inserted into MEMORY CARD slot 1. Then turn on the PlayStation® game console. Press the **START button** on the Title screen and the Load Game screen will appear. (If you're already playing the game, press the **Reset** button on your PlayStation game console.)

Once the Load Game prompt is displayed, select **Load Game** by pressing the ✕ **button** and follow the button prompts on screen to load your game.

"Listen up racers! Find a friend and get ready to battle!"

TWO PLAYER

Challenge your buddies to superfast play! Start two player mode with each player choosing from among the available characters. Once each player has a character, you'll go to the Course Select screen.

Select one of the 18 courses, or choose one of the 12 tournaments. Use the **directional buttons** to select and the ✕ **button** to confirm.

OPTIONS MENU

Press the □ **button** to go to the Options menu. You can adjust the sound volume or turn music and sound effects off, you can center the screen, and turn the DUALSHOCK™ analog controller vibration on or off.

Press the button indicated on the screen to adjust the function you desire. Press the ✕ **button** to accept changes. Follow the on-screen button prompts and select **Back** to go back to the Main menu once you're finished.

BOOST START

At the beginning of every race watch the monkeys at the top of the screen. Press and hold down the accelerator button (✕ **button**) between the flash of the yellow and green starter monkeys. The closer you are to hitting the accelerator before the green flash, the better boost you get!

PAUSE MENU

Press the **START button** to pause the game. In Pause mode, you can go to the Options menu by pressing the □ **button**. Press the ✕ **button** to resume play.

ETCH-A-SKETCH®

If you get turned around and are going in the wrong direction, Etch-A-Sketch® will appear on the screen showing you which way to go.

"These power-ups will save you in a jam. Be sure to use them when the timing's right!"

POWER-UPS

If you have a power-up in your possession, you will be shielded from weapons and be nearly invulnerable! When you have a power-up, and you get hit by a weapon, your vehicle will not spin out. However, you will lose the power-up. Its powers will have been depleted!

Be careful when you use your power-ups. If you fire a power-up and then collide with it in your own vehicle, it won't cause you to spin out, but it will slow you down.

Most power-ups, when successfully launched against an opponent, will cause them to spin out of control. But when you're in Smash mode, your opponent will be taken out by a successful power-up launch. They will be taken out of the game with one hit unless they are holding a power-up. In that case, you will need to knock out their power-up, and then hit them again to finish the job!

Power-ups are shown on-screen as different colored presents. Each present contains one of two possible power-ups which are awarded randomly. (See the following pages for more details.)

Electric Present Power-ups (Red)

Battery – The battery works as a power boost. Once you have collected the battery, activate it by pressing the **R1 button,** the **R2 button,** the **L1 button,** the **L2 button**, or the △ **button** and receive a powerful speed boost ideal for evading the pack. The battery can also give you a speed boost that will allow you to get a big jump off of a ramp for a cool shortcut. You'll also find red batteries around the track that will give you an immediate speed burst if you run over them.

Zapper – The zapper sends a charge of electricity into your vehicle's antenna. When another character gets within range, that character's icon will be displayed. When you see the icon, activate the zapper and send an electric bolt to the other character's antenna, spinning them out.

Ball Present Power-ups (Yellow)

Bouncy Ball – The bouncy ball bounces off of anything it hits. If it hits another character's vehicle, it'll explode and spin them out.

Eight Ball – The eight ball is just that, a pool ball. Fire it from the front end of your vehicle. The eight ball will travel along the ground and explode if it hits another character. The eight ball reacts to slopes just like any other ball, so firing it uphill is a tactical no no!

Space Present Power-ups (Blue)

Firework – The firework is a large red firework that acts as a missile. It travels in a straight line and spins out anyone it hits.

UFO – The UFO works in a similar fashion to the firework, however it's more random in its flight path. It's a very useful weapon for targeting characters that are far away from you.

Swirly Present Power-ups (Pink)

Spinning Top – The spinning top is launched from the left or right of your vehicle and spins around like crazy. It explodes on impact. Although the top moves quite slowly, it homes in on its target once it's in range, so you should keep moving if one is fired near you.

Sheep – The sheep is dropped from the back of your vehicle and stays wherever it's dropped. It's the perfect "mine" weapon since it explodes on impact, spinning out anyone that hits it.

"All your old buddies are back and ready for action!"

CHARACTERS

All of the following characters are available to play from the start of the game. They each have one challenge that doesn't require any soldier tokens.

Buzz Lightyear

While he's not protecting the galaxy from the evil emperor Zurg, he's going light speed on the race track!

Woody

The loose-limbed pull-string cowboy puppet with more horse power than horses!

RC

Racing is what he was born to do!

Bo Peep

She might be sweet but she'll chase you down like one of her sheep!

The remainder of the characters are opened up at specific times in the game. You must have a varied number of soldier tokens to play as these characters. They are unlocked when specific challenges are completed. For example, Buzz Lightyear defeats Rex and this unlocks Rex for play.

Rex

This is one vegetarian dinosaur that will eat em' up on the track!

Hamm

For a pig filled with cash he still goes real fast!

Slinky® Dog

He's a hot dog on and off the racetrack!

Mr. Potato Head®

He may lose his ears along the way but he always wins by a nose!

Little Green Men

Forever searching for their alien home, the Little Green Men are always up for a challenge!

Rocky Gibraltar

He's ready to give the one-two punch to anyone who challenges him in the ring or on the track!

"Be prepared. There's lots of wild terrain out there!"

GAME MODES

Race Course Modes

Race – Race against the other toys in an all-out competition to see who's fastest!
Reverse Race – Race against the other toys in reverse around the track.
Knockout Race – A race where whoever is last after each lap is out. The winner at the end is the last player still racing.
Reverse Knockout Race – The same as a Knockout race but backward around the courses.
Lap Trial – Race until the target lap time is beaten.
Reverse Lap Trial – The same as a Lap Trial but backwards around the course.
Endurance – Finish the specified number of laps before time runs out. Time is added each time you complete a lap.
Reverse Endurance – Endurance mode backward around the courses.
Collection – Collect the hidden laughing clown weebles within the allotted time.
Target Mode – Whizz around the level to find and destroy the five hidden dart boards within the time limit.
Countdown Mode – Complete all courses in the challenge within the time limit.
Survival – Finish the race and try to win it, but don't get hit by a weapon or you're out!

Reverse Survival – Finish the race and try to win it, in reverse! But don't get hit by a weapon or you're out!
Super Survival – Same as Survival except this time you have to knock everyone out to survive and win.
Reverse Super Survival – Same as Reverse Survival except this time you have to knock everyone out to survive and win.

Battle Course Modes

Tag Mode – Catch and tag the other characters while they attempt to avoid you.
Smash Tag – Catch the other characters and take them out of the race by using power-ups.
Smash – Defeat a specific set of opponents by knocking them out of the race using power-ups.

Tournaments

Race/Reverse Race Tournament – A tournament that lasts for a specified number of laps/courses where points are awarded for finishing each race. The number of points awarded depends on the number of competitors in the tournament. Last place gets one point, second to last gets two points, etc.
Knockout Race Tournaments – Knockout Race tournaments are basically Knockout Races that last for a certain number of courses. After each course, one character is knocked out until there is only one left. That player is the winner.

Reverse Knockout Race Tournaments – A Knockout Race tournament in reverse! After each course, one character is knocked out until there is only one left. That player is the winner.

Smash Tournaments – Each player must knock the other characters out by using the power-ups. Eventually, only one player will be left. You are awarded one point for each character you knock out of the tournament.

GAME TIPS

If you have trouble completing any of the challenges, you can watch the map fly-by view to help find shortcuts for the various tracks. To access the map fly-by view, simply select any blue or green toy block from the Challenge Select screen and press Play (the X **button**). The next screen that appears will have the camera flying around the track. If there are any shortcuts for the particular track that you have chosen, the fly-by view will show you the shortcut. Let the camera fly around the track twice; it will show you two different paths that can be taken. Try both paths to determine which is faster. This can be especially helpful for Lap Trial and Endurance races.

If you have trouble making it up and over inclines, or if your character is stopped while trying to drive uphill, you can repeatedly press the accelerator (the X **button**) to give you an added boost to make it up the hill.

You can use power-ups as shields. As long as you have a shield, you can't be knocked out.

"The ones that make it all happen. Show 'em some appreciation and finish every challenge!"

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Help young and adult Simba survive the dangers of the Pride Lands, Elephant Graveyard and Plains of Fire.

Avoid obstacles and take on power-hungry enemies, like Scar, in nine action-packed levels—for the first time in 3-D!

Bet You Just Can't Wait to Be King!

As Simba, face tons of challenges and have a blast with your favorite characters from Disney's *The Lion King* movies!

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E
CONTENT RATED BY
ESRB

Animated Violence

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PlayStation

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