

Nintendo

GAME BOY COLOR

Disney • PIXAR

CGB-BUZE-USA

BUZZ LIGHTYEAR of STAR COMMAND



INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

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Disney/Pixar's Buzz Lightyear of Star Command

Buzz Lightyear is the hero of the galaxy and the ultimate Space Ranger. Buzz Lightyear and his fellow Space Rangers at Star Command must fight to save the galaxy from the evil Zurg and Zurg's vile minions and legions of deadly troops.

Zurg has planted his henchmen throughout the universe. Buzz Lightyear must pursue these villains from planet to planet and apprehend each of them. In a glorious showdown on Planet Z, Buzz Lightyear has to take on Zurg himself.

Along the way, Buzz Lightyear is joined by his friends at Star Command. Commander Nebula provides mission briefs. Teammates Booster and Mira cheer Buzz on, while Buzz Lightyear must rescue XR from mortal peril.

Will Buzz Lightyear make it? Will Star Command triumph and foil Zurg's evil schemes? The adventure is about to start for the finest Space Ranger of them all, Buzz Lightyear of Star Command.



Starting Up

1. Turn OFF the POWER switch on your Nintendo Game Boy® Color. Never insert or remove a Game Pak when the power is on.
2. Insert the Disney/Pixar's Buzz Lightyear of Star Command Game Pak into the slot on the back of the Game Boy® Color with the label facing out. Press the Game Pak firmly to lock it in place.
3. Turn the POWER switch ON.
4. When the Buzz Lightyear of Star Command title screen appears, press any button to continue.

Note: Disney/Pixar's Buzz Lightyear of Star Command is for Game Boy® Color only.



From the title screen, you can press up and down to highlight:

START = Starts the game.

PASSWORD = On the password screen, the **Control Pad** will move the cursor. To select a letter, use the **A Button**. After the password is entered, select **End** to confirm.

CREDITS = To view the credits.



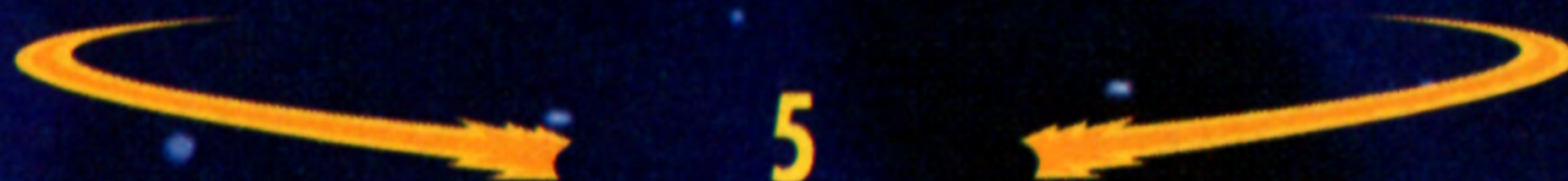
Mission Control

Choose the destination of Buzz Lightyear and his heroic team of Space Rangers. Press **LEFT** and **RIGHT** to highlight the available missions. At the start of the game, only one mission will be available to you.

Press the **A** button to blast-off to your destination. You will receive a mission briefing from Commander Nebula.

Playing the Game

For each mission, Buzz Lightyear arrives on the surface of the planet. He must pursue a villain through challenging and dangerous terrain, fending off and destroying the legions of Zurg's troops in his path. Buzz Lightyear has to use all his Space Ranger abilities and equipment to ensure he captures the villain before the enemy escapes.



If he's fast enough, Buzz Lightyear will battle his rival in an epic showdown, using the correct weapon to destroy any shields that the enemy may have. Each weapon is color coded to shields used by the boss. Use the right color weapon to destroy the shields easily.

To aid Buzz Lightyear in his mission, numerous weapons, vehicles, and power-ups can be instantly purchased throughout the levels in exchange for credits. Credits can be found throughout the planets, and are awarded for destroying Zurg's troops.



Medals

To progress to other missions, you must capture the enemy. You receive the gold medal of Valour for this. However, a great Space Ranger can win a number of bonus medals for complete victory.



Collect XR's parts that are strewn about the landscape for the Medal of Robotic Compassion.



Collect enough credits for the Medallion of Ranger Efficiency.



Collect enough powerups (weapons, shields and vehicles) to gain the Medal of Weaponry.



For outstanding performance in beating the boss to the end, receive the Star Command Speed Medallion.



Buzz Lightyear's Vehicles

Hoverboard

When equipped, Buzz Lightyear can use his hi-tech hover board to speed skillfully through a level. Take care that your fuel doesn't run out too soon!



Jet Bike

When equipped, this very fast vehicle will catch Zurg's minions in no time.



Boostpad

If you have the spare credits, you can run over these powerful boost pads that catapult you through the air.



Teleport

Very expensive, but these move you instantly from one point in the level to another.



Space Ranger Weapons

Basic Laser



Always available, this is your Space Ranger standard issue laser.

Additional Weaponry

Additional weaponry can be purchased for credits at various locations throughout the levels.

Plasma Gun



- Fires a bolt of plasma with powerful results. Excellent at close range.
- Upgrades two times, giving you multiple bullets.

Mission 6: Iceworld

Strange energy readings have been tracked to some sort of plasma creature on this icy world. Buzz Lightyear and the Rangers must investigate.



Mission 7: Return to Jo-Ad

It seems that Torque himself has finally surfaced. Only the best Space Ranger can bring him to justice.



Mission 8: Return to Flamar

At last, Buzz Lightyear's ex-partner Warp Darkmatter has been sighted on the treacherous lava world. Once again the perilous region must be braved against a formidable foe.



Mission 9: Return to Tradeworld

A rooftop pursuit across this corrupt city. XL must be stopped before it's too late.



Mission 10: Return to Canis Lunis

Once more you must return to the sinister world. The ominous green moon is out, and there is something very dangerous lurking in the research station.



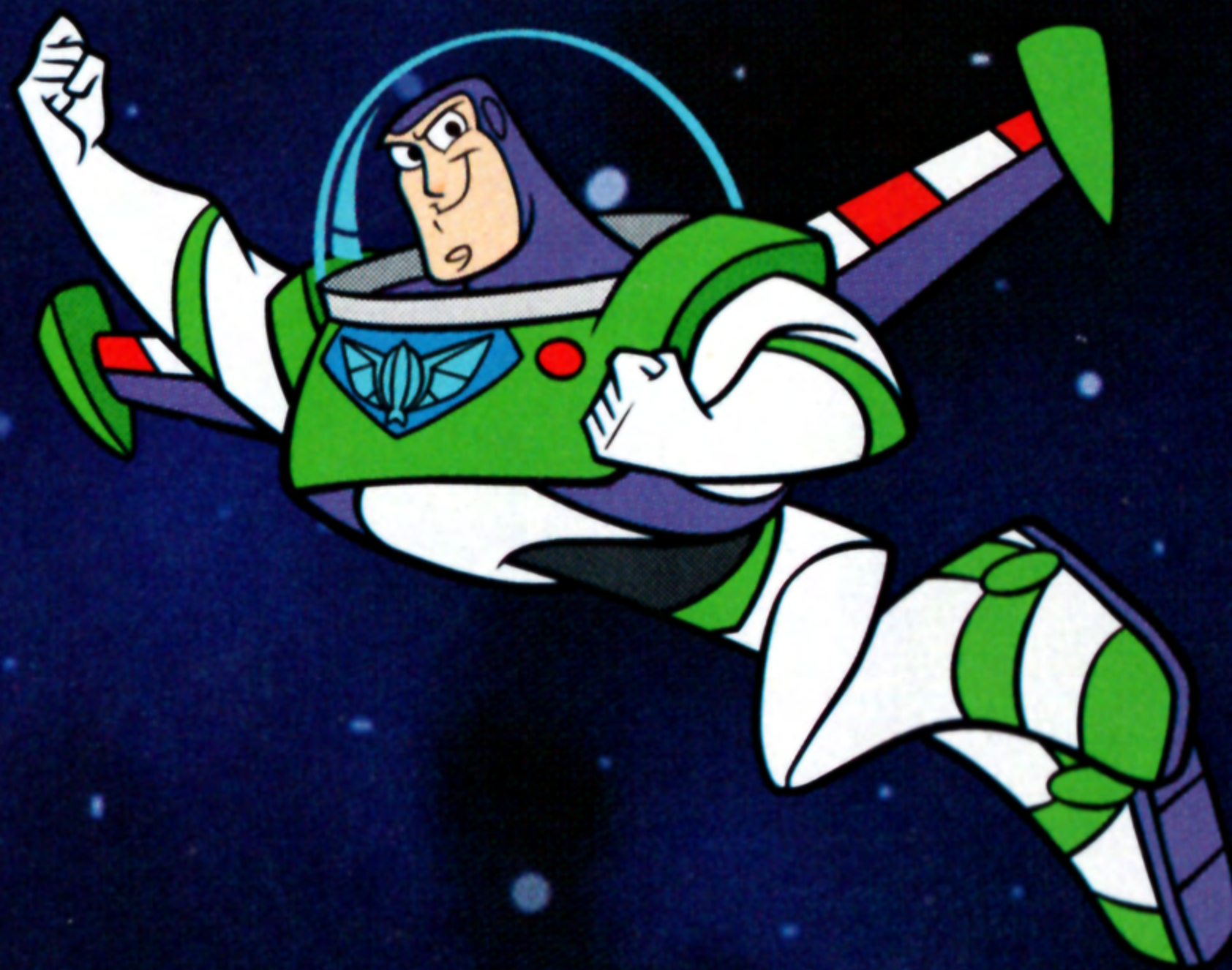
Mission 11: Return to Karn

It seems that the Skreel's partner Marl is causing more trouble on this swamp planet. She must be stopped.



Mission 12: Planet Z

Finally, Zurg himself has revealed a weakness. Star Command has cornered him on Planet Z, the filth-belching capitol of Zurg's evil empire. The risks are huge. Can Buzz Lightyear and Star Command triumph?



Credits

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and Pixar Animation Studios

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Beverley Bush
Barry Thompson
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Special Thanks Helen Burton
Debbie Pickering

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Documentation Manager Mike Rivera
Manual Writing Belinda Van Sickle
Manual Layout Sylvia Orzel

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...for the newest 'Rangers' — Megan, Sammy Jim,
and Sarah.

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