Nintendo

GAME BOY COLOR

CGB-BT5E-USA

Disney · PIXAR

TOY STORY RACER

INSTRUCTION BOOKLET

ONLY FOR GAME BOY COLOR

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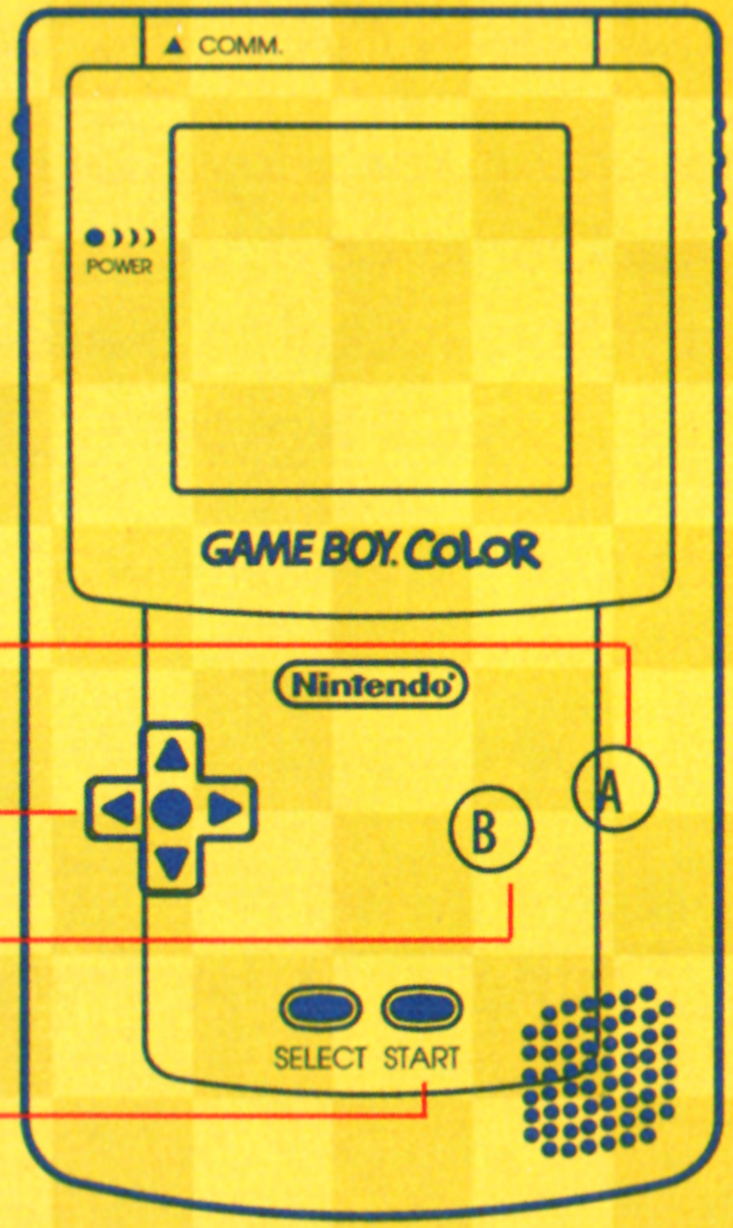
Four of the main characters from *Disney and Pixar's Toy Story* animated film are here in this ultra-fast racing game and they each have their own vehicle! Select Quick Race to jump right into the action and start racing! Select Tournament to play a long-lasting game that'll take you all over *Disney and Pixar's Toy Story* world, racing against aliens and soldiers. You'll get to speed through Andy's neighborhood and even run races in the Pizza Planet! As you get to be a better racer, you'll be rewarded with passwords that'll open up hidden tracks. Speed through the turns of every racetrack and pick up bonus power-ups that'll give you special powers! There's superfast racing, great characters, and crazy power-ups. Start your engines!

STARTING UP

1. Turn **OFF** the POWER switch on your Nintendo Game Boy® Color. Never insert or remove a Game Pak while the power is on.
2. Insert the *Disney and Pixar's Toy Story Racer* 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 Game Boy® Color POWER switch **ON**.
4. When the *Disney and Pixar's Toy Story Racer* title screen appears, press **START** to continue.

Note: The Disney and Pixar's Toy Story Racer Game Pak is for Game Boy® Color only.

GAME BOY® COLOR CONTROLS



Accelerate

Control Vehicle

Brake

Pause Game

MAIN MENU

There are several different options in the Main menu. Press **up/down** on the Control Pad to make a selection, then press the **A Button** to accept your selection. To return to the Main menu from the Tournament or the Quick Race screen, press the **B Button**.

Tournament

Select this option to begin a new game of *Disney and Pixar's Toy Story Racer*. The tournament will take place on several tracks set in different areas. Once you select **Tournament**, you get to select a character.

Quick Race

Choose **Quick Race** to jump right into the game. You'll get to select a track and then select a character.

Options

Select **Options** to go to the Options screen where you can turn the sound effects and the music on or off, set the game's difficulty level, and choose the number of laps per race.

Restore

Choose **Restore** to enter a password that you were awarded in the Tournament.

Rankings

Choose **Rankings** to go to the Rankings screen where you can see how much you have scored in the Tournament and the Quick Race.

Credits

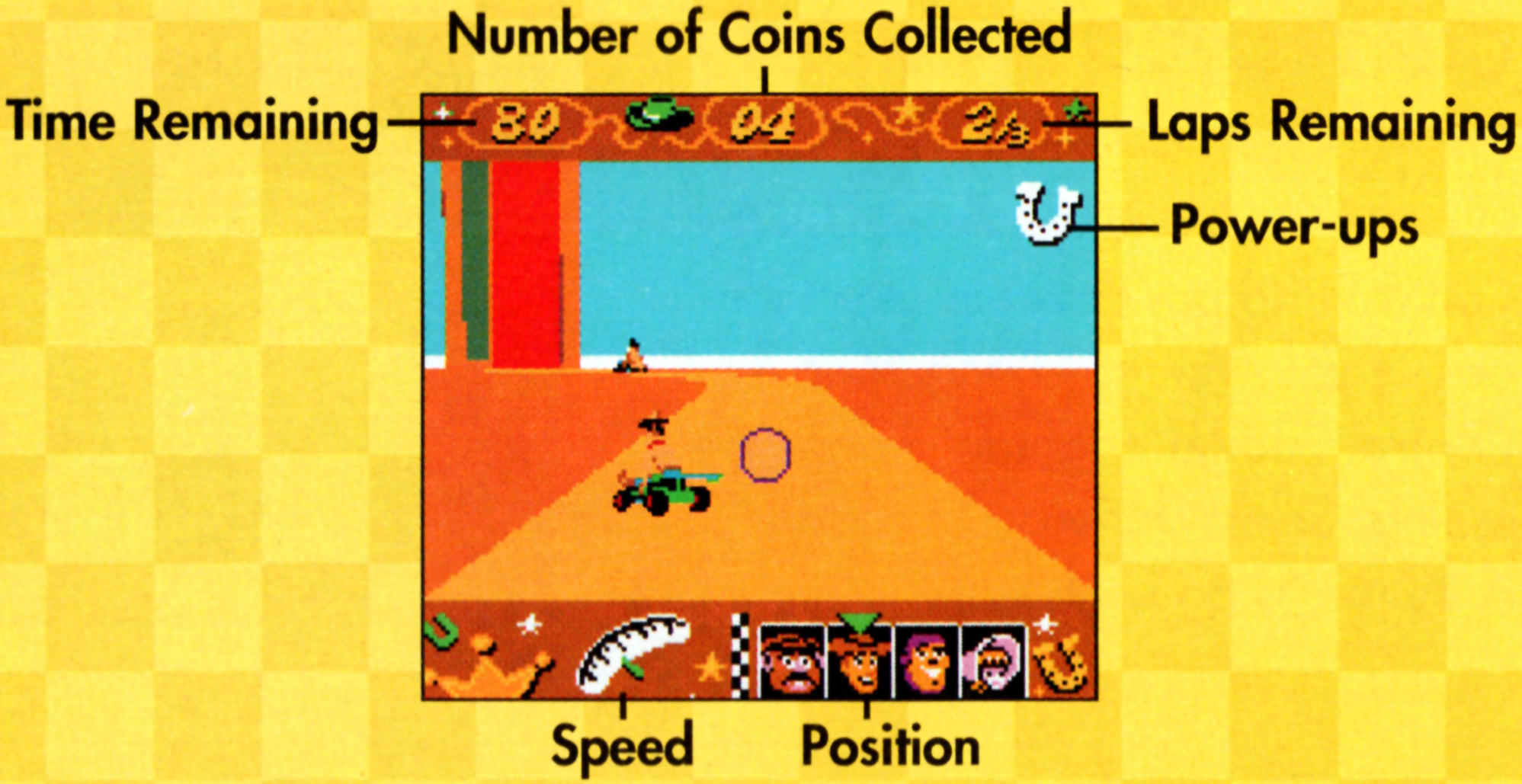
Select **Credits** to see the names of all of the people who made the game.

OPTIONS SCREEN

Choose **Options** from the Main menu to go to the Options screen. Use the **Control Pad up/down** to select the option you want to change and the **Control Pad left/right** to change the setting. Select **Done** and press the **A Button** to go back to the Main menu.

STATUS PANEL

Check the status panel on the Race screen for the current lap number and total number of laps in the race, your position, power-ups, and remaining lap time and speed.



PASSWORDS

After each completed race in the Tournament, you'll be rewarded with a new password. Write down the six-picture password so you can go back to the same spot again. The password will save your options settings as well as your progress in the Tournament. Select **Restore** from the Main menu to go to the password screen and enter in your password using the Control Pad.

QUICK RACE

Jump right into the game by choosing **Quick Race** from the Main menu. You'll choose a track and a character and then compete in a single race.

When you first start to play *Disney and Pixar's Toy Story Racer*, you'll only be able to choose one track in each location. You'll have to win passwords in the Tournament to open up the other tracks.

TOURNAMENT

Select **Tournament** from the Main menu to start a game that'll take you all the way through *Disney and Pixar's Toy Story Racer*. As you compete against the other cars and the timer, you'll be rewarded with passwords that open up extra tracks in Quick Race mode.

At the start of the Tournament your team will consist of four racers: Buzz Lightyear, Woody, Bo Peep, and Mr. Potato Head®. You may choose any of these characters at the beginning of each race, as long they haven't been knocked out of the tournament. When all four members of the team are knocked out, the Tournament is over. In order to win the Tournament, you must get at least one member of your team through to the final race and then come in first in that race.

Andy's House

The game starts with two tracks that travel around Andy's house. Once you've selected Andy's house, you will get to select the character you want to play.

Race #1

All four main characters race against each other. This is a practice race with all cars qualifying to the next round.

Race #2

All four main characters race against each other, but the one that comes in last is eliminated from the Tournament.

Pizza Planet

There are three tracks set in the seating area of Pizza Planet. You never know if aliens are going to be on the loose in that outer space restaurant.

Race #1, #2, & #3

The lineup includes your selected character and a random mix of the remaining qualifying characters and aliens. The last one to finish each race is eliminated.

Street Racing

The game moves out into the streets of Andy's neighborhood. There are four tracks that are surrounded by street obstacles. Toy soldiers in army jeeps will join the tournament.

Race #1, #2, #3, & #4

The lineup includes your selected character and a random mix of the remaining qualifying characters and soldiers. The last one to finish each race is eliminated.

Back to Andy and Sid's for the Final Race

The final race of the Tournament takes place on a single track covering both Sid and Andy's houses. This is the hardest part of the game and will really push your driving limits!

Final Race

You must come in first over all of the other characters racing in order to win the Tournament.

TRACKS

Andy's House

The toys have placed ramps and bridges on and around the furniture in Andy's house to build a makeshift racetrack for the first race, Bedroom Bash.

Then the racing shifts to stairs and hallways as the toys take part in the second race, Party Time. A streamer from the back of Andy's toy plane comes in handy as the finish line.

Pizza Planet

The fast-paced action moves to Pizza Planet where the toys have three exciting races: Fast Food, Planet Pop, and Pepperoni Extreme. They have to negotiate chairs, ramps, and tabletops as they drive around tracks marked out on the Pizza Planet floor.

Street Racing

The toys leave Pizza Planet and take in four street courses before arriving back at Andy's place: Tarmac Trouble, Tail Gaiting, Forecourt Fun, and Gas Pump Pressure.

Andy's and Sid's House

In the final race, Showdown, the toys race through Andy's house before returning to the outdoors in Sid's garden.

POWER-UPS

Buy-Back Tokens (coin)—Collect 30 Buy-back tokens to buy back a character that has been eliminated from the Tournament.

Instant Throttle (star)—The Instant Throttle will get you straight back to maximum speed after a collision. Don't let a crash slow you down!

Time Bonus (clock)—The Time Bonus gives you extra time to complete a lap.

Reverse Steering (steering wheel)—Reverse Steering will make your steering go crazy!

Slow Motion (snail)—Slow Motion makes you go slower for a limited amount of time. The other drivers won't wait!

Super Slippy (oil slick)—Super Slippy causes skids. Watch out!

Invulnerable (horseshoe)—Activate the Invulnerable power-up to become totally immune to collisions with other vehicles for a limited amount of time.

Sticky Tires (tire)—Sticky tires gives you more friction and makes it less likely to spin out in a crash.

Anchor (ship's anchor)—The Anchor will stop your vehicle dead in its tracks and hold you in place for a limited amount of time.

CHARACTERS

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!

Bo Peep

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

Mr. Potato Head®

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

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