

The Work of a Space Hero is Never Done!

As Buzz Lightyear, you've got to spring, somersault and bounce through 15 levels, plus complete adventurous missions, in order to save your best buddy Woody! To infinity and beyond!

Now Available!





EVERYONE E — Animated Violence

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PlayStation

PlayStation
NTSC U/C

PlayStation

EVERYONE E — CONTENT RATED BY ESRB

SLUS-01192
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Disney · PIXAR

BASED ON THE NEW DISNEY/PIXAR TV SERIES

BUZZ LIGHTYEAR of STAR COMMAND

Disney INTERACTIVE

ACTIVISION.

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

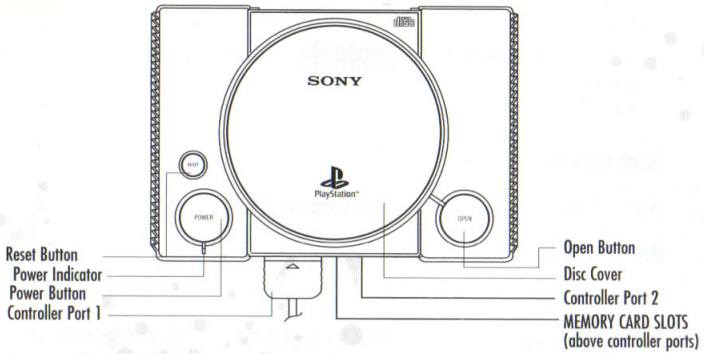
The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console waranty.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- 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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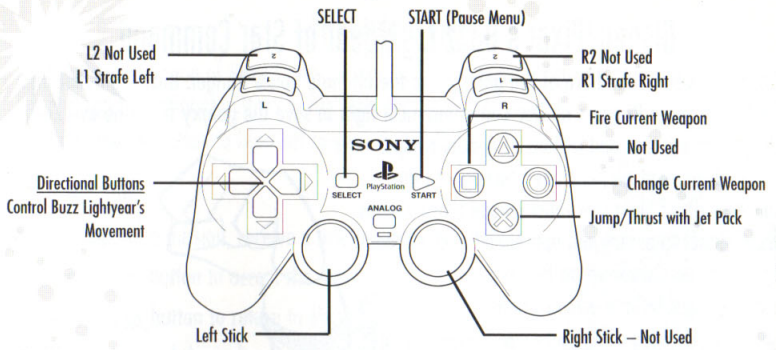


- Set up your PlayStation® game console according to the instruction manual.
- Make sure the power is off before inserting or removing a compact disc.
- Insert the Buzz Lightyear of Star Command disc and close the disc cover.
- Insert game controller and a MEMORY CARD and turn on the PlayStation game 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

The default controls are shown here. All references to button selection in this manual refer to the default controller configuration. Buzz Lightyear of Star Command supports the DUALSHOCK™ analog controller. When the ANALOG button is on, the left stick works the same as the directional buttons.



Directional Buttons

To select a menu option, use the Directional buttons up/down/left/right to navigate through the menu options. Highlight the desired option, and press the ✕ button to accept. This section defines commands only for the standard DUALSHOCK™ analog controller.

Game Reset

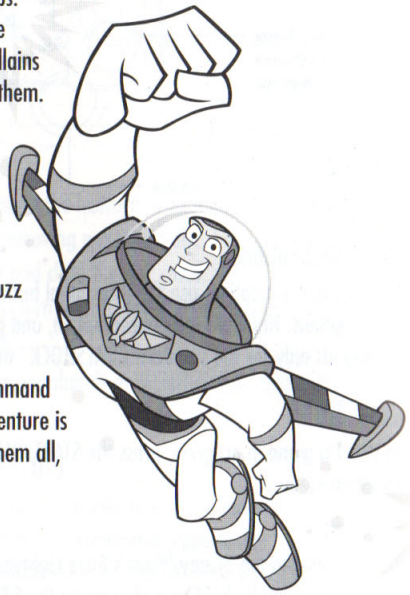
To abort a game in progress, press the START/PAUSE button, select Exit Level. This returns you to the Main menu.

Soft Reset

You can reset to the Disney/Pixar's Buzz Lightyear of Star Command Main menu at any time during gameplay by holding and pressing the **START** button, then pressing the **SELECT** button. A confirmation screen will appear. Select **Exit Level**. This returns you to the Main menu.

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 of Star Command must fight to save the galaxy from the evil Zurg, 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 aided by his friends at Star Command. Commander Nebula provides mission briefs. Teammates Booster and Mira add their firepower, while Buzz Lightyear rescues XR and the Little Green Men 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.

Mission Control

Choose the destination of Buzz Lightyear and his heroic team of Space Rangers. Press the left and right directional buttons to highlight the available missions.

Press the ✕ button to blast-off to your destination.



Start Mission

Having selected a mission, receive a briefing from Zeb Nebula.

- Press the ✕ button to accept the mission.
- Press the △ button to return to Mission Control.
- Press the up and down directional buttons to view bonus missions as they become available.

Star Command Options

From the safety of Star Command, you have clearance to adjust the features of your adventure.

- Press the up and down directional buttons to highlight the desired option, and press the ✕ button to accept.
- Press the △ button to return to Mission Control

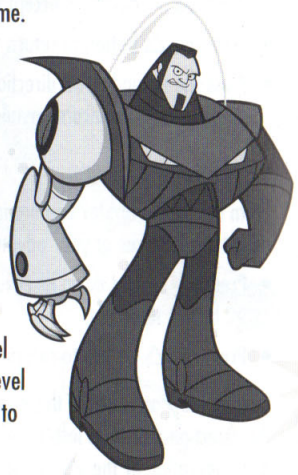
Configure Pad: Choose this option to select a controller configuration for the game. Use the directional buttons left/right to select from several options. Press the ✕ button to select a configuration or the △ button to cancel.

Options Menu

Vibration: Choose this option to toggle the vibration function on/off using your DUALSHOCK™ analog controller. Press the right Directional button to turn on the vibration or press the left Directional button to turn it off. Press the ✕ button to confirm your choice or the △ button to cancel.

Center Screen: This screen allows you to adjust the screen. Press the Directional buttons to adjust the screen. Press the ✕ button to confirm your choice or the △ button to cancel.

Load or Save: Select this option to load and/or save a game. Press the □ button to Load, press the ✕ button to Save, or press the △ button to Exit. If you choose to load a game, you will have to choose the memory block that has your Buzz Lightyear saved game. Make sure to load your previous saved game if your PlayStation was turned off. If you have a full MEMORY CARD inserted in MEMORY CARD Slot 1, the game will ask you if you want to overwrite a previously saved game file.



Difficulty: Here you can choose to increase the difficulty of the game. Press the left Directional button for CADET level (normal) or press the right Directional button for RANGER level (hard). Then press the ✕ button to accept or the △ button to cancel.

In-Game Options

To access the in-game options, simply press the START button. This also pauses the game.

Continue: Go back to playing the game.

Camera Mode:

Rotational Camera – Rotates as Buzz rotates, staying behind him all the time.

Directional Camera – Continues facing in the same direction for a short time, and then resumes its position behind Buzz. This delay is adjusted with the slider, found on this option, by pressing the left or right Directional buttons while it is highlighted.

Volume Control:

SFX – This allows you to change the volume of the sound effects in the game. Press the left Directional button to decrease the volume, the right Directional button to increase. Press the ✕ button when you are done adjusting the volume or the △ button to cancel.

BGM – This allows you to change the volume of the music in the game. Press the left Directional button to decrease the volume, the right Directional button to increase. Press the ✕ button when you are done adjusting the volume or the △ button to cancel.

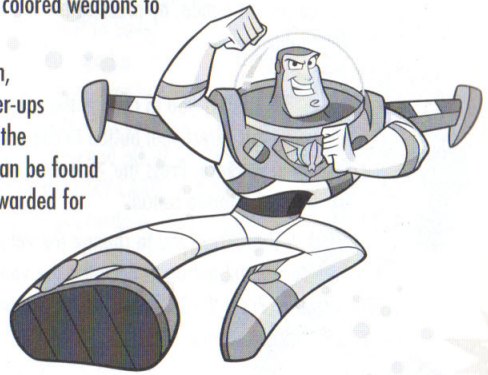
Exit Level: Takes you out of your current game to the Main menu.

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. Once the villian escapes, you have 15 seconds to get to the end of the level.

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 the shield used by the boss. Use the colored weapons 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 also awarded for destroying Zurg's troops.



Bombs: As if things weren't bad enough, some enemies will trigger timed bombs as they flee. The bombs must be destroyed before they explode.

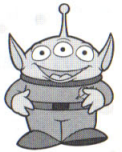
Booster: At special points in the game, you can call in Booster who will perform his infamous Cannonball Maneuver to destroy all nearby enemies.





Mira: If you beat the villain to his get-away spot, Mira will help by firing a special weapon to weaken the enemy for the final battle.

Little Green Men: These are lost and scattered around some planets. Make sure you don't hit any of them, and try and rescue as many as you can by tagging them.



Medals and Bonus Levels

To progress to other missions, you must earn medals for your heroic deeds. Once you have defeated the enemy for a mission, two bonus levels become available. When you have enough medals, you will have been proven worthy to tackle more dangerous and challenging missions. Two silver medallions are worth a full gold medal.

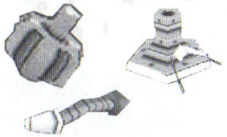
- Capture the enemy for the Gold Medal of Galactic Valour. You need this to open the two bonus levels for a mission.
- Save all the Little Green Men for the Silver Medallion of Star Command.
- Collect enough credits for the Silver Medallion of Ranger Efficiency.

Bonus Level—Time Trial: A test of your Ranger abilities: get through the level in the fastest time possible.

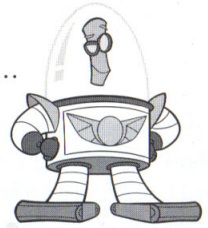
- For outstanding performance within the time-limit, receive the Gold Medal of Heroic Prowess.
- An unparalleled time earns you the Lightyear-Lightning Silver Medallion.

Bonus Level—XR's Parts: XR has unfortunately been blown into little bits (again!).

Find all of his parts…



and return them to him…



before time runs out.

A number, above the remaining time at the top of the screen, will tell you how many pieces you have left to go.

- Receive the Gold Medal of Robotic Compassion for retrieving all of XR's parts before it's too late!
- Collect those parts fast enough, and the Silver Medallion of Comradeship is yours.

Buzz Lightyear's Moves

Run

Use the directional buttons to navigate Buzz Lightyear through the levels. He never gets tired. He's a Space Ranger!

Jump

Press the ✕ button to make Buzz Lightyear jump.

Grab 'N' Flip

If Buzz Lightyear runs or jumps onto a ledge, he will grab it and flip himself up to safety.

Side Strafe

Pressing the L1 or R1 buttons will allow Buzz Lightyear to strafe sideways—ideal for precision shooting while facing the enemy. When held, these buttons allow Buzz Lightyear to walk backwards, by pressing the down Directional button, and rotate with the left and right Directional buttons.

Jet Pack

When equipped, pressing the ✕ button will fire up Buzz Lightyear's jet pack. The jet pack extends his wings, allowing him to travel high over terrain as long as his fuel lasts.



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. Pressing the ✕ button moves you even faster, but the fuel goes quicker too!



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. If you pick up the weapon more than once, the weapon's power is increased and you get more ammo.

Plasma Gun

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



Homing Plasma Gun

- Fires bolts of plasma that home in on their targets. This is very good for airborne foes.
- Upgrades four times, giving you multiple bullets.



Rockets

- Projectiles packed with explosives that arc through the air. This weapon is very effective for medium range.
- Upgrades twice, giving you more powerful rockets each time, with more damage and a wider blast.



Arc Laser

- Fires a stream of lightning that attracts to the nearest enemy. Excellent for flying enemies and when under pressure.
- Upgrades twice, two then three beams at once.



Proximity Grenades with Timers

- These explosives can be launched at enemies and will detonate on impact or when the timer runs out.
- Upgrades twice to shoot further with more explosive power.



Icegun

A freezing spray of anti-energy that disables enemies at close range. Upgrades twice to lengthen the spray.



Power Shield

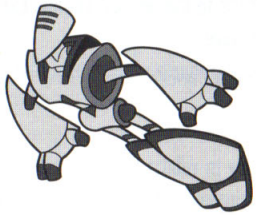
Protects you from harm for a limited period, and can be fired up with the ✕ button to cause harm on contact. A very close range weapon. Upgrades twice to be more intense and do more damage.



Gatling Gun

Fires a very rapid stream of powerful energy. Upgrades twice, getting more powerful, with more range.





Other Equipment



Health

Absorb these to recharge your health.



Ammo

Gather these for extra shots on all weapons.



Fuel

Pick these up to fuel Buzz's Jet Pack, Hoverboard, and Jet Bike.



Shields

There are many kinds of shields, some that protect against enemy shots, some that allow you to cross difficult terrain. Try them and see!

Credits

The amount of credits you have is shown in the lower left hand corner of the screen. Use the credits to get special items.



Gold = 10 Credits
Silver = 5 Credits
Red = 1 Credit

Missions in the Game

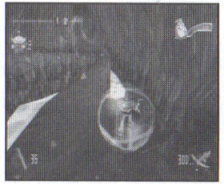
Mission 1: Jo Ad

The peaceful agricultural center of the galactic alliance is in trouble. One of Torgue's thugs has been spotted rampaging around.



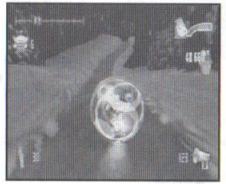
Mission 2: Flamar

Near a huge flaming sun, most of this world is molten liquid with outcrops of solid rock and volcanoes that spew lava. Buzz Lightyear must defeat the evil Gravatina, whose control of gravity is wreaking havoc on the planets surface.



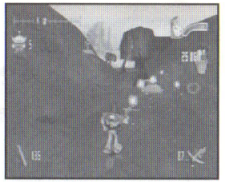
Mission 3: Canis Lunis

This remote planet is desolate and eerie. An ideal location for Nos4A2, the energy vampire to strike. Take care when confronting him.



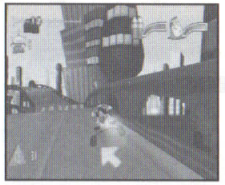
Mission 4: Karn

A perpetual swamp, in a world alive with jungle plants. There is an evil presence that must be dealt with swiftly, going by the name of Marl.



Mission 5: Trade World

The bustling urban center of the galaxy. Everything is for sale here and thugs abound. The con merchant Fixer is up to his old tricks and must be stopped for good.



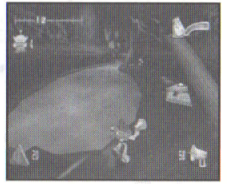
Mission 6: Jo Ad 2

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



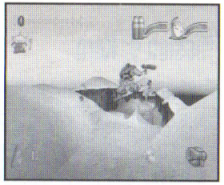
Mission 7: Karn 2

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



Mission 8: Ice World

Strange plasma effects surround this icy world. Buzz Lightyear and the Rangers must investigate.



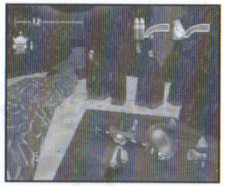
Mission 9: Bathyos

There is something rotten in the underwater world of Bathyos. Blackfin is in league with Zurg. Underwater equipment is vital for the pursuit of this villain.



Mission 10: Flamar 2

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 11: Trade World 2

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



Mission 12: Canis Lunis 2

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 13: 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?



Mission 14: Zurg's Throne Room

Take on the might of Zurg himself in the ultimate battle for supremacy.



Credits

ACTIVISION

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Associate Producer . . . . . Eric Koch
Additional Production . . . . . Larry Galka
Peter Muravez
Dan Rose

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Executive VP Worldwide Studios . . . . . Michael Pole

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Consoles . . . . . Dan Winters
Senior Manager, Marketing . . . . . Sue Fuller
Director, Marketing . . . . . Jean-Luc Satin

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Mira Nova . . . . . Nicole Sullivan
Booster . . . . . Stephen Furst
XR . . . . . Larry Miller
Commander Nebula . . . . . Adam Carolla
Zurg . . . . . Bob Amaral
XL . . . . . Bobcat Goldthwait
Fixer . . . . . Edward Asner
LGM . . . . . Patrick Warburton
Warp Darkmatter . . . . . S. Scott Bullock
Torque Armada . . . . . Brad Garrett
NOS 4A2 . . . . . Jeff Bennett
Gravitina . . . . . Deena Freeman
Various . . . . . Corey Burton
Plasma Monster . . . . . Frank Welker

Special Thanks . . . . . Tad Stones
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Game Programming . . . . . Stephen Harding
3D Engine Programming . . . . . Dave Dootson
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Beverley Bush
Neil Allan
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Character Animation . . . . . Chris Dicker
Internal Production . . . . . Arthur Parsons
Level Designs . . . . . Charles McNair
Special Thanks . . . . . Helen Burton
Ko-Shuey Harding
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Manual Writing . . . . . Belinda Van Sickle
Manual Layout . . . . . Sylvia Orzel

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Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: http://www.activision.com/support

Our support section of the web has the most up-to-date information available. We update the support pages daily so please check here first for solutions.

E-Mail: support@activision.com

A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet/e-mail support is handled in English only.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product.

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