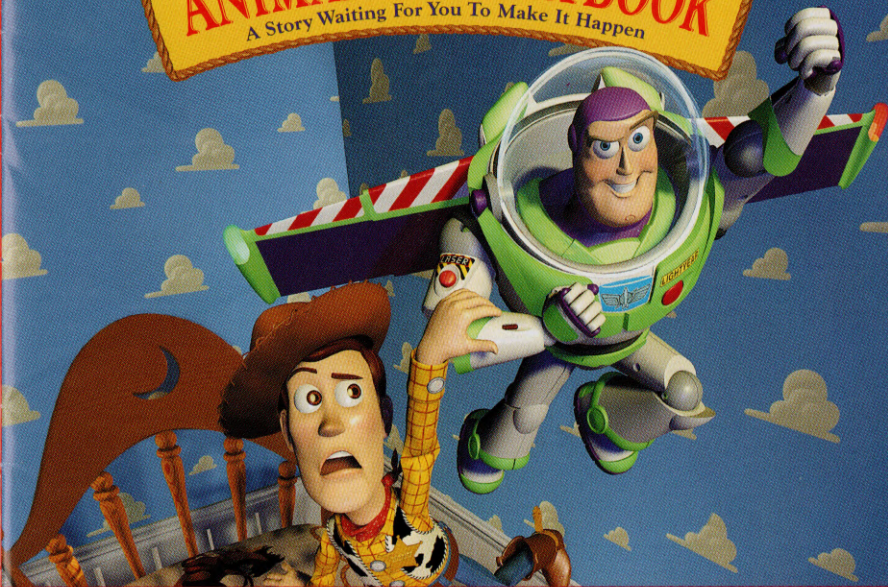


DEVELOPED & ANIMATED BY PIXAR ANIMATION STUDIOS

Disney's
**Toy
Story**

ANIMATED STORYBOOK

A Story Waiting For You To Make It Happen



PROGRAM HANDBOOK

Disney's
**TOY
STORY**
ANIMATED STORYBOOK
A Story Waiting For You To Make It Happen

Welcome to the wacky 3-D world of *Disney's Toy Story Animated StoryBook* CD-ROM. It's a reading adventure that will take you to infinity and beyond! As you read along, it's up to you to help Woody and Buzz escape from bad-boy Sid, catch the moving van and become best buddies. Every page is packed with surprises and gags, plus music and 3-D graphics just like in the movie, for a non-stop reading adventure worth getting all wound up about!

Hamm, the talkative Piggy Bank, narrates the story and helps explain the games and activities. Within the product are educational features designed to exercise specific skills, such as reading and vocabulary, strategic thinking and problem solving. For example, as the story is read, each word or phrase is highlighted to develop word recognition skills and build vocabulary. Kids can click on any word to hear it pronounced. Children will discover countless ways to learn and grow, while they explore, giggle and read.

Experienced users who wish to start playing right away may turn to page 5 for **How to Play**. If you are playing an Animated StoryBook for the first time, please read on. From all of us at Disney Interactive, welcome to Woody and Buzz's amazing adventure!

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Minimum System Requirements

Windows

- ☐ 486-50MHz or faster processor
- ☐ Microsoft® Windows 95, 3.1 or later
- ☐ 8MB of RAM
- ☐ 10MB free disk space
- ☐ 256-color display only
- ☐ Double-speed (2x) CD-ROM drive
- ☐ 8-bit sound card
- ☐ Microsoft compatible mouse

Macintosh

- ☐ 68040 or faster processor
- ☐ System 7.1 or later
- ☐ See Parent's Help File for minimum RAM requirements.
- ☐ 640x480x256 color video display only
- ☐ Double-speed (2x) CD-ROM drive

Installing Disney's Toy Story Animated StoryBook

Windows 3.1x

1. Start Windows. If Windows is already running, exit any other currently active programs.
2. Remove the CD from its protective case and place it in your computer's CD-ROM drive.
3. From the Program Manager, select **File** on the menu bar. Then choose **Run**.
4. In the Command Line box that appears, type: D:\SETUP (if your CD-ROM isn't the D: drive, enter the appropriate letter) and click on **OK**.
5. Follow the on-screen instructions to complete the installation.

Windows 95

Insert the *Disney's Toy Story Animated StoryBook* CD-ROM. If the introduction screen doesn't appear, follow these steps:

1. Click the **Start** button on the Taskbar.
2. Select **Settings**, then the **Control Panel**.
3. In the Control Panel, double-click on the **Add/Remove Programs** icon.
4. On the upper portion of the **Install/Uninstall** tab, click on the **Install** button.

5. When prompted to insert CD-ROM, click on **Next**.
6. The command line that appears will read: D:\SETUP.EXE (if your CD-ROM drive is designated by a letter other than D:, the appropriate letter will appear).
7. Click on **Finish** to start the installation. Follow the on-screen prompts.

Macintosh

There is no need to install *Disney's Toy Story Animated StoryBook* on Macintosh systems. Just follow the instructions for starting the program.

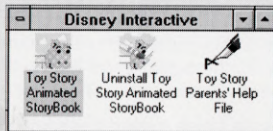
Starting The Program

If you experience difficulty starting or running *Disney's Toy Story Animated StoryBook*, please check the Troubleshooting section of this guide.

Windows 3.1x

1. Make sure you have successfully installed *Disney's Toy Story Animated StoryBook*. See the previous section for installation instructions.
2. Turn off all your programs and screen savers, as they can affect colors and animations. Refer to your screen saver's documentation for instructions.

3. Make sure *Disney's Toy Story Animated StoryBook* CD is in your CD-ROM drive.



4. Double-click on the *Toy Story Animated StoryBook* icon and begin playing.

Windows 95

Insert the *Disney's Toy Story Animated StoryBook* CD into your computer. From the first StoryBook screen, click on **Run** to start. If the introduction screen does not appear, then proceed as follows:

1. Click the **Start** button on the Taskbar to access the Start menu.
2. Select **Programs**, then click **Disney Interactive** from the cascading submenu. Then click the **Toy Story Animated StoryBook** icon.

Macintosh

1. Make sure your Macintosh's virtual memory is turned off. To do so: select the Apple pull-down menu on the upper left corner of your screen. Select **Control Panels**, then choose **Memory**. When the control panel opens, click **Off** in the **Virtual Memory** section.

Click the box on the upper left corner on your screen to close the window. You must now restart your computer for the changes to take place.

2. Turn off all active screen savers, as they can affect colors and animations. See your screen saver's documentation for instructions.
3. Place the *Disney's Toy Story Animated StoryBook* CD into your computer.
4. Double-click on the *Toy Story Animated StoryBook* icon to start.

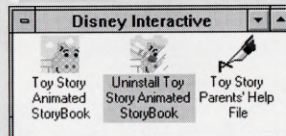
If you experience difficulty installing the program, please refer to the "Troubleshooting" section of this handbook.



Uninstalling Disney's Toy Story Animated StoryBook

Windows

To uninstall the program, double-click on the **Uninstall Toy Story Animated StoryBook** icon in the **Disney Interactive** program group. Follow the on-screen instructions.



Windows 95

Click on the **Start** button on the Taskbar to bring up the Start menu. Select **Programs**, then **Disney Interactive** from the cascading submenu, and then click on **Uninstall Toy Story Animated StoryBook**. Follow the on-screen instructions.

How To Play

From the Choice Screen, you can choose how you will play and move in the story. Hamm will introduce the story and give you all the instructions you'll need to begin your reading adventure.

The Choice Screen



Read
and Play

Exit

Read Only

Move the story's
pages forward or
backward

Turn to Your Favorite Page

You can turn to your favorite page in the story by clicking on the black right or left arrow at the bottom corners of the open book. Then click on the picture in the open book and you will be transported to that scene. Or, click on the right arrow on Buzz's Badge at the top of the screen to begin.

Buzz's Badge appears at the top of every scene.



Click the Left Wing to move to the previous scene.

Click the Rocket to return to the Choice Screen.

Click the Right Wing to move to the next scene.



The black arrow is your cursor. It appears after each page is read. Move it around the screen until it turns into a pointing finger.



When it turns into a pointing finger, you can click to discover hidden surprises.



The hand becomes a clapping hand when it is possible to pick up and manipulate objects in the screen.

There are two different modes of play: **Read and Play** and **Read Only**.

Press the space bar to interrupt the story at any time or to move forward, past the beginning animation.



Read and Play

In this interactive mode, you can read the story at your own pace, explore each page and play the games and activities that move the story along.

To begin reading and playing from the beginning, click on the small picture of Hamm with a book and a ball on the bottom left of the Choice Screen.



On each page of the story, you can:

- Click on the small picture of Hamm to the left of the words to hear the story page read again.
- Click on any word in the text to hear it pronounced again.
- Or, press the right or left arrow on your keyboard to turn the pages forward or backward.



Read Only

In this non-interactive mode, you can sit back and have the story read to you. Games and activities will not be available with this selection.

To begin, click on Hamm with the open book at the bottom of the Choice Screen.



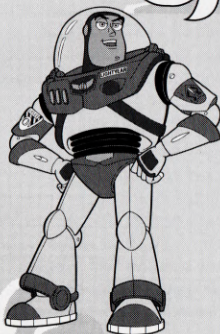
Exiting The Program

To exit the story, go to the Choice Screen and click the small picture of Hamm walking away. You will be given another chance to exit or to stay.



From any scene or activity in the story, you can click on the center of Buzz's Badge (top of every screen) to return to the Choice Screen. Then click the small picture of Hamm walking away.

Every scene holds a toybox-ful of hidden surprises. Try clicking around to see what pops up.



Activities and Games

PUT-AWAY GAME

Help Woody put all the toys back in their places before Andy and his birthday party guests show up! There are three ways to play this game. Each game can be accessed by clicking the appropriate picture (located above the toy chest) for the game you choose.



Game 1: Shadow Shape Matching

Click on the picture of a fireman with a shadow to play Game 1. You'll see a group of toys in the middle of Andy's room. You'll also see shadows that match the shapes of those same toys. Your job is to match the toy with its shadow. Click a toy and move it to its corresponding shadow. Then click again to release the toy.



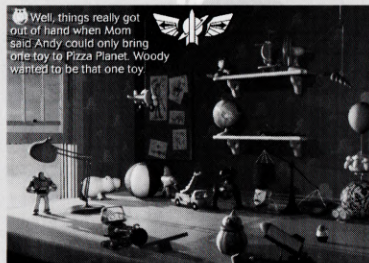
Game 2: Warmer/Colder

Click the Thermometer picture to play Game 2. This game works just like the classic "Warmer/Colder" game, with Woody giving the clues. Use your mouse to click and move a toy to various places in the room. As you get closer to the toy's proper place, Woody will say "warmer." If you're going the wrong way, Woody will tell you you're getting "colder". When Woody says "hot", let go of the object by clicking the mouse.



Game 3: Following Directions

Click the Woody picture to play Game 3. Follow the verbal directions Woody gives you, including the color and size of the toy to pick up and a description of its proper location. Click on the toy you want to move. Then, use your mouse to move the toy. If you get it wrong, the toy will return to the pile. Woody will give you a clue to help you play.

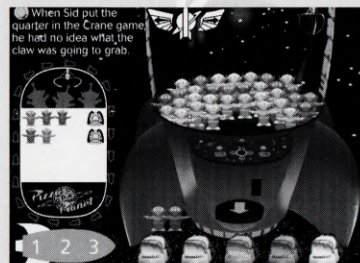


WOODY'S SCHEME

Woody wants to be the one toy Andy chooses to take to Pizza Planet. So, he's devised a complicated chain reaction that will push Buzz behind the desk. However, some of the toys are not in the correct position for the chain reaction to work.

If you freeze each of the moving toys in the correct position, then the complete chain reaction will work. Click on any of the moving toys to stop it; then Woody will flip the switch that starts the chain reaction. If any of the toys are out of place, the chain reaction will stop short and you can try again.

If you've stopped a toy in the correct position, it will not move on the next try. Otherwise, it will continue to move. When you've stopped all the toys in the right place, Woody's scheme will succeed, but not quite in the way he intended! Keep your eyes and ears open for this game.

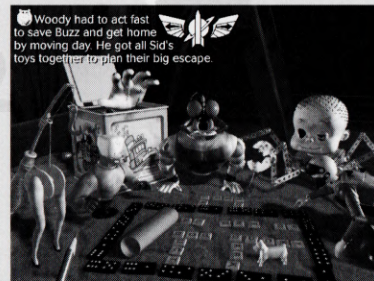


THE CRANE GAME

Your mission, Interplanetary Warp Rider, is to choose the correct color and number of Martians in the Crane Game and put them into the proper backpack. First, look at the Pizza Planet board to see the pattern you are supposed to match. Then, click on the appropriate colored Martian in the rocket launcher. The claw will pick up the Martian and place him in the prize chute. When you have the correct number of Martians waiting in the prize chute, hold down your mouse button and click and move them into the appropriately-colored backpack. Alternatively, you can place all the Martians in the prize chute into a backpack by clicking on that backpack. The Pizza Planet board will let you know what to do.

Move from Level 1 to Levels 2 and 3 by clicking on different sections of the rocket

at the bottom left of the screen. In Level 1, the Martians automatically move into the correct backpacks. Levels 2 and 3 require you to match backpacks, and give you the added challenge of more Martians, colors and backpacks. Good luck, Subspace Ranger!



THE ESCAPE PLAN

Woody has a plan to save Buzz from Sid's dreadful clutches and get back home before the move. But he needs your help. The Escape Plan scene contains three separate activities. Each one is a step in the plan to rescue Buzz. All the action takes place in the "thought bubbles" of the characters involved. Click on the characters to start the activities. If you need help during any of the three activities, click on Woody's red pencil.

The Doorbell

The first part of the plan calls for Ducky and Legs to ring the doorbell. Move your cursor from right to left to help Ducky swing to reach the bell. There is no need to click on anything to start the action.

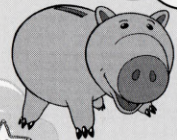
The Toy Stack

The next part of the plan is to make a stack with Babyface, Hand-in-box and Bugged to open the door to Sid's room. Stack the toys in the correct order and the door will open.

The Stairs

Easy does it as you help Woody and Babyface get down the stairs. Use your mouse to click one stair at a time, clicking to the left or right of any obstacle on the stairs.

When you see a red or white double-headed arrow, you can move the object up or down, or side to side by clicking and dragging with your mouse in the direction of the arrows. Try it on Slinky Dog in the first page of the story.



THE MAZE GAME

It's up to you to help Woody, Buzz and RC reach their friends in the moving van and escape from Scud, who's close on their heels. The maze scene is a bird's-eye view of the city. Wherever you move your cursor, RC and his passengers will follow. Continue to move your cursor to guide them through the maze, avoiding red lights, traffic barriers and the hot pursuit of Scud, until you hook up with the back of the moving van.

The maze has three levels. Click the green button for easy, the yellow for medium and the red for most difficult.

Adding To Your Child's Experience

To reinforce some of the lessons learned in Woody & Buzz's adventure, try a few of the following activities with your child:

Make a game of having your child put away his or her playthings. Find a spot for each toy and play warmer/colder or give directions to be followed.

Ask your child to name his or her toys and to create stories for them.

Read your child books on the Old West and historical and present day cowboys. Take him or her to Western heritage museums and exhibits.

Read your child books on astronauts and space exploration. Take him or her to aerospace museums and exhibits.

Talk about the importance of teamwork and cooperation. Discuss how sports teams, governments, businesses, schools, cowboys and astronauts all work together to get the job done. Ask your child to give examples of teamwork in his or her life.

General Troubleshooting

First, make sure the CD is not smudged or scratched. Even a small smudge can cause your CD to experience problems that may lead to lockups or program errors. If you were previously able to run the program, a smudge or scratch is a likely source of the problem. Clean the CD with a soft, dry cloth. After cleaning the CD, try running the program again.

If the error occurs after making a change to the configuration of the system (e.g., adding new hardware, updating drivers, installing another program), then the system change is a likely source of the problem. Refer to the manufacturer's instructions to verify that the proper installation procedure was used and note any incompatibility issues or system modifications listed in the documentation. Please mention all recent system changes when contacting Disney Interactive Customer Support.

Q. Why is the screen sometimes black when the characters are talking?

- A. Disney's Toy Story Animated StoryBook CD-ROM shows black screens between pages. Sound effects let you know that the program is still

running. There are no animations to go along with these sound effects. Transition screens last an average of five seconds, depending on your system (such as the transfer rate of your CD-ROM drive, your computer's processing speed, the amount of available RAM, etc.). If the transitions take significantly more than five seconds, make sure your computer meets all of the minimum system requirements for the program (see page 2).

Windows Troubleshooting

Q. Why do I get an error message saying I need a newer version of a file?

- A. This error message occurs when there are two copies of the same file in different Windows directories and Windows tries to use the older file. Use File Manager (or Windows Explorer in Windows 95) to search all directories on the hard drive for multiple occurrences of the file in question. Rename the ones that are not in the WINDOWS\SYSTEM directory with a .DIS extension (the .DIS extension will identify this as a file renamed for Disney Interactive purposes). Renaming the older files should not affect any other software.

Q. Why does some of the animation seem to move unevenly? Why is the program locking up or running slowly?

- A. First, clean the CD and make sure that your system meets the minimum requirements. A system with a single-speed CD-ROM or a processor below the minimum requirement may not be able to play all the animation properly.

The program must have 8 MB of RAM to run but will run faster and smoother when more RAM is available. Close any open programs including screen savers to free up RAM.

If you use Windows 3.1x, your swap file setting may also affect the program's performance. You should have a permanent swap file of at least 12 MB. **Warning:** If you have not created a swap file before or if you have a compressed drive, please refer to your Windows documentation.

A system with an older ISA bus video card may not be able to play the animations smoothly. VESA and PCI local bus video cards are preferred. You may be able to improve graphics by optimizing the performance of QuickTime. Open the Control Panels folder, and double-click on the QuickTime for Windows control panel.

Select the "More" button at the bottom of the control panel, and then click on the tab labeled "Video." Inside the box labeled Optimization, you should see a list labeled "Draw Method." Choose the item "Video Hardware" from that list, if it is enabled (if the "Video Hardware" item is not enabled, then the hardware drawing method is not available on your computer). Then hit the "Apply" button at the bottom of the panel, close the QuickTime for Windows control panel, and run *Disney's Toy Story Animated StoryBook* again. Video performance during movies should be faster, resulting in less jerky motion and closer synchronization of sound and video. Note: If you experience instability in *Disney's Toy Story Animated StoryBook* CD-ROM after setting the hardware drawing method, use the QuickTime for Windows control panel to set the drawing method back to "Video Driver." Check your video card documentation to determine the type of video card you have.

You may need to install the latest video driver for your video card. Video drivers are constantly being

upgraded for better performance. Contact your computer or video card manufacturer for the latest version of your video driver. Set the resolution of your video card to 640x480x256 colors. Refer to your hardware documentation for additional information.

Q. Why won't AutoPlay work with Windows 95?

- A. Unfortunately, there are some CD-ROM drives that do not yet support the AutoPlay functions of Windows 95. Contact your CD-ROM manufacturer for updated drivers that would make your CD-ROM drive AutoPlay-compliant. If AutoPlay will not work, the performance of *Disney's Toy Story Animated StoryBook* will not be affected. To temporarily disable AutoPlay, hold down the shift key on the keyboard when inserting the CD-ROM in the CD-ROM drive.

Q. Where is the menu bar?

- A. *Disney's Toy Story Animated StoryBook* temporarily disables the menu bar while running so it can make use of the entire screen. When you quit the program, the menu bar will reappear.

Macintosh Troubleshooting

Q. How do I turn off virtual memory?

- A. After quitting *Disney's Toy Story Animated StoryBook*, select **Control Panels** from the Apple menu. Open the **Memory** control panel. Click **Off** under **virtual memory**. Close all windows and restart the computer.

Q. Why is the program running slowly (for example, there are long delays between screens and the sound occasionally drops out)?

- A. This may be a disk cache issue. The optimum size of the disk cache depends on the version of System software you are running and the amount of RAM in your computer (exclusive of virtual memory or memory compression programs like RAMDoublers). Open your **Memory** control panel and make sure the **Disk Cache** is set no lower than 128K and no higher than 512K; then restart your computer. Remember when setting the disk cache that you are increasing the memory requirement of your System and therefore reducing the amount of memory available for the program.

Q. How do I adjust the sound level?

- A. If you have external speakers, first make sure they are properly connected, then try adjusting the sound through the control knobs or buttons. If you have a Macintosh with external sound controls (available on certain Performa® and Macintosh Quadra® systems), adjust the volume by pressing the right or left buttons on the front of your computer.

Adjusting the Sound Level System 7.1 Users

1. If you are currently running *Disney's Toy Story Animated StoryBook* CD-ROM, press Command+Q to quit the program (Command is the Apple key).
2. From the Apple menu, select **Control Panels**.
3. Double-click on **Sound**. When the window opens, click on the volume slider and drag it up or down to adjust the sound level.
4. When satisfied with the sound level, close the **Sound** window by clicking on the box in the upper left corner.
5. You do not need to restart the computer. Just double-click on the *Toy Story Animated StoryBook* icon.

System 7.5.x Users

1. If you are currently running *Disney's Toy Story Animated StoryBook* CD-ROM, press Command+Q to exit the program.
2. From the Apple menu, select **Control Panels**.
3. Select **Sound**.
4. Click and hold on the box near the top of the window. A list of menu choices appears.
5. Select **Volumes**. You can set the volume levels for either the built-in speakers or the built-in headphones. Built-in headphones are used for external speakers. Please note: Built-in headphones may not be included in your system.
6. Click on the appropriate slider and drag it up or down to adjust the volume.
7. When satisfied with the sound level, close the **Sound** window by clicking on the box in the upper left corner.
8. You do not need to restart the computer. Just double-click on the *Toy Story Animated StoryBook* icon.

Q. When I start the program, why does a message appear that states I do not

have enough memory? When the program is running, why does the video or sound seem jumpy or out of sync?

- A. 1. Make sure that your system meets the minimum requirements.
2. Be sure that your disk cache is set correctly.
3. If your computer uses System 7.1.x, be sure that 32-bit addressing is turned on by checking your **Memory** control panel.
4. Be sure to quit all other applications. Background activity such as modems, printing and file sharing (networking) could be generating the error..

If none of these steps help, then you need more free RAM. Please check the **Parent's Help File** for the size of the largest unused block of memory required to run the program. Having a large number of extensions and control panels enabled can cause a lack of available memory. Extensions and control panels are small programs that load into your computer's memory during startup. They add functionality to your system but use precious memory. You may have extensions or control panels which are enabled but never used.

1. To maximize your system's available free memory, disable all EXCEPT the following extensions and control panels:

Needed Extensions

Apple CD-ROM
Foreign File Access
QuickTime
QuickTime Power Plug (Power Macs only)
Sound Manager
The printer driver for your specific printer
Print Monitor

Needed Control Panels

Apple Menu Options
Date and Time
Desktop Patterns
General Controls
Memory
Mouse

- 2a. If you use System 7.1, disable the extensions by removing them from the Extensions folder, found within the System Folder on your hard drive, and storing them in a different folder. Double-click on your hard drive icon. Double-click on the **System Folder** and locate a folder named **Extensions (disabled)**. If it does not exist, select New Folder from the File menu. Type: **Extensions (disabled)** over the untitled text and press return. Open **Extensions**

by double-clicking on it. Arrange the desktop so you can see the contents of **Extensions** and the **Extensions (disabled)** folder at the same time. Drag each of the extensions you wish to disable out of the **Extensions** folder and into the **Extensions (disabled)** folder. Repeat this process, substituting **Control Panels** for **Extensions**, to disable unneeded control panels. Restart the computer for the changes to take effect.

- 2b. If you are using System 7.5.x, create a custom set of extensions and control panels in Extensions Manager. From the Apple menu, select **Control Panels** then **Extensions Manager**. Click the pop-up menu beside the word **Sets** and select **Save Set**, then type: **Standard** in the box, and then click on **OK** to save your current setup. In the list of extensions and control panels, uncheck all of the extensions and control panels except those listed above. If you accidentally uncheck an item, recheck it by clicking on it again. Click on the pop-up menu beside the word **Sets** and select **Save Set**. Name this set **Disney** and click **OK** to save your custom setup. Close Extensions Manager by clicking on the upper left box.

3. Restart your computer, then check the

amount of memory available by selecting **About this Macintosh** from the Apple menu. Look at the size of the Largest Unused Block. If it is still not enough, call Disney Interactive Customer Support.

4. With System 7.5.x, you can change the current startup set to **Disney** or back to **Standard** by holding down the space bar while you turn on or restart your computer. A pop-up menu appears, from which you can choose **Disney**. You can now play *Disney's Toy Story Animated StoryBook* CD-ROM. To run other programs, restart your computer. Hold down the **Space bar** and then choose **Standard** from the pop-up list. This will load all the extensions which you need for normal operation.

Please be aware that some extensions or control panels that you have disabled may be needed by other programs or by the system to complete some system activities or features. Re-enable these extensions and control panels if necessary.

Customer Support

If your computer system is not running *Disney's Toy Story Animated StoryBook* CD-ROM properly, refer to the Toy Story Animated StoryBook Parents' Help File in the Disney Interactive folder to obtain information about running the program with the best possible performance.

If you need additional information, Disney Interactive offers you a variety of support options.

INTERNET SUPPORT

The Disney Interactive Customer Support Web Site contains a variety of information that can be used to help your system run Disney Interactive programs with the best possible performance. To access information about Disney Interactive programs on the world wide web, point your browser to www.disneyinteractive.com and click on **Customer Support**.

DISNEY INTERACTIVE FAX-ON-DEMAND SERVICE

This service is available 24 hours a day at (800) 965-5360. Using a touch tone phone you can request information from an easy to use menu and have it faxed back to you during the same call or if you are not at your fax machine, the system will fax the document later. Simply select

the number of the document you wish to have sent to you. Select document 1 to obtain a complete list of available documents.

MAILING ADDRESS

If you want to write to us, our address is: Disney Interactive Customer Support, 500 South Buena Vista Street, Burbank, CA 91521-8139.

FAX SUPPORT

Our fax machine is available 24-hours-a-day at **(800) 965-5820**.

AUTOMATED TELEPHONE SUPPORT

This service is available 24 hours a day at **(888) 357-4692**. Using a touch tone phone, you can obtain answers to some of the most frequently asked questions regarding Disney Interactive programs. If you need additional information, our Customer Support staff is available Monday through Friday from 7:00 a.m. to 7:00 p.m. (Pacific Time).

TDD SUPPORT

Our Customer Support for the hearing impaired is available by telephone Monday through Friday from 7:00 a.m. to 7:00 p.m. (Pacific Time). The toll-free number is **(800) 441-1243**.

REPLACING A DEFECTIVE CD OR MISSING/ DAMAGED/LOST ITEMS

Important! If, within 90 days from the date of purchase, you need to replace a defective CD-ROM or missing/damaged/ lost item, please be sure to include the following information when sending the defective CD-ROM or requesting the replacement of the missing/damaged/lost item: full name; daytime telephone number with area code; complete street address, apartment number (if applicable), city, state, and zip code. There is a \$10.00 fee to replace lost or damaged items.

If you need an item other than a defective CD-ROM replaced, include a description of that item. Do not mail the packaging or other materials; send only the CD-ROM or damaged item along with a note describing the reason for replacement to our mailing address listed under "Customer Support." Please add "Attn: Replacement" to the mailing address. Please allow four to six weeks for processing.

SATISFACTION GUARANTEED!

We are committed to bringing you the best software possible. If, for any reason, you are not satisfied with the product within 90 days from the date of purchase, just return to us the CD-ROM, Program Handbook and the original sales receipt along with a note describing the problem and how we can better serve you, and we will send you a check for the purchase price, plus any applicable sales tax. Please be sure to include in the note your full name, daytime telephone number with area code, complete street address, apartment number (if applicable), city, state and zip code.

Do not mail the packaging or other materials; send only the CD-ROM, Program Handbook, and your receipt along with the note to the mailing address listed under "Customer Support." Please add "Attn: Refunds" to the mailing address and allow four to six weeks for processing. This offer is good in the US and Canada only.

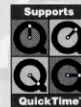
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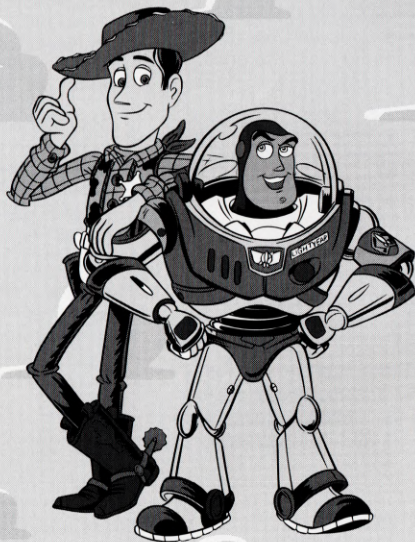
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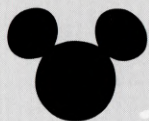
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Special thanks to all of the people who helped make
Disney's Toy Story Animated StoryBook possible.



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PROGRAM HANDBOOK

HOW TO USE DISNEY'S ANIMATED STORYBOOK Screen Commands

Click the **Left** side of Buzz's badge to turn back a page.



Click the **Right** side of Buzz's badge to turn a page forward.

Click the **Center** of Buzz's badge anytime you want to return to the choice screen.



Click here to read and play along in the story.



On the choice screen, click on Hamm's face and he will repeat the instructions. In the story, he will repeat the narration.



Click here and Hamm will tell you the story while you listen.



Use your mouse to move the cursor around the screen and to click on objects.



Click here when it's time to leave Disney's Toy Story Animated StoryBook.



The arrow becomes a pointing finger when it comes to a clickable part of the screen.

Short Cuts

Windows: To exit the program quickly, press the "Alt" and "F4" keys simultaneously.

Macintosh: To exit the program quickly, press the "Command" and "Q" keys simultaneously.

Press the spacebar to interrupt the action in the story or activity.

Press the Right or Left arrow on your keyboard to turn the story's pages forward or backward.



For additional help, please read the inside of this program handbook or visit our Web site at www.disneyinteractive.com.