

2026 UPDATED EDITION

TOY STORY MANIA

HIGH-SCORE FIELD MANUAL

MISSION BRIEFING

Achieving a "Best in Park" score (500,000+) is mathematically impossible without triggering hidden "Hard Mode" events. This manual deconstructs the 5 essential triggers required to unlock high-value targets.

Score Potential:

Novice (Standard Loop):

Average Player:

Expert (Triggers):

130,000 pts

200,000 pts

500,000+ pts

1. HAMM & EGGS (The Farm)

OBJECTIVE: THE BARN FLIP

Novice players waste time on 100-point pigs. You must flip the barn to reveal the mouse swarm.

THE TRIGGER SEQUENCE:

1. **The Fox:** Shoot the Fox on the Hen House (bottom corners).
2. **Co-op Required:** While P1 suppresses the Fox, P2 shoots the **Mouse, Hen, and Horse** on the barn roof.
3. **Payoff:** Barn flips. Shoot the mice!

TARGET VALUE HIERARCHY

Target	Points
Pigs (Standard)	100
Fox (Trigger)	500
Roof Animals	1,000
Barn Mice	2,000

2. REX & TRIXIE (Dino Darts)

OBJECTIVE: THE METEOR SHOWER

This screen requires precision. If you miss the lava balloons, you are stuck in "Low Score" mode.

EXECUTION FLOW:

1. **LAVA BALLOONS:** Pop the 3 long, thin balloons streaming from the volcano background. *Ignore foreground balloons.*
2. **ERUPTION:** The volcano erupts. **Comets** appear in the top corners.
3. **METEORS:** Shoot the comets 3 times each to break them.
4. **PAYOFF:** A massive Meteor Shower of balloons. Look for the **Red 5,000 Point Balloon** in the center cluster.

3. ARMY SHOOT CAMP (The Tank)

OBJECTIVE: THE SHERMAN TANK

Trigger: Two 2,000-point plates are tossed up simultaneously on the far left and right horizon.

- **Action:** Break BOTH plates instantly.
- **Payoff:** The mountain sinks. A Tank appears firing **5,000 point** plates.

Note: Very difficult for solo players. If solo, farm the 2k plate wave instead.

PLATE VALUES

Standard	1,000
Trigger	2,000
Tank Plate	5,000

4. FLYING TOSSERS (The Aliens)

OBJECTIVE: THE GIGANTOBOT

This is the "Holy Grail" of Toy Story Mania cheats.

THE PROTOCOL:

1. **The Rocket:** Locate the rocket in the center housing 8 Aliens.
2. **Speed Run:** You must ring ALL 8 aliens before any of them respawn. (*Strategy: P1 takes top 4, P2 takes bottom 4*).
3. **The Robot:** The rocket launches, Gigantobot descends.
4. **FEED THE MOUTH:** Shoot rings into the open mouth.

ESCALATING SCORE: 100 → 500 → 1,000 → **2,000 per ring**

5. GALLERY & MINE CARTS

WOODY'S ROUNDUP (Drill Down)

Do not shoot scenery. Clear the bullseyes in the center.

Logic: Clear 100s → Spawns 500s → Spawns 1,000s → Spawns 2,000s.

MINE CARTS (Bonus Round)

- **The Bats:** Shoot the bats in the top corners to increase mine cart values.
- **Clear the Rows:** Hitting every cart in a row makes the final cart worth 5,000.
- **Co-Op Hack:** Both players shoot the **SAME** target in the finale. The score accumulates faster together.

REMEMBER: ACCURACY FIRST, SPEED SECOND.
Generated for 2026 Strategy Guide.