

THE 100% COLLECTION PATH

A visual tracker for the Xbox Mythic run

STORY MODE

88

total collectibles

Across 8 replayable levels

64

REGULAR CARDS

8

SPECIAL CARDS

5

TOWNSPEOPLE

4

MEMORABILIA

4

ZURG PARTS

3

ALIENS

SEPARATE TOY BOX COMPLETION

289

prize capsules in Toy Box

Also complete 103 Gold Stars (Western Collector is one of them).

STORY MODE VIDEO - ALL COLLECTIBLES

Video walkthrough for the 2010 Xbox version



HOW TO USE

Follow the numbered cards in each level; tick each square as you collect it.

LEVEL 01

Train Rescue

Loco Motives

ROUTE Train roof + desert canyon

8 CC

1 SC

1 TP

1 AM

11 TOTAL

- ☐ CC 1 Left-hand ramp after the very first jump
- ☐ CC 2 Center of the track beneath the ramp
- ☐ CC 3 Right side of the crumbling canyon ledge
- ☐ CC 4 Left mine-cart rails after the cave fence
- ☐ CC 5 Straight ahead after orphan rescue #1
- ☐ CC 6 Immediately after freeing the second orphan
- ☐ TP 1 Woody figure inside the long gray crate
- ☐ CC 7 Beyond the breakable door after orphan #3
- ☐ SC 1 Cow catapult: launch cow, then yourself
- ☐ CC 8 Beside a crate after the catapult section
- ☐ AM 1 Straight ahead after saving the final orphan

CHECKING YOUR PROGRESS

Story game board shows remaining categories per level. Replays save pickups.

LEVEL 02

Andy's House

Hold the Phone

ROUTE Bedroom -> basement

10 CC

1 SC

1 TP

1 AM

13 TOTAL

- ☐ TP 1 Jessie figure underneath the starting bed
- ☐ CC 1 Inside orange trash can with teepee lid
- ☐ CC 2 Behind the red box you can push
- ☐ CC 3 On the question-mark box near the desk
- ☐ CC 4 On the second question-mark box by bed
- ☐ CC 5 Throw Woody onto the tall white dresser
- ☐ SC 1 Basement vent beside the foot of the stairs
- ☐ AM 1 On the box at the top of the stairs
- ☐ CC 6 Ironing board after sliding down the railing
- ☐ CC 7 On top of the fridge by stacked red boxes
- ☐ CC 8 Shelf left of fridge, behind sliding door
- ☐ CC 9 Beside pumpkin basket: use the army figure
- ☐ CC 10 Behind cleaning bottles on Jessie's dart route

CHECKING YOUR PROGRESS

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LEVEL 03

Buzz Video Game

*To Infinity and Beyond***ROUTE** Asteroids -> planet -> Zurg base

8 CC

1 SC

1 TP

10 TOTAL



CC 1

First wide asteroid field; clear the rocks



CC 2

Second wide asteroid field after wall dodges



CC 3

Middle lane after the harder wall section



SC 1

Explode crystal; ride platform to floating card



CC 4

Platforms after restoring the air pressure



CC 5

Right edge of the next misty platform area



TP 1

Buzz figure above the first giant spinning drill



CC 6

To the left at the top of that drill



CC 7

Below the red Z-shaped room, after crystals



CC 8

On top of the second rotating drill

CHECKING YOUR PROGRESS

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LEVEL 04

Sunnyside Daycare

*Fair Play***ROUTE** Classroom shelves + minigames

8 CC

1 SC

1 TP

4 ZP

14 TOTAL

- ☐ **CC 1** Behind upturned bins atop blue cabinets
- ☐ **SC 1** Above ceiling lights, along butterfly route
- ☐ **CC 2** Green roof reachable from overhead lights
- ☐ **TP 1** Daycare figure past three gold swinging hooks
- ☐ **ZP 1** Head: atop brown stool near the ramp
- ☐ **ZP 2** Body: shelf near the purple octopus
- ☐ **ZP 3** Gun: inside the small painting easel
- ☐ **CC 3** Cabinet tops above Rex, using the wall hooks
- ☐ **CC 4** Purple shelf: Buzz must throw Woody
- ☐ **ZP 4** Cape: underneath the large green desk
- ☐ **CC 5** High vent: have Buzz throw Woody inside
- ☐ **CC 6** Twitch: win the Bullseye balloon challenge
- ☐ **CC 7** Sparks: win the toy-car block race
- ☐ **CC 8** Chunk: clear the Alley Throw alien minigame

CHECKING YOUR PROGRESS

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LEVEL 05

Bonnie's House

Witch Way Out

ROUTE Oversized room + hamster tunnels

8 CC

1 SC

1 TP

10 TOTAL

- ☐ **CC 1** Near the light bulb of the first pink lamp
- ☐ **CC 2** Beneath smashable blocks after wall jump
- ☐ **CC 3** Upper book ledge after the corner stack
- ☐ **CC 4** At the end of the three helicopter handles
- ☐ **CC 5** On a brown shelf, returning from helicopters
- ☐ **CC 6** Past crayon wall, on collapsing book pathway
- ☐ **SC 1** Above first hamster area: vertical blue tunnel
- ☐ **CC 7** Green bar of soap near the pink bag
- ☐ **CC 8** Left end of purple ledge in battery room
- ☐ **TP 1** Blue Dog: hidden path off the second rail

CHECKING YOUR PROGRESS

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LEVEL 06

Prison Break

*Hide and Sneak***ROUTE** Nighttime daycare + spotlights

7 CC

1 SC

1 AM

1 AL

10 TOTAL

☐

AL 1

Prisoner alien on a box by the back window

☐

CC 1

On table ahead after the first red box

☐

CC 2

Underneath the third table

☐

CC 3

Under table alongside moving searchlights

☐

CC 4

Back floor past ramp near Hamm's area

☐

CC 5

Right of Hamm's switch at window ledges

☐

CC 6

First shelf after spotlights in Slinky area

☐

CC 7

High side shelf past the darts near Rex

☐

AM 1

Overhead lamp by the tall Jessie shelf

☐

SC 1

Next overhead lamp beyond the memorabilia

CHECKING YOUR PROGRESS

Story game board shows remaining categories per level. Replays save pickups.

LEVEL 07

Junkyard

Trash Thrash

ROUTE Conveyor hazards + pipes

8 CC

1 SC

1 AM

1 AL

11 TOTAL

☐ AM 1 Woody: high ledge beyond vent and handle☐ CC 1 Jessie: turn around at her first switch☐ CC 2 Above ledge reached via Buzz's dropped box☐ SC 1 Jump left from ledge below Buzz☐ CC 3 Back of air duct after Woody's pipe climb☐ AL 1 Zurg alien: Jessie's movable switch + box☐ CC 4 Right of the duct after the smashers stop☐ CC 5 At the near edge of the wide blue floor☐ CC 6 After Jessie crosses burning pipes and valve☐ CC 7 At the far end of Woody's handle swing☐ CC 8 After the final swinging platform sequence

CHECKING YOUR PROGRESS

Story game board shows remaining categories per level. Replays save pickups.

LEVEL 08

Haunted Bakery

*Muffin to Fear***ROUTE** Destroy every western town building

7 CC

1 SC

1 AL

9 TOTAL

☐ **SC 1** Left road: top of distant scaffold / rock☐ **CC 1** Tailor: upstairs after building is destroyed☐ **CC 2** Newspaper: upstairs in its ruined building☐ **CC 3** Saloon: second floor after destruction☐ **CC 4** Jail: top of ruined building on right☐ **CC 5** General Store: second floor behind start☐ **CC 6** Barbershop: left-side destroyed building☐ **CC 7** Bank: rooftop after green bubbles hit it☐ **AL 1** Witch alien: demolish ALL town buildings**CHECKING YOUR PROGRESS**

Story game board shows remaining categories per level. Replays save pickups.

TOY BOX CLEANUP

Gold Super Star / 103 Gold Stars

Unlike Story Mode, Toy Box has 289 prize capsules.

YOUR TOY BOX ROUTE

01

Unlock main areas

Play through the town / ranch / suburb missions.

02

Clear bonus zones

Haunted Mansion, Enchanted Glen, Spaceport.

03

Track EVERY capsule

Use the linked 289-item checklist as you pick them up.

SEARCH ZONES - ORGANIZATIONAL FLOW, NOT A GAME MAP

WOODY'S ROUNDUP

Town / well / cliffs

THE RANCH

Tracks / caves / barn

THE SUBURBS

Dam / housing area

BONUS AREAS

3 special locations

CHECKLIST: ALL 289 TOY BOX PRIZE CAPSULES

Grouped by Toy Box location - open this alongside your run



COMPLETE TOY BOX WALKTHROUGH

Step-by-step location and mission walkthrough



103 GOLD STARS + MISSABLE-CAPSULE TIPS

Important: the collectible tracker alone does NOT earn Mythic

