

WALT DISNEY
PICTURES PRESENTS

MEET THE ROBINSONS

ROBINSON
INDUSTRIES

FAMILY ALBUM
TECHNICAL MANUAL

EVERYONE 10+



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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 UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

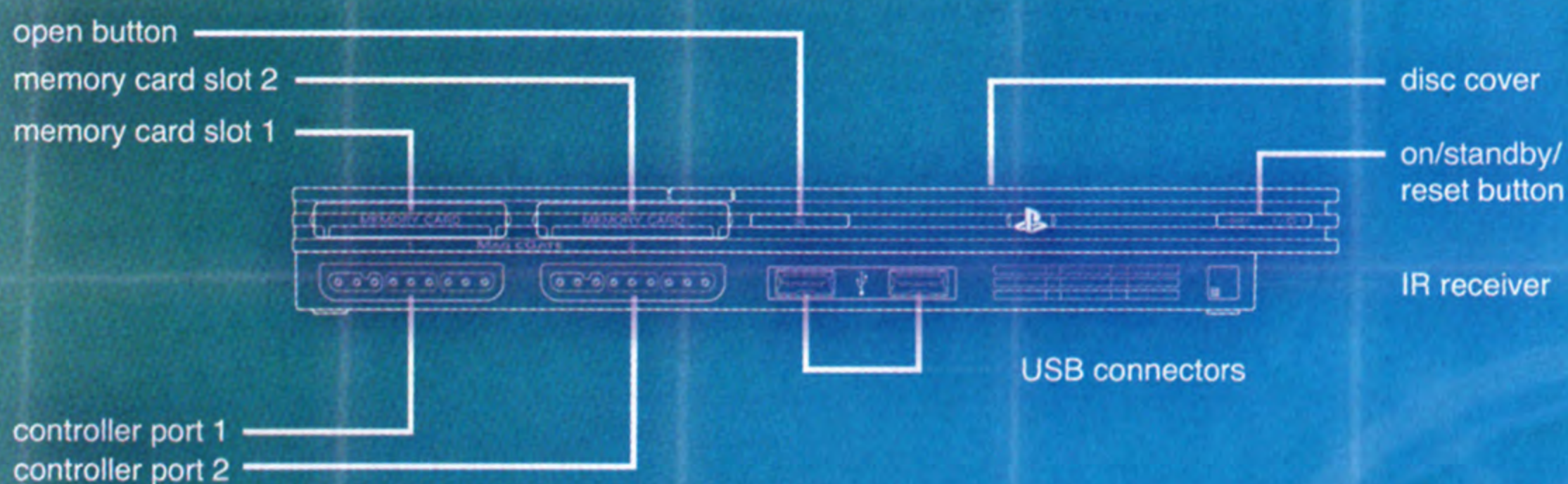
- **This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.**
- **Do not bend it, crush it or submerge it in liquids.**
- **Do not leave it in direct sunlight or near a radiator or other source of heat.**
- **Be sure to take an occasional rest break during extended 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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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the Walt Disney Pictures Presents Meet the Robinsons disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

You can have up to three different saves:

One save takes up 60KB

Two saves takes up 86KB

Three saves takes up 111KB



STARTING UP

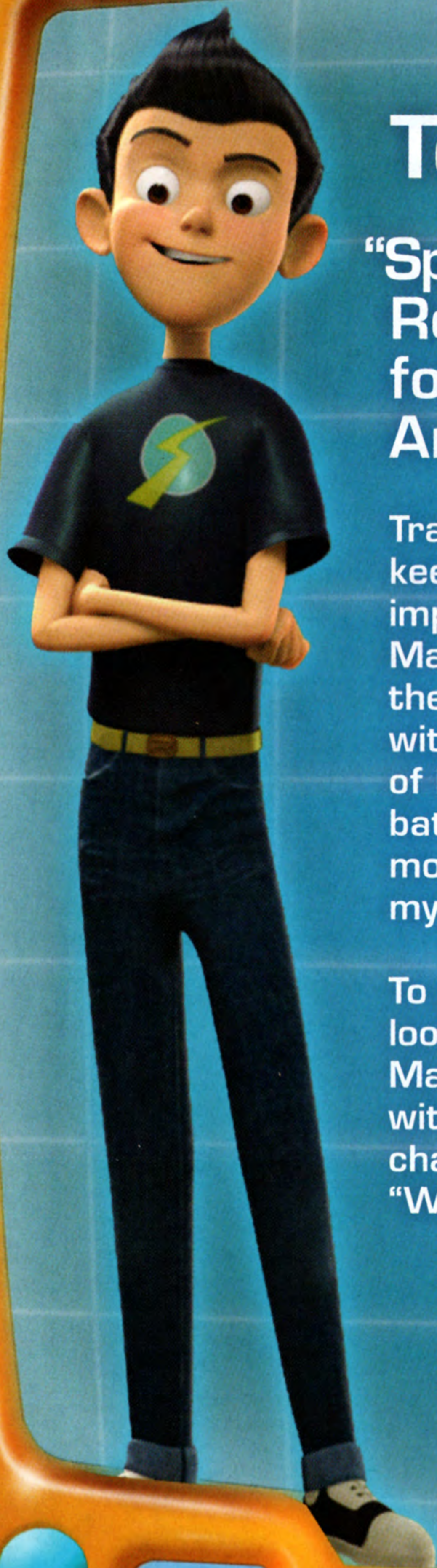
DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Game Controls

The following controls will help you navigate the world of time travel and return the Robinson Time Machine to safety.

- Left analog stick** Moves Wilbur
- Right analog stick** Rotates the Camera
- L1 button** Target Lock
- L2 button** Alternate Fire Mode
- R1 button** Grab
- R2 button** Weapon Quick Swap
- × button** Action
- Directional buttons** Map-able Gadget Buttons
- START button** Pause / Family Album Interface
- SELECT button** Help



To...the future!

“Special Agent” Wilbur Robinson needs you for his next mission. Are you ready?

Travel to past and future worlds to keep the Robinson Industries’ most important invention – the Time Machine – from falling into the hands of evil. You’ll need your wits, your courage and plenty of Robinson gadgets as you do battle with some of the film’s most diabolical villains...and some mysterious new ones, as well.

To get you up to speed, have a look at this helpful Instructional Manual. As you work together with one of your favorite movie characters, remember:
“Wilbur Robinson never fails!”



The Adventure Begins!



To begin your adventures, you can either select New Game or Load a Saved Game. Selecting either option will take you to the next screen. From here, you will see a three empty slots menu.

If you chose New Game, your choices will be Start Game, Mini Games, Cheats, Extras and Credits.

If you chose to Load a Saved Game, it will give you the same screen but now "Continue Game" will replace "Begin Game".

Use the **X button** to accept your choice. Use the **Directional buttons** on the left of the controller to move between selections.

Main Menu

From this main menu, several options will appear.



Begin Game Starts the new game

Mini-Games Start the Chargeball Mini-Game from here

Cheats Accesses the cheat codes and helpful hints

Extras Here you'll find Action Figures and Concept Art from the game

Credits Shows you who worked on the game

Modes of Play

Test your skill with four distinct modes of play:

Adventure Mode

Venture through time battling the forces of evil as Wilbur Robinson.

Protectosphere

Test your reflexes as you roll along in the Protectosphere energy bubble.

Puzzles

Avoid falling boulders and enemies as you dig for an exit with your Havoc Gloves, a set of energized gloves that allow you to burrow through earth and rock.

Chargeball

Play the sport of the future! Score goals against A.I.-controlled opponents and rise to the pinnacle of athletic success.



Chargeball Mini-Game



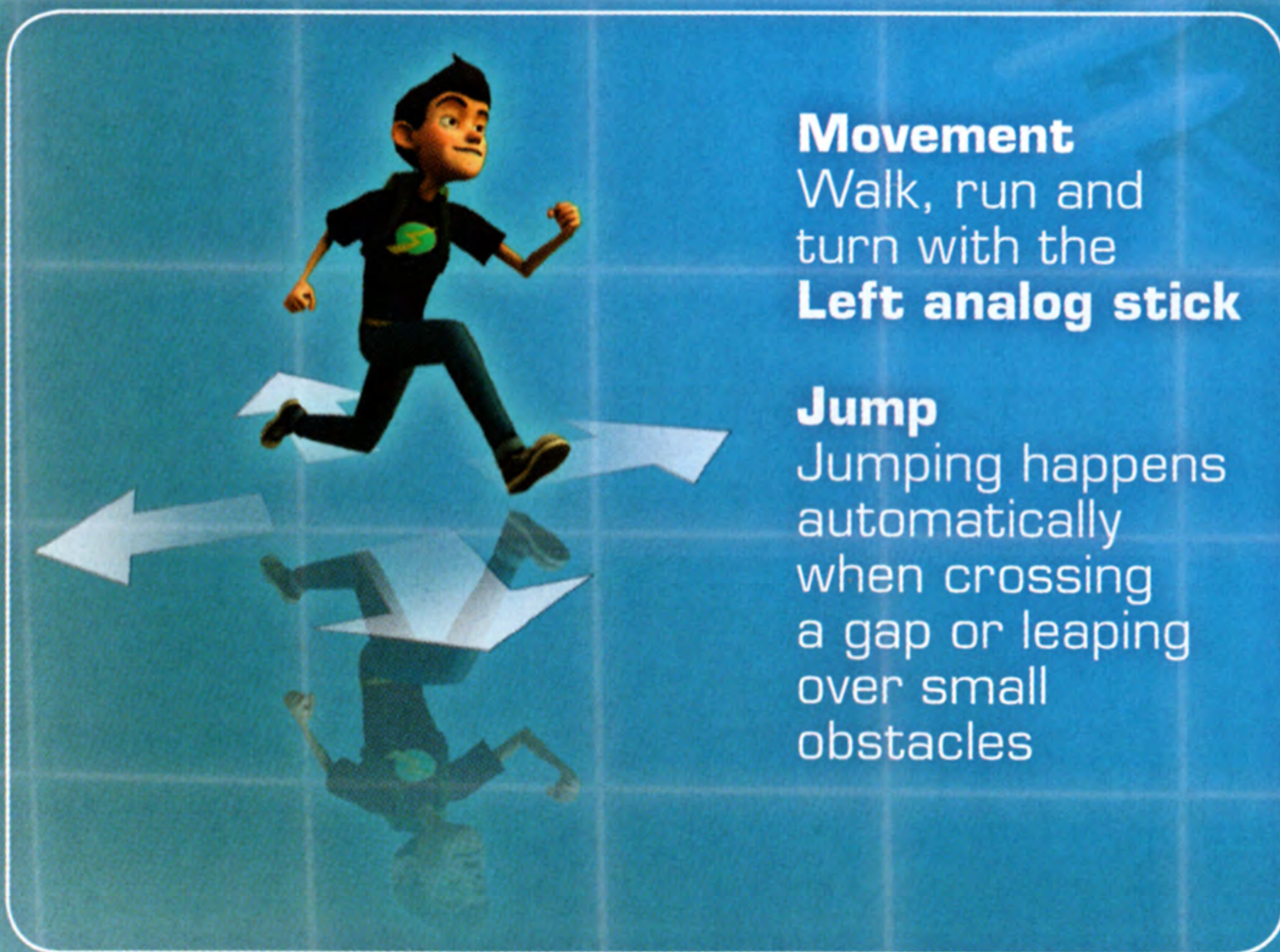
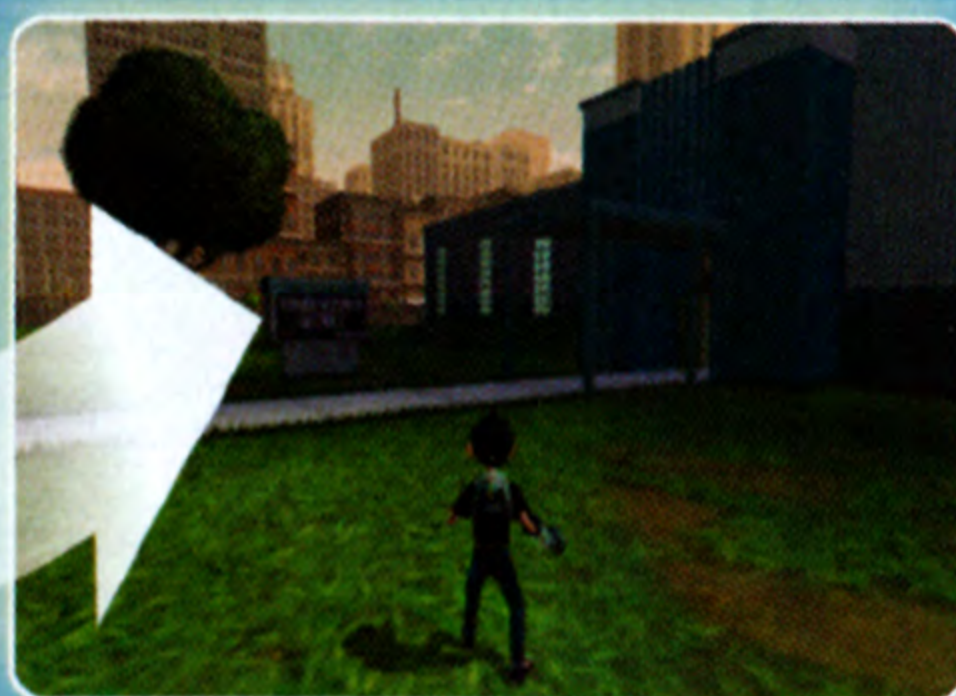
?

Basic Movement

Use any one of the movement options to aid you in your quest for the Time Machine:

Camera

The camera may be adjusted with the **Right analog stick**



Movement

Walk, run and turn with the **Left analog stick**

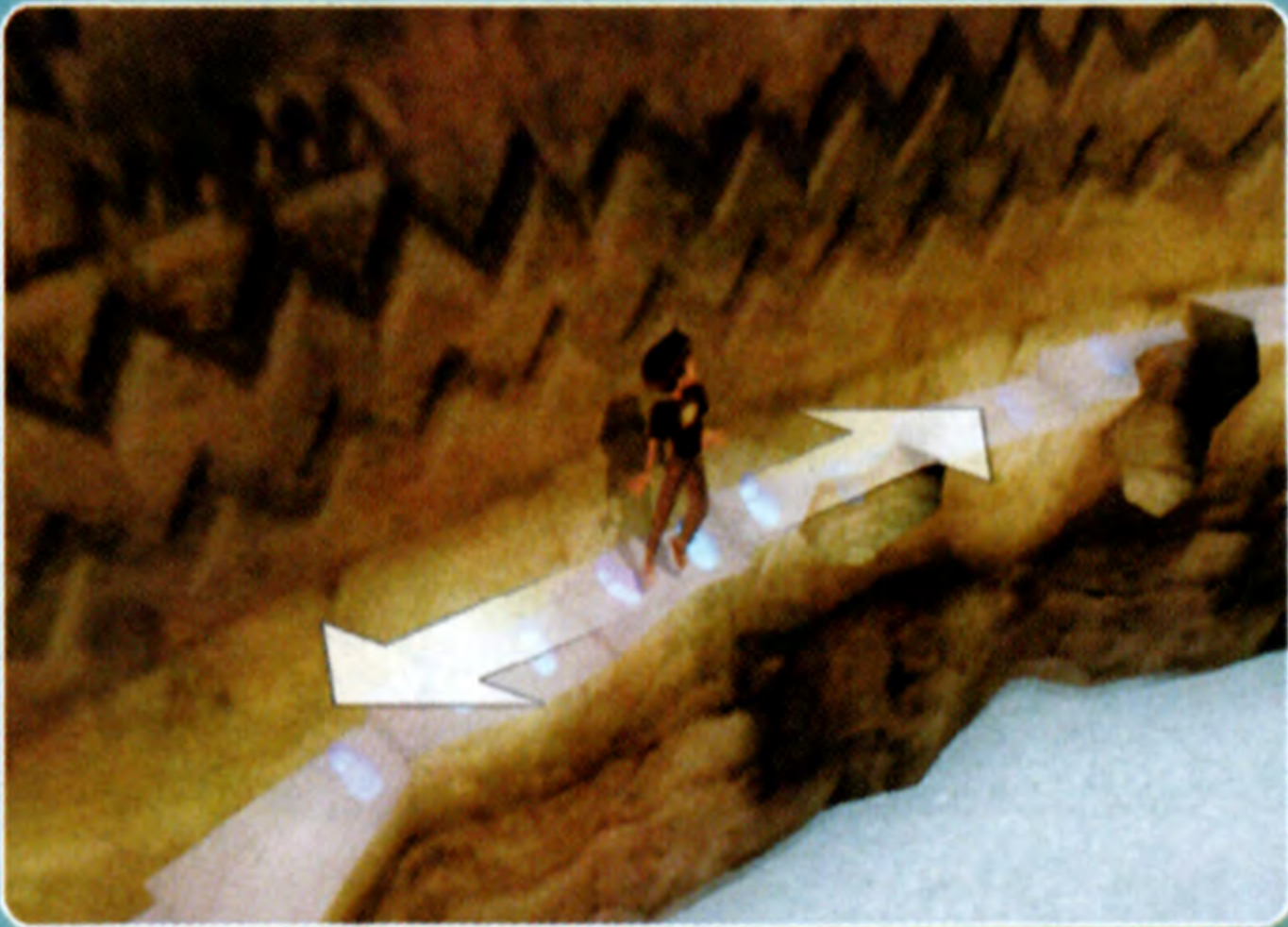
Jump

Jumping happens automatically when crossing a gap or leaping over small obstacles



Dodge

For this movement, you need to get in Target Lock Mode via a toggled mode (tap **L1 button** once) or Press and Hold mode (press and hold **L1 button** to stay in target mode). Then press the **X button** + Left, Right, Forward, or Backwards on the **Left analog stick**, so that you can dodge.

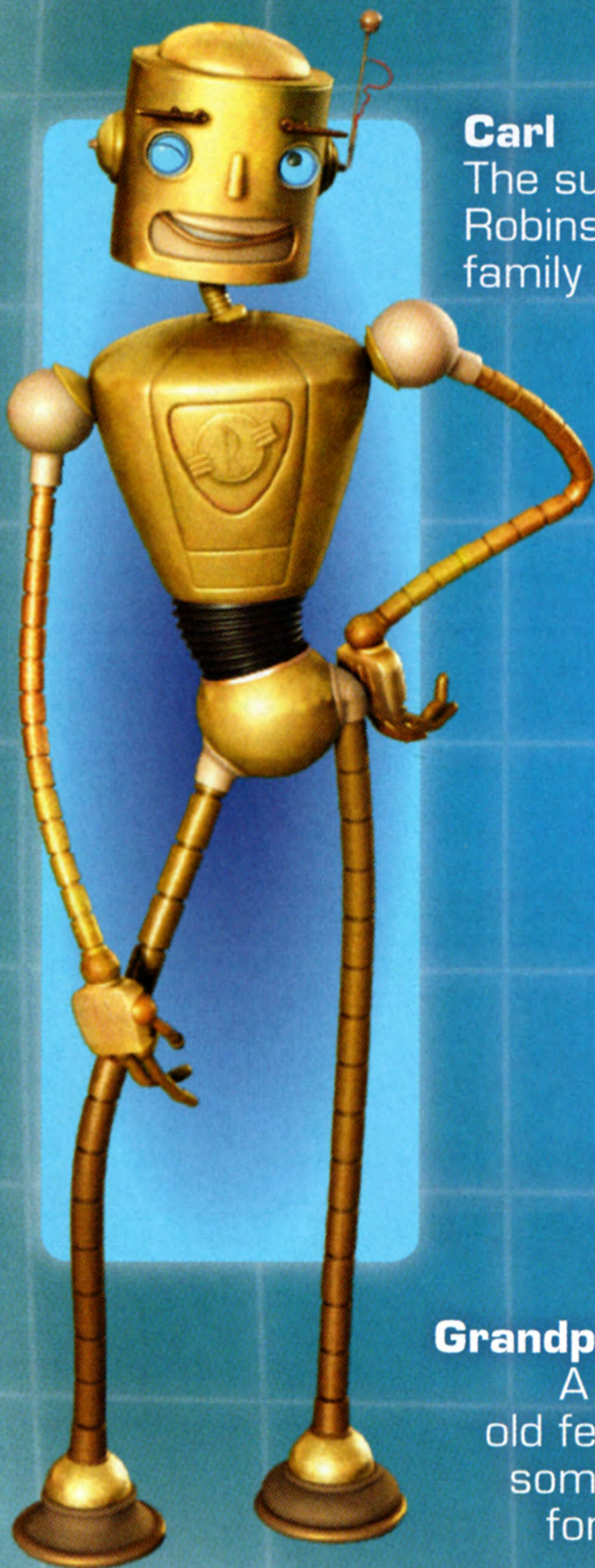


Strafe / Circle Strafe

In Target Lock Mode (**L1 button**) move the **Left analog stick** left or right

Family & Friends

You will meet many people on your adventures, but few you can trust as closely as these people:



Carl

The suave Robinson family robot



Cousin Laszlo

Wilbur's cousin who gives Wilbur missions and rewards Wilbur for scans



Grandpa Bud

A happy old fella but somewhat forgetful



You will also interact with other members of the Robinson family:



Franny
Wilbur's lovely mother



Uncle Art
Wilbur's jovial uncle and intergalactic pizza delivery guy



Aunt Billie
The train operator

Villains

The world of time travel is full of villains.
These are just a few of the evil-doers:

Bowler Hat Guy

The mysterious, yet blundering thief



Doris

Bowler Hat Guy's robotic bowler hat



Emperor Stanley

Ruler of the future

Queen Lizzie

The mysterious ant queen





The Ants

Robotic flame ants, sniper ants, army ants – they're all nasty



Prometheus

The lava titan



The Hoplite

Stanley's main soldier robot



Robots

The sub-basement sentries

Missions

The search for the Robinson Time Machine will take you on the journey of your lifetime... or is that lifetimes?

Ancient Egypt

Travel to Ancient Egypt with Wilbur before the Time Machine is stolen



The Robinson Home

Attempt to "borrow" the Time Machine



The Robinson Sub-Basement

Use your wits to locate Cornelius Robinson's Secret Timelab



Science Fair

Locate the mysterious Time Machine thief before time runs out

Alternate Future
Return from the Science Fair to a world of danger



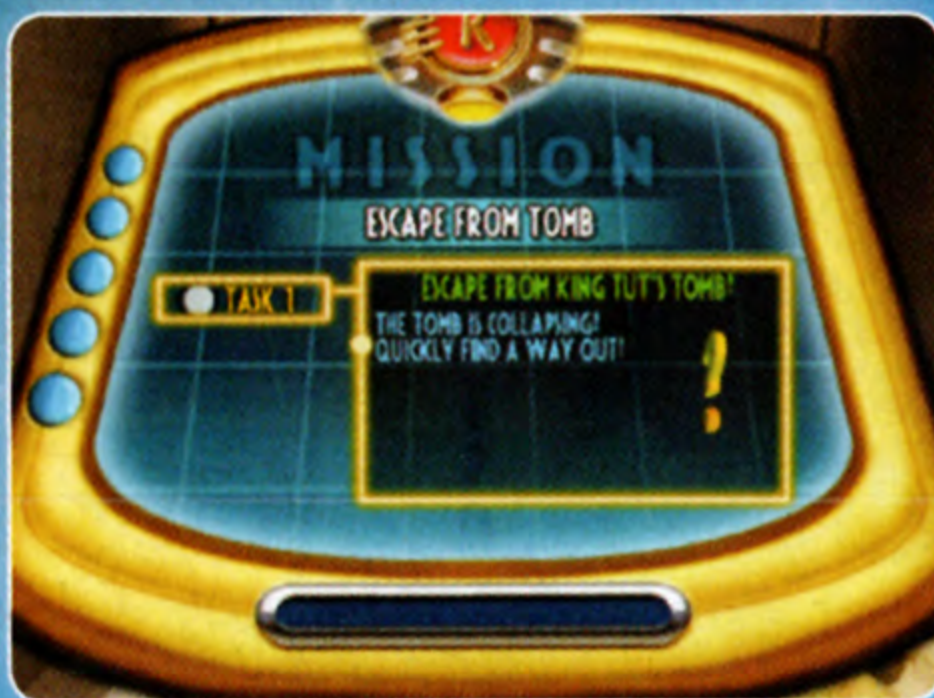
Battle Mega-Doris
Battle Mega-Doris to save the future

The Family Album

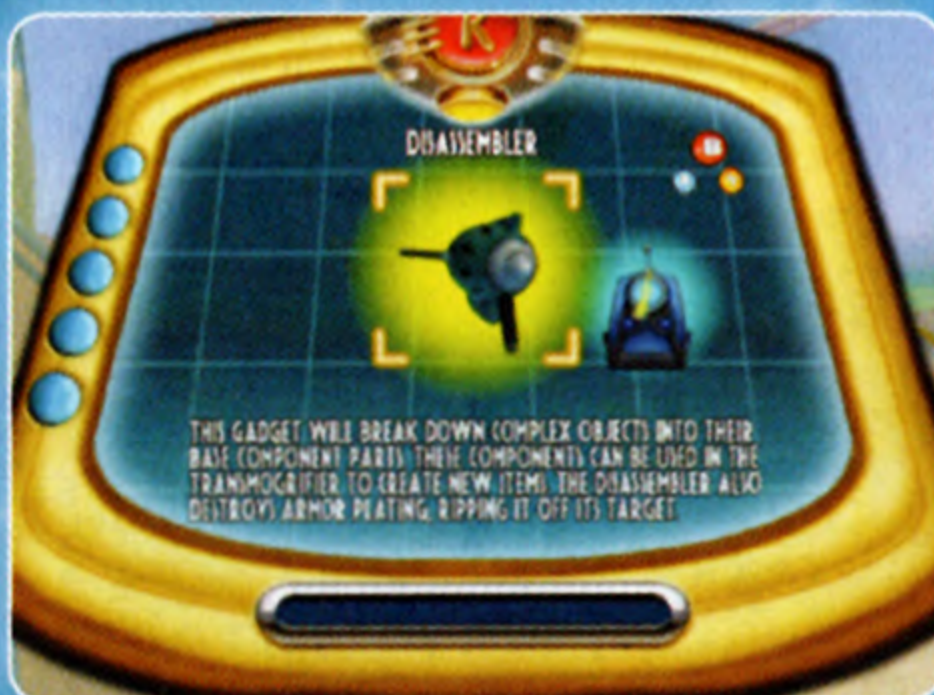
If you press the **START** button during gameplay, the game will pause and bring you to the Family Album.

Here you can find the:

Mission Screen
Displays current missions and tasks.



Gadgets
Shows the gadgets you currently possess.



Blueprints
Shows blueprints for gadgets, upgrades, and cheat codes.



Scannerpedia
Stores all the scanner data you have received.





Options

Changes settings such as action settings, vibration, sounds and more.



Map

Displays a map of the current level and maps of completed levels.



Save Game

Saves your current game.

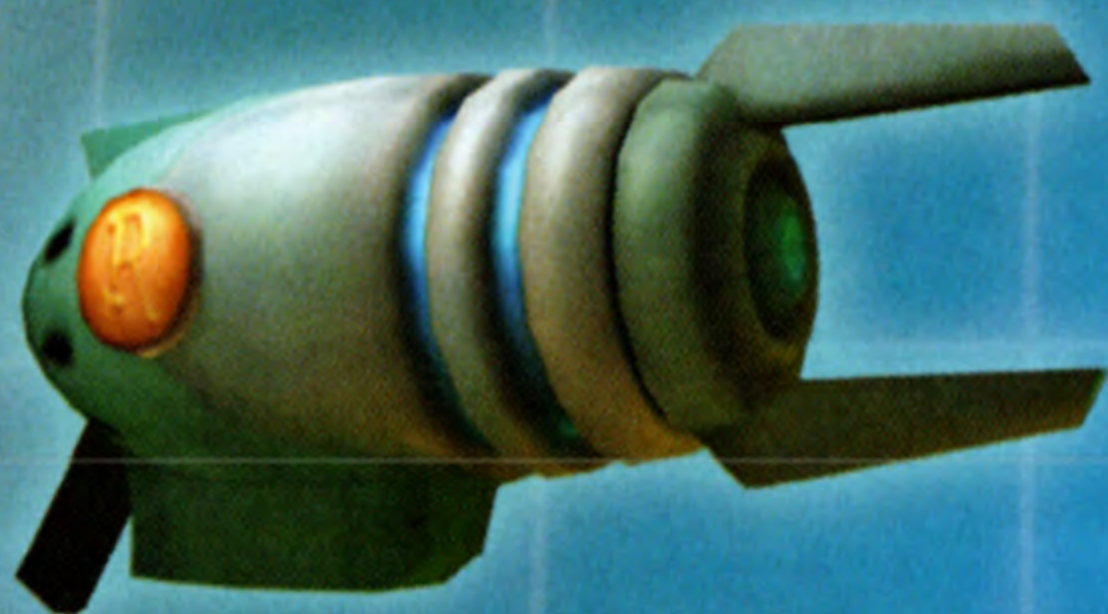


Quit Game

Leaves your current game and returns to the Main Menu.

Gadgets

To defeat your enemies, you must be quick and crafty. But most importantly, you must be well-equipped. Arm yourself with the following Robinson gadgets.



The Robinson Disassembler

The ultimate recycling tool, the Disassembler breaks down objects, revealing the interior contents which can then be used in the Robinson Transmogrifier to make new items.

The Robinson Havoc Gloves

Excavation and mining have never been so easy. The Havoc Gloves let you burrow under any obstacle and resurface with a burst of power!



TIP: Clanging the Havoc Gloves together will create a sonic burst that will knock surrounding objects over or destroy them all together.

The Magma Industries Levitation Ray

Volcanic Rock and slag in your way? Use the Levitation Ray to lift impossibly heavy objects.





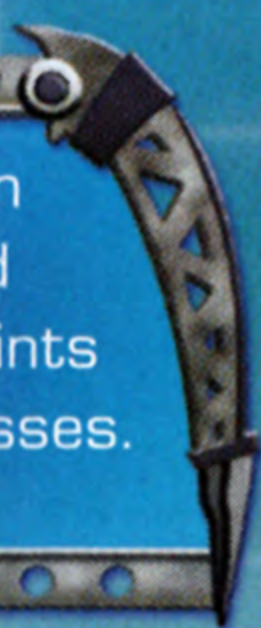
The Chargeball Glove

Create a Chargeball to destroy your opponents! Warning: do not use it outside of official Chargeball Courts as it may cause electronics to short out, malfunction, or otherwise misbehave!



The Robinson Scanner

The Robinson Scanner allows you to collect information about the people, places, and things in your environment. Stuck? Use the Robinson Scanner to find hints and clues!



Tip: Use the Scanner in Basic Mode to find valuable combat hints on enemy weaknesses.

Assigning Gadgets to Buttons

The gadgets can be mapped to the **○**, **△**, or **□** **buttons**. This can be done in two ways:



The Gadget Screen in the Family Album

Press the **START button** to bring up the Family Album and select the Gadget screen. Press the **○ button** to go to the Assignment screen. Press either the **○**, **△** or **□ button** to assign the gadget.

Quick Swap

Press and hold the **R2 button** to bring up the Quick Swap menu. While the menu is up, use the directional buttons to move the selection cursor to the gadget you want to assign. While the gadget is selected, press the button you wish to assign it to.

Using the Gadgets

Want to destroy your opponents with ease? Then use this helpful guide for proper Robinson gadget use.



Disassembler



To disassemble objects, tap the assigned button. For a longer shot, press and hold the **L2 button**, then press and hold the assigned button. Release the button to fire.

Scanner



Use the Scanner by tapping the assigned button to scan the surrounding area to interact with different objects. Targeting and holding the button allows you to scan objects and enemies to see weakness and what they release when disassembled.

Chargeball Gloves



Throw charges of electricity by tapping the assigned button. To lock onto multiple objects, press the **L2 button**, then press and hold the assigned button. Sweep the cursor across targets using the Left analog stick and then release the button to fire.

Havoc Gloves



To clap the gloves together and create a shockwave, tap the assigned button. To burrow under the ground, press the **L2 button**, then press and hold the assigned the button. Release button to resurface.

Levitation Ray



To levitate and flip enemies, tap the assigned button.

Note: Not all items can be levitated.

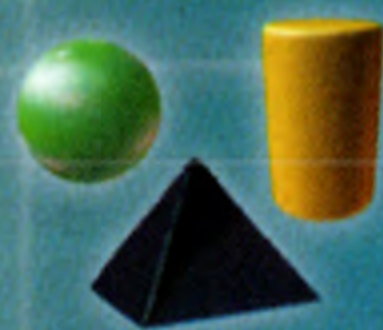
Pick-Up Items

Find pick-up items to replenish your health, restore the battery power of your gadgets and more.



Battery Packs

Don't let your gadgets conk out when you really need them. Collect Battery Packs and restore depleted energy to all of your gadgets.



Base Components

Do you like knowing what makes things tick? Then you'll like the way the Disassembler breaks down items into Base Components: organic, synthetic and metals.



Action Figures

There are action figures for characters in the game. Gather these collectibles as rewards for exploration and scanning.



Concept Art

Want to see what the characters looked like before the game? Unlock concept art that can be viewed from the Menu.



Chargeball Courts

Into sports? Try Chargeball. Unlock new courts you can play in Wilbur's Room or at the Chargeball Emporium.



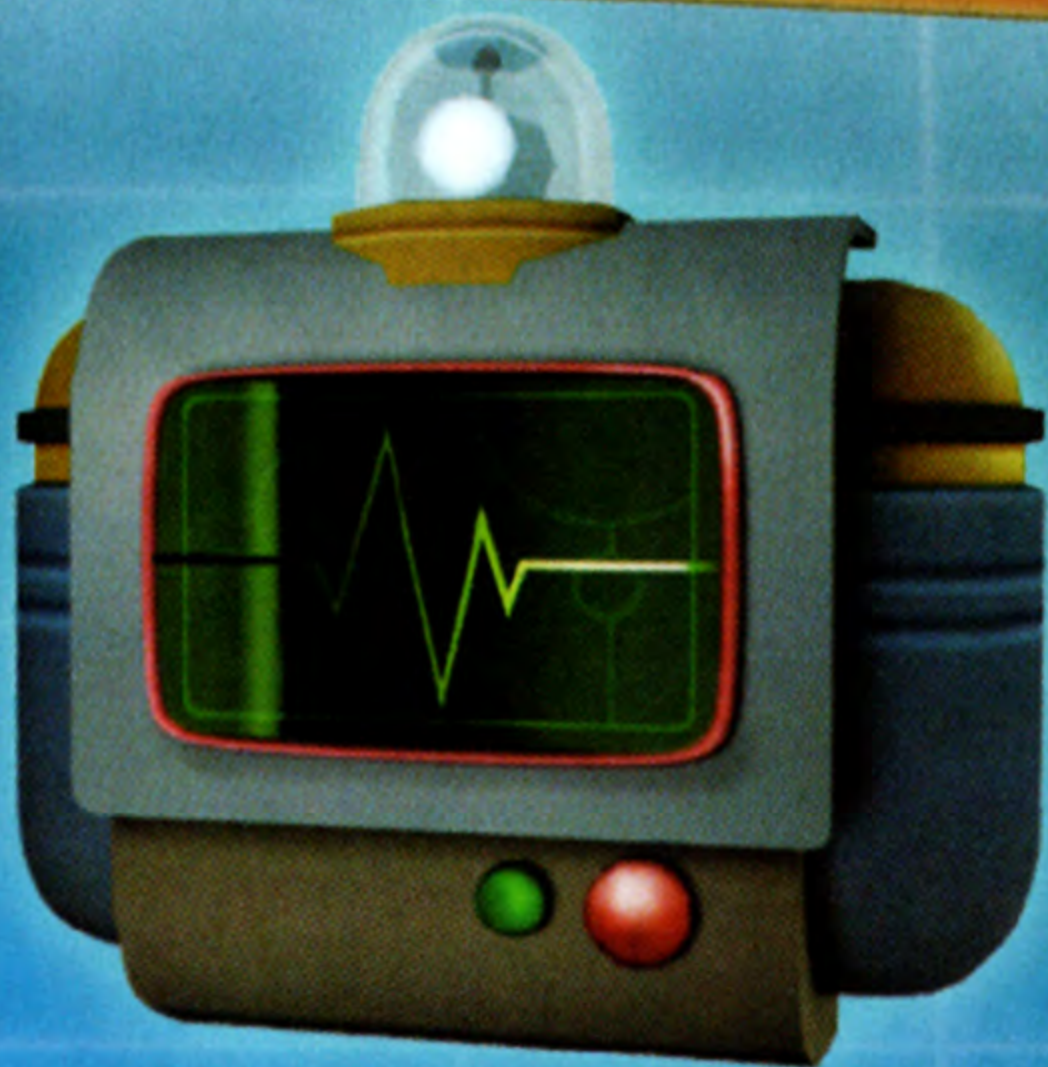
Chargeball Opponents

Tired of the same old opponents? Make Chargeball more challenging by unlocking new A.I.-controlled opponents.



Blueprints

Architect new levels of fun with Blueprints. Together with the Transmogripher, Blueprints let you create new gadgets, upgrades, and cheat codes.



TIP: You need to stand close to the Aid Station!

The Robinson Aid Station

Low on energy? Visit The Robinson Aid Station. This station is found on all levels and will heal you by replenishing your health and energy supply. To use it, approach the Aid Station and press the **X** button.



Transmogriifier

Whenever you discover or earn a new blueprint, you can create a new item with the Robinson Transmogriifier. This workbench creates items using the Base Components you collect on your travels.

Accessing the device pops up all the blueprints you have collected. Each blueprint will list its cost in components to create. Items for which you do not have enough components will be grayed out.

Notes:



A large rectangular area with a light blue background and a grid pattern, containing 25 horizontal blue lines for writing.

Notes:

Lined writing area for notes.

THE MUSIC OF THE FUTURE!

AN ORIGINAL WALT DISNEY RECORDS SOUNDTRACK

Disney
**MEET THE
ROBINSONS**



Artwork subject to change

SOUNDTRACK FEATURES ALL-NEW MUSIC
WITH PERFORMANCES BY JAMIE CULLUM,
ROB THOMAS AND RUFUS WAINWRIGHT,
SCORE BY DANNY ELFMAN AND MORE!



Customer Support Information

Internet Support

To access support for Buena Vista Games on the World Wide Web, point your browser to **www.disney.com/videogames** and click on "Support" at the top of the page.

Games Hints and Tips

Game hints and tips are available on our Customer Support website. To access Game Hints and Tips on the World Wide Web, point your browser to **www.disney.com/videogames/support**

Mailing Address

If you wish to write us, our address is:

**Buena Vista Games Customer Support
500 South Buena Vista Street
Burbank, CA 91521-9323**

Telephone Support

You may contact Customer Support at **(866) 252-8108**. If you need additional information, our Customer Support staff for the U.S. and Canada is available Monday through Friday from 8:30 a.m. to 5:30 p.m. (Pacific Time).

TTY/TDD Users

Please contact us by telephone through your local relay service. Customer Support staff for TTY/TDD users is available Monday through Friday 8:30 a.m. to 5:30 p.m. (Pacific Time). Our toll free number is **(866) 252-8108**.

Limited Warranty

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