

# ROBOTS™



## **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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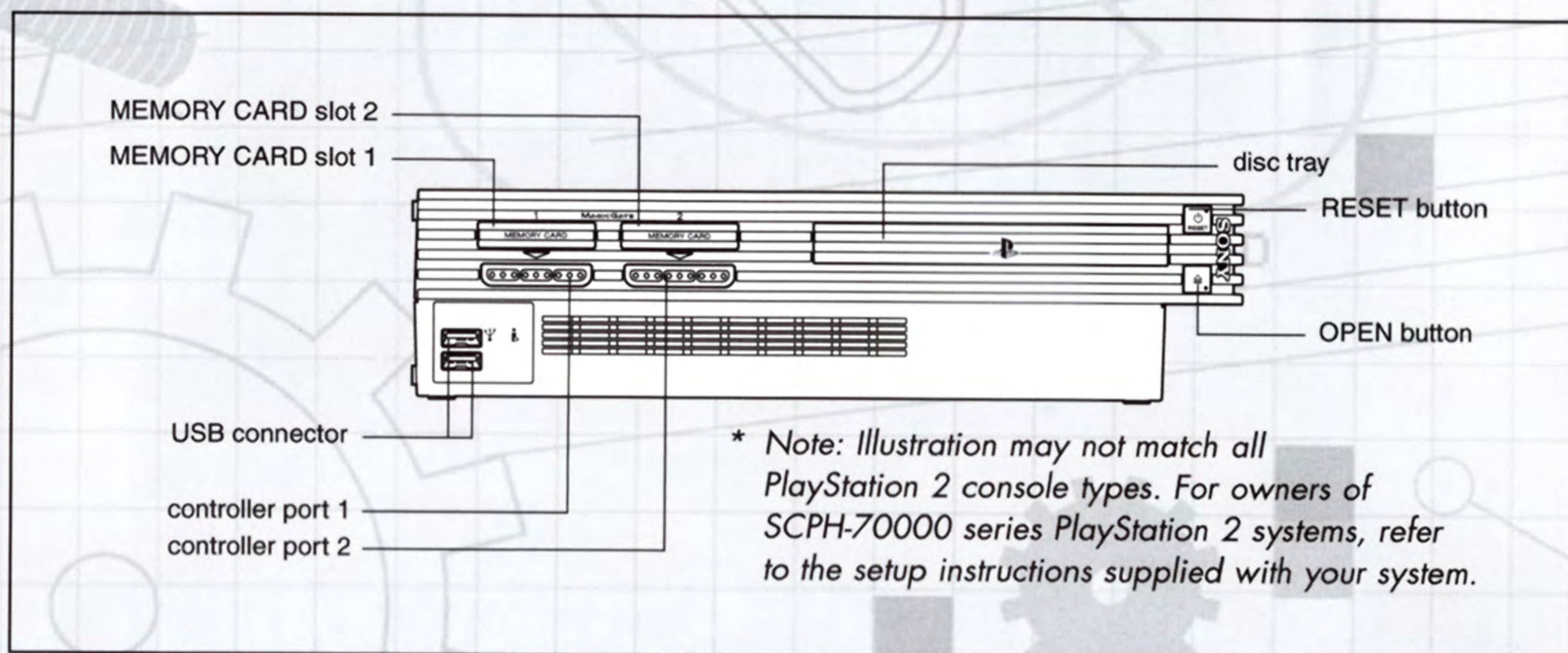


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# Getting Started



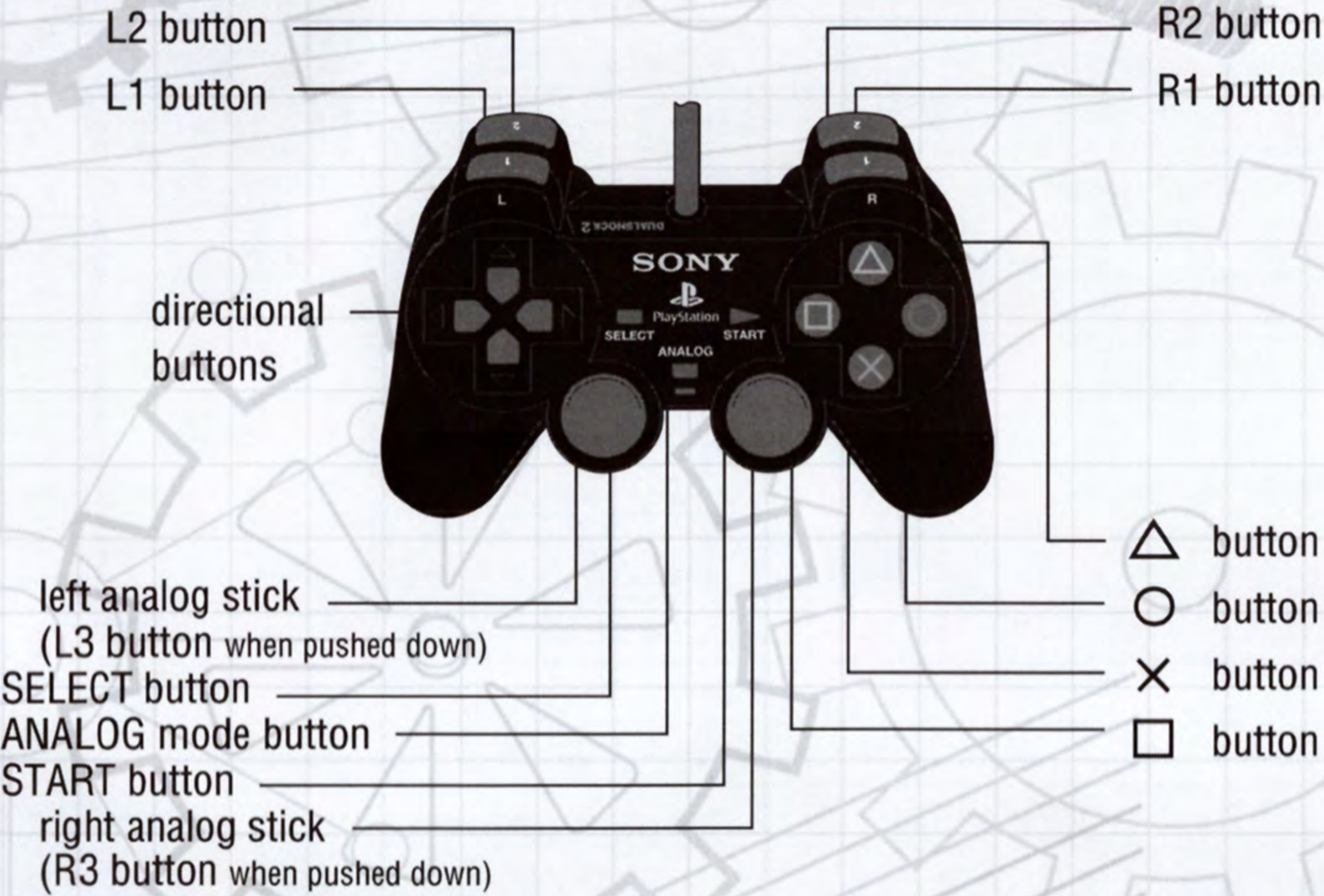
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Robots* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

## **Memory Card (8MB)(for PlayStation®2)**

You may save your progress while playing *Robots*. In order to do so, you must have a memory card (8MB)(for PlayStation®2) inserted into MEMORY CARD slot 1 of your PlayStation®2. Game data can only be loaded and saved to a memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1. Do not insert or remove a memory card while the game is attempting to load or save game data.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Rodney

| Button                         | ACTION                                     |
|--------------------------------|--------------------------------------------|
| left analog stick              | Rodney Movement                            |
| right analog stick             | Camera Movement                            |
| X button                       | Jump                                       |
| ○ button                       | Close Ranged Attack                        |
| △ button                       | Action/Talk                                |
| □ button                       | Use Gadget (Grown up Rodney only)          |
| □ button (Hold then release)   | Upgraded Scrap Launcher & Throwing Gadgets |
| X button + X button            | Double Jump                                |
| X button + X button + ○ button | Ground Stomp (Grown up Rodney only)        |
| X button + X button + △ button | Activate Robot-Glide (Upgrade needed)      |
| L1 button                      | Inventory/Mini-map/Objectives              |
| R1 button                      | Target Mode (Grown up Rodney only)         |
| R2 button (while moving)       | Ground Slide                               |
| R3 button                      | Center Camera                              |
| START button                   | Pause Menu                                 |

## Transport Pod

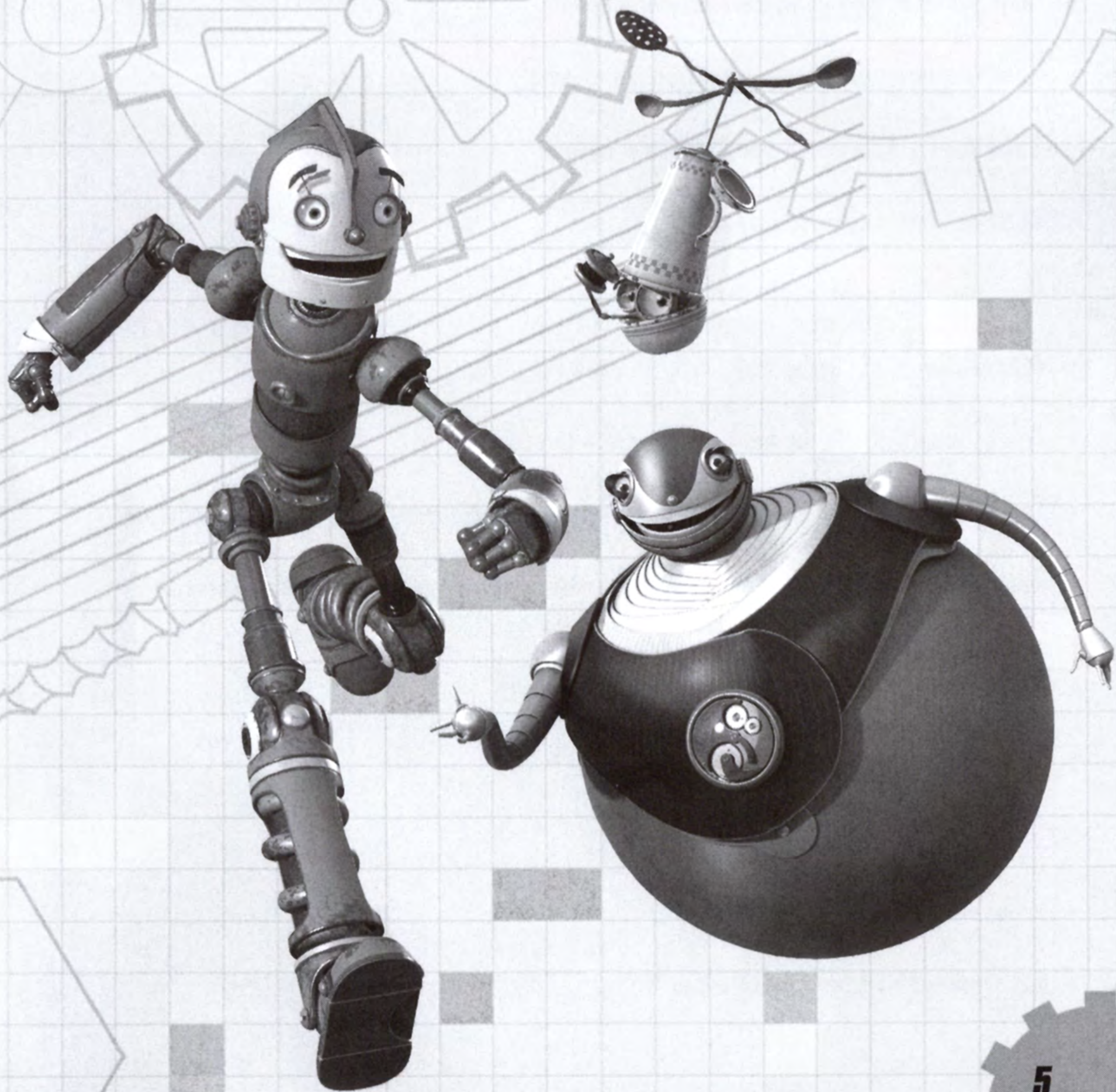
|                                       |                     |
|---------------------------------------|---------------------|
| left analog stick                     | Pod Movement        |
| <b>R1</b> button                      | Transport Pod Boost |
| <b>R2</b> button (in obstacle course) | Brake               |
| <b>X</b> button (in obstacle course)  | Jump                |

## Wonderbot

|                    |                    |
|--------------------|--------------------|
| <b>△</b> button    | Wonderbot Return   |
| <b>X</b> button    | Wonderbot Boost    |
| <b>R1</b> button   | Increase Height    |
| <b>R2</b> button   | Decrease Height    |
| left analog stick  | Wonderbot Movement |
| right analog stick | Camera Movement    |

## Introduction

A gifted young inventor, Rodney Copperbottom moves to the big city to realize his dream of working for his childhood hero, Bigweld. Rodney arrives at Bigweld Industries along with Wonderbot, his mechanical sidekick. But Bigweld is mysteriously absent, and the corporation is now run by Ratchet and his evil bots. Rodney meets a gang of Rusties, colorful outmodes that help him discover an evil plot: Robot-kind is in danger of being reduced to scrap metal! Rodney, the young and brave bot, has to defeat an army of mechanical minions to save his friends.



# Playing the Game

## Main Menu

- **New Game:** Start a new game
- **Load Game:** Start a saved game
- **Options:** Change game settings
- **Bonus Features:** Browse bonus content

## Options Menu

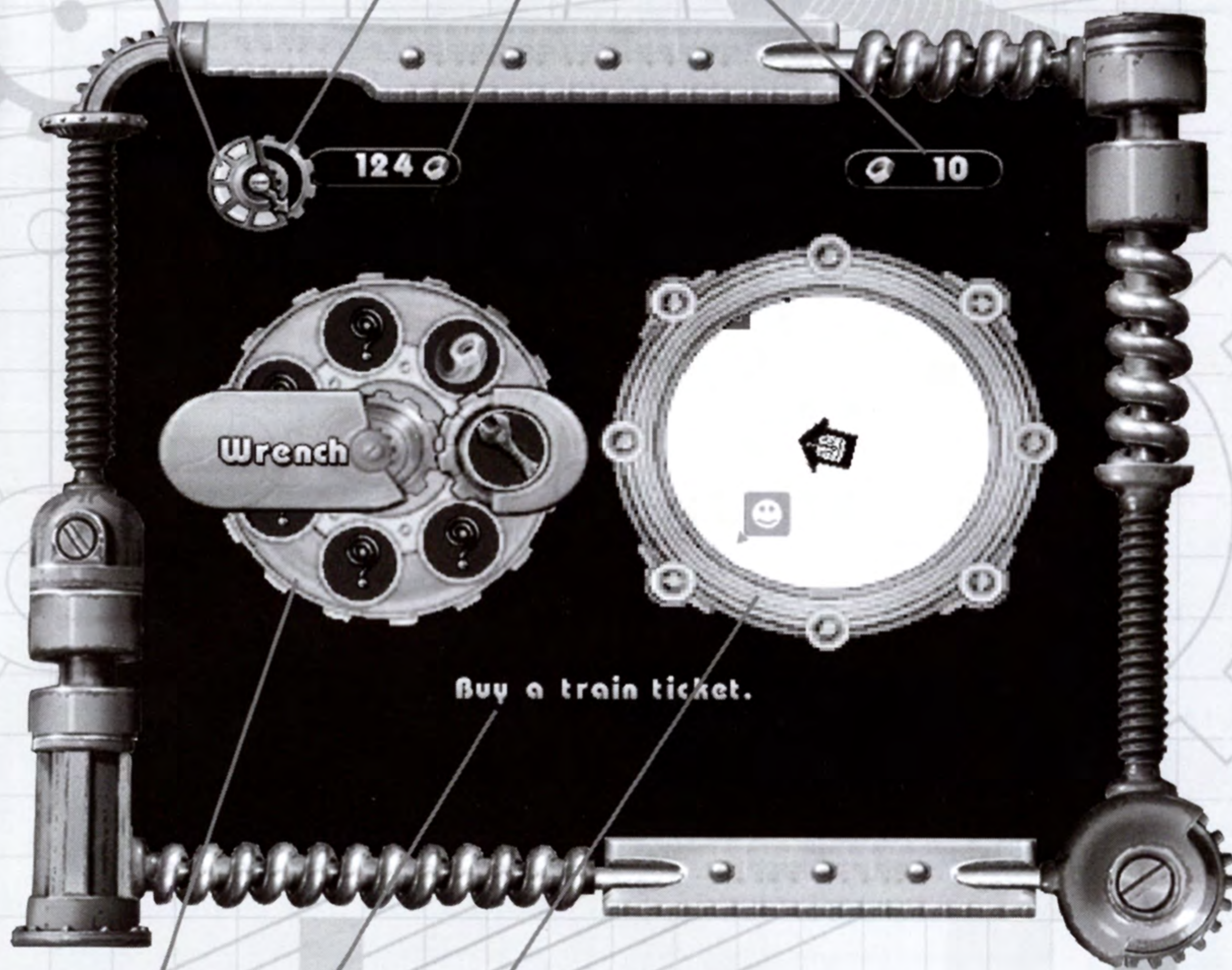
- **Music Volume:** Adjust volume of game music
- **Sound Volume:** Adjust volume of sound effects
- **Sound Mode:** Adjust the type of audio output
- **Subtitles:** Turn subtitles on/off
- **Vibration:** Turn controller vibration on/off
- **Invert Camera X:** Swap horizontal camera movement
- **Invert Camera Y:** Swap vertical camera movement
- **Invert Target Camera X:** Swap horizontal camera movement while in target mode
- **Invert Target Camera Y:** Swap vertical camera movement while in target mode

## Pause Menu

- **Continue:** Resume gameplay
- **Options:** Change game settings
- **Quit Game:** Exit to the main menu

# HUD (Heads Up Display)

(Health Meter) (Battery Meter) (Scrap) (Task Items)



(Inventory) (Objectives) (Mini-map)

- **Health Meter:** Indicates the amount of damage Rodney can take before powering down
- **Battery Meter:** Indicates the amount of energy left in Rodney's battery pack
- **Scrap Counter:** Indicates the amount of scrap Rodney has
- **Task Items:** This is the number of task related items or blueprint pieces that Rodney has found
- **Inventory Wheel:** This allows Rodney to switch to another gadget or upgrade
- **Mini-map:** Allows Rodney to see where he is – pay close attention, many item locations are indicated with map markers

## Collectibles



**Blueprint Piece:** Pieces of blueprints that Rodney can collect. Once he's collected all the pieces for a blueprint, he will be able to invent a new gadget.



**Wonderbot Trickchip:** Expands Wonderbot's set of tricks. Collect them all!



**Health Pickup:** Instantly restores Rodney's health meter.



**Scrap Metal:** Pick these up to use both as ammo for the Scrap Launcher as well as money with which to purchase items.



**Gold Scrap:** Too valuable to use as ammunition, this type of scrap can be used to complete various quests that Rodney accepts.



**Super Scrap:** A clump of scrap metal worth more than regular scrap.

## Switches



**Wonderbot Activation Pad:** Once Rodney has gained the Wonderbot remote control upgrade, stand on these pads and press the "Action" button to take control of the Wonderbot. The Wonderbot symbol over Rodney's head will appear whenever Wonderbot can be activated.



**Spring Pads:** Rodney will encounter spring pads of various shapes during his adventures. Ground stomp these pads to reach heights that a normal jump could never reach. The up arrow symbol over Rodney's head will identify when Rodney is standing on a spring pad.



**Battery Recharge Pad:** Stand on these pads and press the "Action" button to fill up Rodney's battery. A battery symbol will appear over Rodney's head whenever his battery can be recharged.



**Wonderbot Short Circuit Switch:** Wonderbot can fly into these switches to activate various mechanical contraptions nearby.



**Vending Machines:** Buy various items and save games at these machines scattered throughout the world.



**Tinkerswitch:** Press the "Action" button on these switches to activate nearby machinery. Some Tinkerswitches need more time than others to fully activate.

## Gadgets

|                        |                                                                                     |                                                                                                                                                                        |
|------------------------|-------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Wrench</b>          |    | Rodney's basic close ranged attack.                                                                                                                                    |
| <b>Scrap Launcher</b>  |    | Rodney's basic ranged attack. Scrap that Rodney has collected serves as ammunition.                                                                                    |
| <b>Magnabeam</b>       |   | Delivers a beam of magnetic energy that lifts enemies into the air, drawing scrap from them. This gadget will also move magnetic objects. (Useable only after upgrade) |
| <b>Electroshot</b>     |  | Delivers a beam of electricity that temporarily stuns enemies and eventually deactivates them. This gadget can also reactivate machinery. (Useable only after upgrade) |
| <b>Scrambler</b>       |  | When lobbed at enemies and machinery alike, the scrambler will emit an electromagnetic wave that deactivates anything within range. (Shop Item)                        |
| <b>Electroblast</b>    |  | This nifty gadget can be lobbed like the scrambler, but explodes in an electrical blast that will wipe out anything mechanical in its path. (Shop Item)                |
| <b>Wonderbot Trick</b> |  | Rare tricks that Rodney teaches the Wonderbot. (Unlocked with Trickchips)                                                                                              |

## Crates



**Destructible Crates:** Destroy these crates for scrap and other valuables



**Explosive Crates:** Be careful, these crates will explode when destroyed, sometimes releasing scrap and other valuables



**Magnet Crates:** These crates (as well as other objects with the magnet symbol) can be towed about with the Magnabeam upgrade

## Shop Items

**Super Health**  
Restores Rodney  
to full health



**Save Game**  
Saves game progress



**Maxi-Scrap (500)**  
Increases the amount  
of scrap Rodney can  
carry to 500



**Maxi-Scrap (1000)**  
Increases the amount  
of scrap Rodney can  
carry to 1000



**Charge-a-matic**  
Increases the amount  
of battery charge Rodney  
can hold



**Scrap Launcher Megashot**  
Increases the damage done  
by the Scrap Launcher



**Scrap Launcher Ricoshot**  
Scrap shots bounce



**Scrap Launcher Homershot**  
Shots from your Scrap  
Launcher home in on enemies



**Scrap Launcher Sprayshot**  
Sprays out scrap, increasing  
the range of damage



**Refine-o-max**  
Increases the value  
of scrap collected



**Scrambler**  
Scrambles electrical circuits  
and briefly deactivates  
enemy robots



**Electroblast**  
Electrocutes anything  
within range



**Standard Supersight**  
Points out task-related items  
while in first-person target mode



**Gold Scrap Supersight**  
Points out gold scrap pieces  
while in first-person target mode



**Wonderbot Magnofetch**  
Once purchased, the Wonderbot  
will magnetically attract and  
collect scrap for you



**Wonderbot Trickchip**  
Teach your Wonderbot a cool  
new trick to entertain you!



**Bonus Features**  
Access unlockable features  
in the game



# CREDITS

A very special thanks to all of the wonderfully talented and brilliantly creative individuals at Blue Sky Studios for their guidance, support and continued inspiration. We could not have done it without you.

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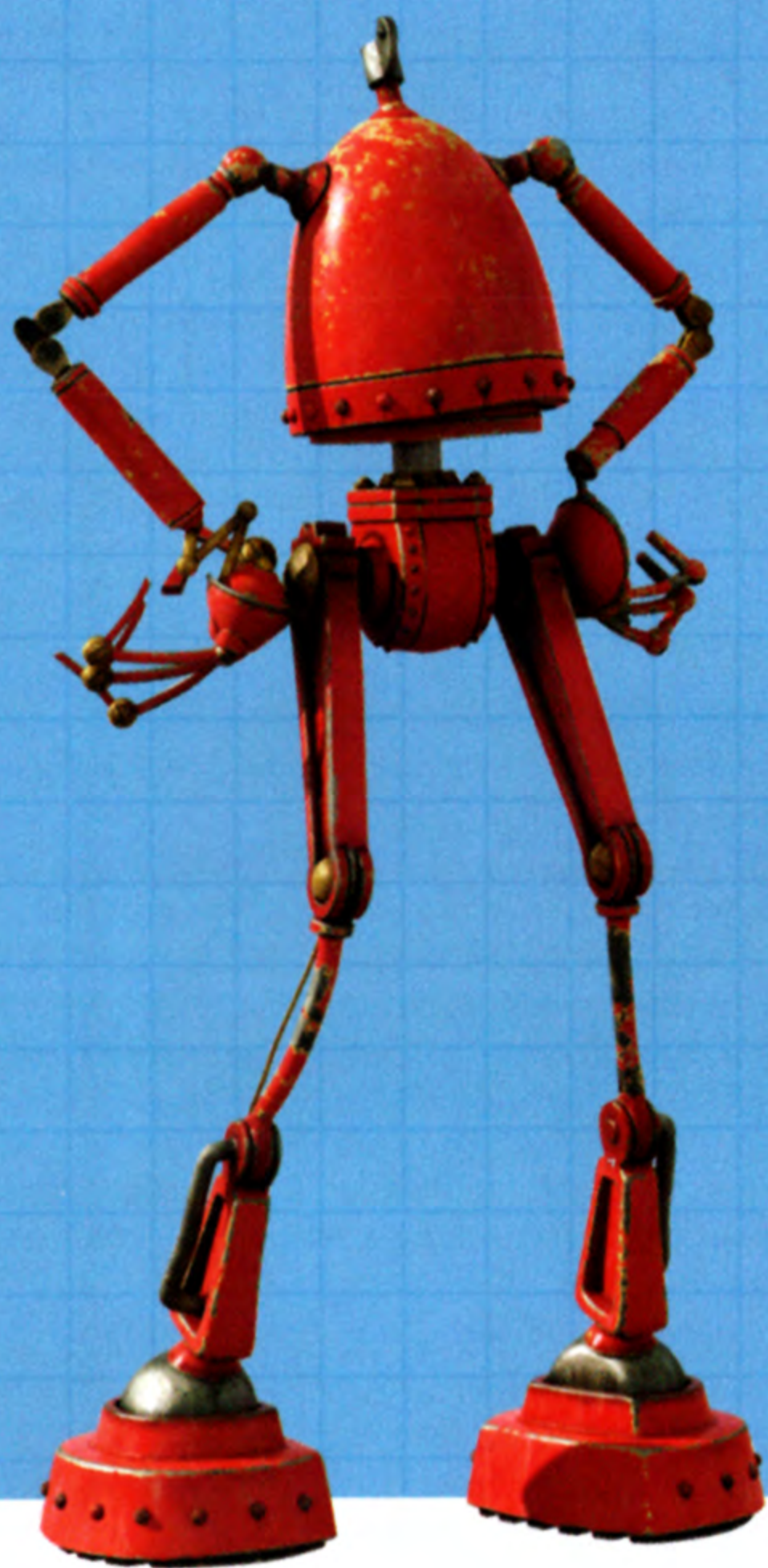
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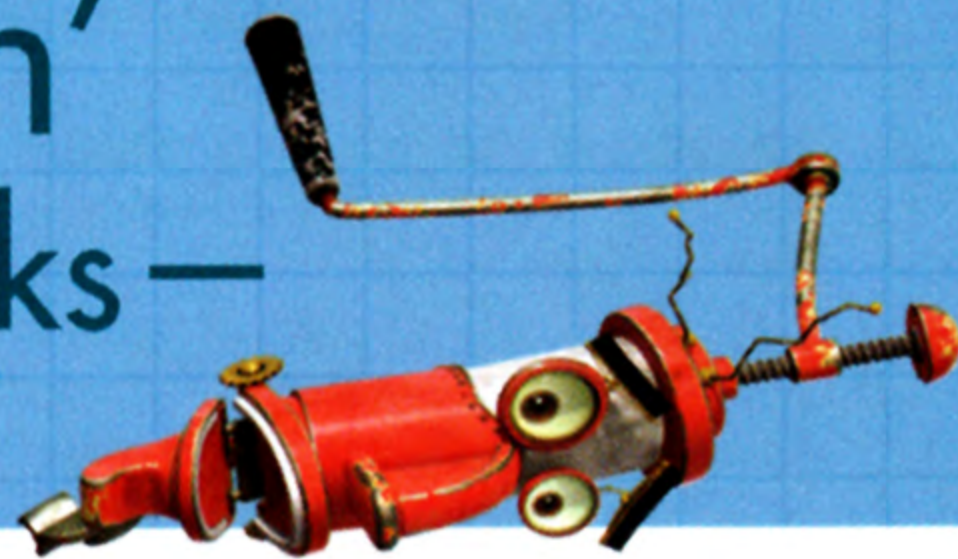
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