

Wii™

WALT DISNEY

PICTURES PRESENTS

**MEET THE
ROBINSONS**

**ROBINSON
INDUSTRIES**

**FAMILY ALBUM
TECHNICAL MANUAL**

Disney

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions Eye or muscle twitching Altered vision
Loss of awareness Involuntary movements Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.



The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo, Wii and the Official Seal are trademarks of Nintendo. © 2006 Nintendo.



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Starting Up

You will use many gadgets in your hunt for the Time Machine. The most important gadgets will be your Nunchuk and Wii Remote. Study them carefully.

Game Controls

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

Wii Remote™

Left, Right, Up, or Down Moves the Camera & Aims Gadgets

+Control Pad Left/Right/Up Switches Gadgets

+Control Pad Down Grabs Objects

A Button Context Sensitive

B Button Fire Gadget (normal mode)

+ Button Family Album

- Button Quick Swap Menu

1 Button Center Camera

2 Button Help

HOME Wii Home Menu

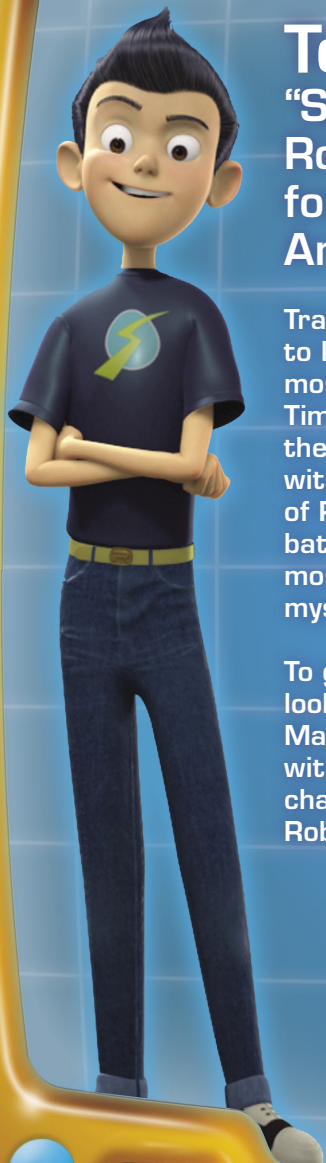
Nunchuk™

Control Stick Moves Wilbur

C Button Press this and then the **B Button** for alternate fire mode

Z Button Target Lock/Center Camera





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.

Once you select “New Game,” you will be asked to select a save slot. Next you will see a screen with options to Begin Game, Mini-Games, Extras, and Credits. Everything but Mini-Games will be grayed out.

If you chose to Load a Saved Game, you will be asked which save slot to load. Next you will see a screen with “Continue Game,” as well as Mini Games, Cheats, Action Figures, Concept Art and Credits.

Use the **A Button** to accept your choice. Use the **+Control Pad** on the Wii Remote to move between selection. You can also use the **Control Stick** on the Nunchuk to make selections.



Main Menu

From this Main menu, several options will appear.



Begin Game Starts the new game

Mini Games Lets you play the Chargeball mini game

Cheats Accesses the cheat codes and helpful hints

Extras Find Action Figures, Concept Art, and Movies here.

Credits Shows you who worked on the game

Modes of Play

Experience four distinct modes of play as you travel through time:

Wilbur Robinson Adventure Mode

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

Protectosphere

This mode encases you in a tough energy bubble. Use the **Control Stick** on the Nunchuk to guide your actions.

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. The **Control Stick** moves you up, down, or side to side. To leave, you will have to find an exit and press the **A Button**.

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

Move Wilbur around his goal & press the **B Button** to throw a chargeball and knock out the opponent's shields. Once the shields are gone, throw a chargeball in the goal to score. Throw a chargeball at an item to collect it and press the **A Button** to use the item. If you hit one of the green spots, they will automatically direct a chargeball at a target or item.



Basic Movement

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

Camera

To adjust the camera, aim with the Wii Remote to move the targeting reticule to the edge of the screen.



Target Lock

Press the **Z Button** to lock on enemies. This is now a toggle. Press once to engage the target lock, press again to get out. Hold the **Z Button** to go into hold mode and release it to de-lock.



Dodge

In target lock mode, pressing the Action button + left, right, forward or backwards on the **Control Stick** will make you dodge

Movement

Walk, run and turn with the **Control Stick**

Jump

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



Strafe / Circle Strafe

In target lock mode, move the **Control Stick** left or right



Family & Friends

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

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



Carl
The suave
Robinson
family robot



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



Franny
Wilbur's lovely
mother



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



Grandpa Bud
A happy
old fella but
somewhat
forgetful



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



The Ants

Robotic flame ants, sniper ants, army ants. They're all nasty.



Prometheus

The lava titan

Doris

Bowler Hat Guy's robotic bowler hat



Emperor Stanley

Ruler of the future



Queen Lizzie

The mysterious ant queen



The Hoplite

Stanley's main soldier robot

Robots

The sub-basement sentries

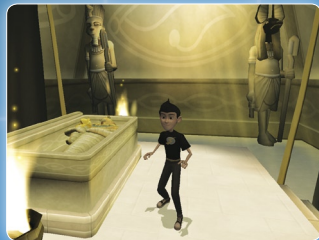


Missions

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

Ancient Egypt

Travel to Ancient Egypt with Wilbur as he goes joyriding with the Time Machine before it 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 + Button during gameplay, the game will pause and bring you to the Family Album.

Here you can find the:

Mission Screen

Displays completed missions and tasks.

Also, displays tasks you are currently on.



Gadgets

Shows the gadgets you currently possess.



Blueprints

Shows blueprints for gadgets, upgrades, and cheat codes.



Scannerpedia

Stores all the scanner data received on objects you have scanned.



Options

Changes settings for camera, sounds, and more.



Maps

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. Be careful – any unsaved data will be lost.



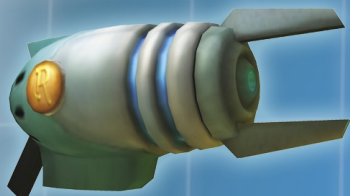
Gadgets

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 Chargeball Glove

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

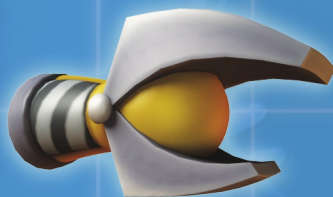


The Robinson Disassembler

The ultimate recycling tool, the Disassembler breaks down objects, revealing the interior contents which can then be used in the Robinson Transmogifier 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 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 Single Object Scan to find valuable combat hints on enemy weaknesses.



Assigning Gadgets to Buttons

The gadgets can be mapped left, right, and up on the **+Control Pad**. This can be done in two ways:



The Gadget Screen in the Family Album

Press the **+ Button** to bring up the Family Album and select the Gadget screen. Press the **A Button** to go to the Assignment screen. Press left, right, or up on the **+Control Pad** to assign the gadget.



Quick Swap

Press the **- Button** to bring up the Quick Swap menu. While the menu is up, aim the Wii Remote to move the Targeting reticule 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



Normal Fire Mode: Press the **C Button**, then the **B Button** to activate.

Alternate Fire Mode: Press the **C Button**, then the **B Button** to activate. Moving the targeting reticule with the Wii Remote while holding the **C Button** allows you to aim.

SCANNER



Basic Mode: Display info on the object that the Scanner is locked onto. Press the assigned direction of the **+Control Pad**, then the **B Button** to fire.

Information Mode: Press **B Button** when not locked onto anything to do an area scan, so you can see how you can interact with objects in your environment.

CHARGEBALL GLOVES



Normal Mode: Press assigned direction on the **+Control Pad**

Alternate Fire Mode: Press and hold **C Button** on the Nunchuk. Release Button to fire.

HAVOC GLOVES



Normal Mode: Press the **C Button** and then hold down the **B Button** to burrow.

Burrow Mode: Press the **C Button** and then hold down the **B Button** to burrow. Release button to resurface.

You can also use the **Control Stick** to direct Wilbur underground.

LEVITATION RAY



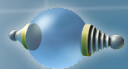
Normal Mode: Press the assigned direction on the **+Control Pad** to select the gadget, then press the **B Button** to fire it.

Note: Not all items can be levitated.



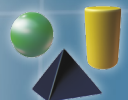
Pick-Up Items

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 metallic.



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 Transmogriifier, 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 energy supply and health. To use it, approach the Aid Station and press the **A 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.