

WALT DISNEY
PICTURES PRESENTS

MEET THE ROBINSONS

ROBINSON INDUSTRIES

FAMILY ALBUM
TECHNICAL MANUAL





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System Requirements

Windows®

Microsoft® Windows XP

- Pentium™ IV class or Athlon XP processor, 1.4 GHz or greater
- 256 MB RAM • 2.5GB free hard drive space
- 128 MB DirectX™ 9-compatible, 32-bit color 3D Accelerated video card supporting hardware Pixel shaders
- NOTE: Integrated (built-in) onboard video cards are not supported by this game
- 16-bit DirectX™ 9-compatible sound card
- DVD-ROM drive • DirectX 9.0c (included)

Installation

Before installing **Walt Disney Pictures Presents Meet The Robinsons**, exit all open applications (including background applications such as anti-virus software and pop-up blockers). When all other applications have been closed, insert the Disc into the DVD-ROM drive.

If your DVD-ROM drive is AutoPlay-compliant, a launch window will automatically appear when the DVD-ROM is inserted. Follow the on-screen prompts to complete the installation. During installation, you will be given an opportunity to electronically register the program.

If the launch window does not automatically appear, open the My Computer folder (either from the Desktop or from the Start menu) and then open the Meet the Robinsons DVD-ROM drive folder. Double-click on the Setup.exe file to begin the installation process. Follow the on-screen instructions to complete the program's installation.

Note: You may be prompted to install Direct X™ 9.0c if your system is running an earlier version of Direct X™.



Getting Started

If your DVD-ROM drive is AutoPlay-compliant, a prompt will automatically appear when the disc is inserted in the DVD-ROM drive. Click on Play to start the game.

If the prompt does not appear, from the Windows Taskbar, click on Start and point to All Programs. From the Programs sub-menu, point to Buena Vista Games, select the Meet The Robinsons folder, and then click on the Meet The Robinsons program icon.

ReadMe File

Your Walt Disney Pictures Presents Meet The Robinsons DVD-ROM includes a "readme file" (readme.txt), which contains the License Agreement and updated information about the game. Please take a moment to review the readme for information about changes, if any, made to the game after this manual went to print.

To view the file, double-click on it in the Meet The Robinsons directory found on your hard drive (usually C:\Program Files\Buena Vista Games\Walt Disney Pictures Presents Meet the Robinsons).

You can also view the readme file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Buena Vista Games, then on Walt Disney Pictures Presents Meet The Robinsons, and then on the readme.txt file.

Game Controls

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

Movement

W Key	Forward
A Key	Left
S Key	Backward
D Key	Right
Arrow Keys	Camera Control

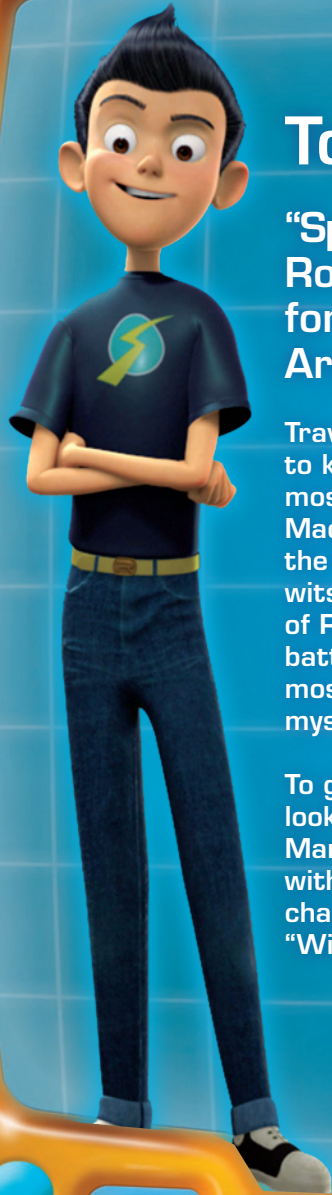
Camera Control (Aim Mode)

W Key	Up
A Key	Left
S Key	Down
D Key	Right

X Key	Action Button
E Key	Push / Pull, Context Sensitive Action
Left Control	Targeting Mode
W, A, S, D Key + X Key (in Targeting Mode)	Dodging

Arrow Keys (in Targeting Mode)	Target Switching
--	------------------

Alt Key	Alt Fire Mode
Space Bar	Fire



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.

If you chose New Game, your choices will be Start Game, Mini Games, Cheats, Action Figures, Concept Art and Credits. Everything but Start Game and Credits will be grayed out.

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

Use the “X” key to accept your choice. Use the arrow keys to move between selections.



Main Menu

From the Main Menu, several options will appear.



- Start Game** Starts the new game
- Mini Games** Starts one of the Mini Games, such as the Chargeball Mini Game
- Cheats** Accesses the cheat codes and helpful hints
- Extras** Contains Action Figures, Concept Art and Movies
- Credits** Shows you who worked on the game

Tip: Stuck? Press on the "H" key to receive a Help message from Carl, the Robinson Family robot. This can be done at any time.

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

Use the arrow keys to guide your actions. 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. The arrow keys move you up, down, or side to side. To leave, you have to find an exit.

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

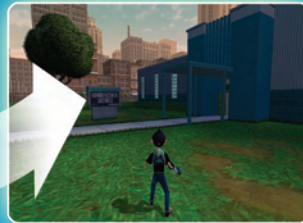


Basic Movement

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 Arrow keys



Movement

Walk, run and turn with the W, A, S and D keys.

Jump

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

Target Lock

Press the Left Control key to lock on enemies. Press once to engage the target lock, press again to get out.



Dodge

In Target Lock Mode, pressing the W, A, S, D Keys + X Key will make you dodge.



Strafe / Circle Strafe

In target lock mode use the A, S, W, D Arrow keys.



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



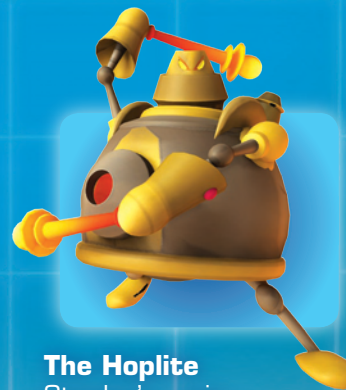
Emperor Stanley

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 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



Science Fair
Locate the mysterious Time Machine thief before time runs out

The Robinson Sub-Basement
Use your wits to locate Cornelius Robinson's Secret Timelab



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



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



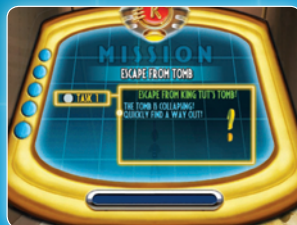


The Family Album

If you press the **ESCAPE** key 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 cheats.



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 Transmogriifier to make new items.



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 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 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!

The Magma Industries Levitation Ray

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



TIP: Use the Scanner on Information Mode to find valuable combat hints on enemy weaknesses.



Assigning Gadgets to Buttons

The gadgets can be mapped to **Number Keys (1-5)**. This can be done in two ways:



The Gadget Screen in the Family Album

Press the Escape key to bring up the Family Album and select the Gadget screen. Press the **3 Key** to go to the Assignment screen. Press **Keys 1-5** to assign the gadget.

Quick Swap

Press and hold the **“Q” key** to bring up the Quick Swap menu. While the menu is up, use the **Arrow Keys** to move the selection cursor to the gadget you want to assign. While the gadget is selected, press the key 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 buttons. Tap the **Arrow Keys** for the direction you want to fire and hit the space bar to fire. You can also press the **Alt Key** and hold it. Release key to fire.

Scanner



Tap the assigned button to discover the weakness of objects and enemies or to scan objects in the world to see what they release when disassembled. Press the appropriate key stroke for the direction you want to fire. To scan an area around Wilbur so he can see how he can interact with different objects, target items with the Scanner Hint Icon and press the **Spacebar**.

Chargeball Gloves



Throw charges of electricity by tapping the **Spacebar**. You can also press the **Alt Key** and hold the assigned key, and then release to fire.

Havoc Gloves



To clap the gloves together and create a shockwave, tap the **Spacebar**. To burrow under the ground, press the **Alt Key** and release key to re-surface.

Levitation Ray



To levitate and flip enemies, press the **Spacebar**. Press the **Alt Key** then hold down the **Spacebar** to fire.

Note: Not all items can be levitated.



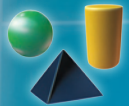
Pick-Up Items

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 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. To use it, approach the Aid Station and press the **X Key**.



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.

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