

NINTENDO DS™

WALT DISNEY
PICTURES PRESENTS
**MEET THE
ROBINSONS**

**ROBINSON
INDUSTRIES**

**FAMILY ALBUM
TECHNICAL MANUAL**



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET 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, such as while 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 when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
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 - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

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

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any copying 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 does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

Table of Contents



The Adventures of Wilbur Robinson...	06
Getting Started.....	07
Basic Controls	08
Weapon Controls.....	09
Touch Controls	06
Camera Controls.....	11
Villains	13
Worlds	14
Health and Energy.....	16
Gadgets.....	17
Assigning Gadgets to Buttons.....	22
Other Useful Items.....	23
Collectibles.....	24
Combos	25
Charge Ball Mini-game.....	26
Charge Ball Controls.....	27
Customer Support	28
Limited Warranty.....	29



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WALT DISNEY
PICTURES PRESENTS

MEET THE ROBINSONS

The Adventures of Wilbur Robinson

Cornelius Robinson's Time Machine is stolen when Wilbur Robinson isn't looking. As Wilbur, it is now up to you to get it back. Complete missions and battle enemies as you venture through time with the help of quirky Robinson gadgets and Carl, the trusted family robot.

To help you navigate your adventures as Wilbur, this handy Instruction Manual was created for you.



Getting Started

To begin your adventures as Wilbur, follow these instructions:

1. Make sure the Power Switch is **off**.
2. Insert *Meet The Robinsons* Game Card into the Nintendo DS™ slot.
3. Turn the Power switch **on**. NOTE: *Meet The Robinsons* Game Card is designed for the Nintendo DS™ system.
4. Please read and accept the Health and Safety screen by touching the bottom screen.
5. Touch the *Meet The Robinsons* game icon on the DS™ Touch Screen.
6. Follow the prompt to the New Game screen and choose from the following options:

New Game

Starts a new game in story mode. Once you have saved a game, you can also choose Load Game. When you beat the game, you will be able to access the Robinsons House menu and go into the Mission Select mode.

Chargeball

Starts the Chargeball mini-game. This supports single-player and multi-player gameplay. See page 26.



Basic Controls



- Run** Press the **+Control Pad**.
- Dive Forward** Press the **B Button** or touch Wilbur.
- Climb a Ladder** Move Wilbur and approach the ladder.
- Climb Up** Move Wilbur and approach elevated terrain. Wilbur will jump and grab the terrain with both hands. Press the **B Button** or up on the **+Control Pad** to pull him up.
- Hopping** Press the **+Control Pad** to run and Wilbur will automatically hop.
- Target** Press the **L Button** and the **R Button** simultaneously to lock-on an enemy or object when it is on screen.

Weapon Controls

Choose from plenty of weapons and gadgets to battle your opponents. To use them open the Gadget Menu.

Gadget Menu

Press **START** or touch the Backpack icon in the lower left of the Touch Screen.

Drag and Drop Gadgets

Use the stylus to drag and drop the weapons you want to use into one of the three circles at the top of the Touch Screen. These circles will correspond to the **Y**, **X**, and **A Buttons**.

Select Weapon Level

Open the Robinson Gadget Menu and touch the stars around your three weapons at the top of the Touch Screen. One star means the weapon is at its lowest level. Three yellow stars mean the weapon is at its highest. The gadget must first be upgraded at the Monitor Station before its power level can be adjusted.



Touch Controls

Many of the controls can be performed on the Touch Screen.

Lock-on Objects / Enemies Touch objects or enemies. Touch a second time to cancel.

Open Gadget Menu

Touch the Backpack in the lower left corner.

Use Gadgets

Touch any of the 3 gadget icons in the lower right corner to use them.

Move Camera Touch and slide the camera icon on the right side of the Touch screen. Slide the camera up or down.



Rotate Camera Right

Touch and hold down the camera icon in the upper right corner to rotate the camera to the right. Touch and quickly release to center the camera.

Menus

Touch a selection. You can also use the **+Control Pad**.

Camera Controls

Keep your eyes on the villains with these helpful camera controls.

Rotate Camera Left Hold down the **L Button**.

Rotate Camera Right Hold down the **R Button**. You can also touch the camera icon in the upper right corner to rotate to the right.

Look Up or Down

Touch and slide the camera icon up or down on the bar on the right side of the Touch Screen. By design, you can also touch any location on the indicator bar to instantly change the camera angle, without touching on the icon.

Center the Camera

Press the **L** or **R Button** and quickly release to center the camera. Also, touch and quickly release the camera icon in the top right corner to center the camera.

First Person Perspective

Press the **L** and **R Button** at the same time and hold down to change to a first person P.O.V.





Villains

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

CARL
You will meet many characters on your adventures, but few you can trust as closely as this member of the Robinson family. He will give you missions from the Monitor Station.



Bowler Hat Guy

The mysterious, yet blundering thief



Doris

Bowler Hat Guy's robotic bowler hat



Emperor Stanley

Ruler of the future



Queen Lizzy

The mysterious ant queen



Worlds

Discover the past and future on the journey of a lifetime...or is that lifetimes?



Ancient Egypt

Take a thrilling trip to ancient Egypt



Queen of the Fire Ants

Battle an army of Robot Ants in the future land of Queen Lizzy



Magma Industries

Locate the Volcano's Crater in this lava-covered world of the future



Revenge of the Bowler Hat

Defeat Doris and save the world from her tyranny

Health and Energy

You have two important gauges: Health and Energy. Keep an eye on them at all times!



Health

The Health gauge decreases each time you take an attack from an enemy character. Use Health Kits to restore your health. You can build these at the Monitor Station.

Energy

The Energy gauge decreases each time a gadget is used. For a quick refill, use the Energy Kits you build at the Monitor Station to keep the gadgets working. Energy will refill automatically if you don't use your gadgets for a short while.

TIP: Save energy! Use the Robinson Technology wisely to clear the areas!

Gadgets

Defeating your enemies takes speed and cunning. But more importantly, it takes plenty of cool gadgets. Arm yourself with the latest in Robinson technology.



The Robinson Disassembler

The ultimate recycling tool, the Disassembler breaks down objects, revealing the interior contents which can then be used in the Monitor Station to build and upgrade items.



The Robinson Scanner

Robinson Scanner allows you to collect information about the people, enemies, places, and things in the environment.



The Charge Glove

Create a Chargeball to blast your opponents!



Hopping Shoes

Need a lift? These shoes will help you grab ledges that you normally could not reach.

Warning: Do not use the Charge Ball Glove outside of official Chargeball Courts as it may cause electronics to short out, malfunction, or otherwise misbehave!



The Robinson Havoc Glove

Excavation and mining have never been so easy. The Havoc Glove allow you to hit the ground with tremendous energy, creating a devastating shockwave.



The L.E.V. Gun

Shoot out powerful bubbles that can keep enemies and objects suspended in mid-air! When the bubble bursts, it really goes out with a bang!



Charge Shield

New from Robinson Industries! Working in a hazardous environment? Use the new Charge Shield to protect yourself from physical harm!



Time Stopper

Need more time? Robinson Industries has created the Time Stopper!

Warning: Continual use may disturb the space time continuum.



Lightning Generator

Make lightning strike down from above by blasting electrical charges into the sky. Lock-on to enemies and show them lightning can strike twice in the same spot!



Meatball Gun

Hate meatballs? Shoot them at your enemy! These meatballs make a cool SPLAT when they strike your opponent but have no effect on them. **Warning:** Some enemies actually LIKE getting hit by meatballs!



The Robinson Sneakers

Keep moving forward...super fast! Enjoy a burst of speed with the Robinson Sneakers.



Drill Shoes

Want peace and quiet? Need a rest? Use the Drill Shoes to drill yourself into the ground and your health will recover. Here you can hide from the world!



Peanut Butter & Jelly Sandwich Maker

Put PB&J to good use. It will give you a quick health boost but tends to be unstable.

Warning: The early PB&J Maker prototypes are not perfected and can explode!



Health Kit

Feeling a little sick? Use the Robinson Industries Health pack to recover half of your health when used. You can carry up to 9 of these at a time.



Super Health Kit

Why use two health packs when you can use one Super health pack to recover all of your health! You can carry up to 9 of these at a time.



Energy Kit

Low on power? Use the Energy Kit to charge up and continue using gadgets. You may carry up to 9 of these at a time.



Invisibility Suit

Become invisible and escape from enemies.



Body Reverser

Face your body in the opposite direction. Try running while looking in the wrong direction.



Attack Medal

Increase your attack power using this gadget, but your defensive power will go down.



Defense Medal

Make your defensive power go up! But your attack power will go down.



Caffeine Patch

This is similar to what Krunklehorn used. Instead of your energy, your health will go down.



Carl Transporter

Need a quick fix? You can bring Carl into the game to give you a helping hand.



Energy Reflector

Position these energy mirrors to reflect your attacks. The enemies won't know what hit them.



Baseball

This causes heavy damage when it is upgraded. The default prototype version won't hit enemies as it tends to pause in mid-air.





Assigning Gadgets to Buttons

Keep your gadgets ready by mapping them to the **Y**, **X**, or **A** Buttons.

Press **START** to bring up the Gadget Screen (or touch the Backpack in the lower left of the Touch Screen). This will display all of the gadgets you currently possess.

Use the stylus and drag the gadget icon into the respective circles to assign the gadgets to the **Y**, **X**, and **A** Buttons.



The Family Album

When you find photos of the Robinson Family scattered throughout the levels, you can scan them to receive new plans and schematics for new inventions!

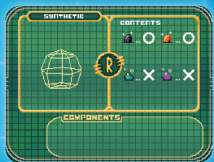
The Robinson Monitor Station

You can use the station to save the game. You can build and upgrade your gadgets or create Energy and Health Kits.



Collectibles

Acquire points or build items with collectibles you earn in each world:



Information packets

Use the scanner on enemies or objects to pick up their blueprint and learn their vital information.



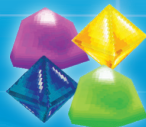
Character Photos

These photos can be found throughout all of the worlds. Try to scan them all!



Logos

These are found floating slightly above the ground throughout all of the worlds. Get them to recover health. Collect all of them to receive bonus gadgets.



Base Components

Components are dispersed and fall to the ground after the Disassembler is used to take apart stunned enemies and objects. You can build and upgrade gadgets with the components you collect.



Combos

Get more base components when you execute combos. To do this, enemies must be "locked-on." Continue hitting the enemy with gadgets. The enemy will not disappear until the combo is broken.

TIP: You can get a really long combo if you use your Energy Kits during a combo and then continue using the attack gadgets.



Chargeball Mini-Game

GOAL!! Score points on opponents by throwing Chargeballs in their goals.

Play a best-out-of-three games format against each opponent. One game is 1 minute and 30 seconds. The player with the most points wins the game. If a game manages to end up in a draw, it will be replayed until a winner emerges.



Scoring:

GOAL	20 POINTS
GOAL while an item was in use.	30 POINTS
Hit a block	1 POINT
Turbo Shot	1 POINT

Chargeball Controls

Crush Chargeball opponents using these moves:

- Move Left/Right** Press left or right on the **+Control Pad**.
- Dive/Jump** Double tap left or right on the **+Control Pad**.
- Touch** Touch and slide the ball Serve.
- Turbo Shot** Touch Wilbur the moment the ball hits



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