



XBOX 360

XBOX
LIVE

WALT DISNEY
PICTURES PRESENTS

MEET THE ROBINSONS

ROBINSON INDUSTRIES

FAMILY ALBUM
TECHNICAL MANUAL



WARNING

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing



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The Controller

You will use many gadgets in your hunt for the Time Machine. The most important gadget, however, is the game controller. Study it carefully.

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
LB	Target Lock
LT	Alternate Fire Mode
RB	Grab
RT	Weapon Quick Swap
A	Action Button
X, Y, & B	Map-able Gadget Buttons
START	Pause / Family Album Interface
BACK	Help

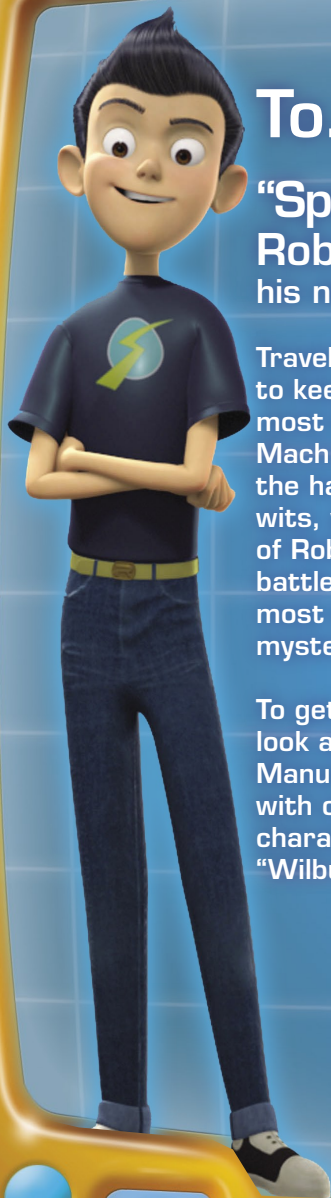
Robinson Security System

Meet The Robinsons comes with a Mini Game entitled "Robinson Security System." To access it:

- Choose Mini Games from the Main Menu, then choose "Robinson Security System."
- When the game loads you will receive an instruction screen alerting you of the game goals.
- Do your best to protect the Robinson family and their home from The Bowler Hat Guy and, if available, post your high scores on Xbox Live®!
- To begin the game, press the **A Button**.

Security System Controls

Left Analog Stick	Targets the Selected Security Device
Right Analog Stick	Targets the Selected Security Device.
LB or RB	Discharges Security Projectile
A, X, Y, & B	Discharges Security Projectile
LT	Cycle Rooms to the Left
RT	Cycle Rooms to the Right
START	Pause / Family Album Interface
BACK	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



Embark on your adventures from the Start Screen where you'll just need to press either the **START** or **A Button** to continue.

Before you can begin your journey through time, you'll need either to create a Profile or select an existing Profile to store your progress along with items that you collect along the way. Immediately after, you'll need to select the Memory Device you'll use to retain your game information.

Once your Profile matters are in order, you'll advance to the Main Menu where you'll be able to choose from a variety of options.



Main Menu

From this Main Menu, several options will appear:



- Play game** Start a New Game or Continue an existing game
- Mini Games** Starts one of the mini games, such as the Robinson Security System or a Chargeball session.
- Cheats** As you play, you'll uncover ways to change the game's appearance and functionality. Enter this screen to trigger various cheats and discover even more ways to have fun while you play.
- Extras** Along your journey, you'll come across a variety of awards such Action Figures and Concept Art. View these rewards within the Extras menu.
- Credits** See who worked on the game

If you select Play Game, and you already have a saved game, you'll be taken to a screen that will allow you to select between starting a new game from the beginning, or continuing progress from your last save point. If you do not have a previously saved game, you will need to choose New Game to start the game.

Modes of Play

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

Adventure Mode

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

Protectosphere

Test your reflexes as you roll along in the Projectosphere energy bubble. Use the **Left Analog Stick** 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 **Left Analog Stick** moves you up, down, or side to side. To leave, you have to find an exit.

Chargeball

Once you have received the Chargeball Glove, you can access the Chargeball mini-game through Wilbur's room in the Robinson House. Find new courts and opponents to play against in this game of the future.

Robinson Security System

Hack in to the Robinson Security System and protect the Robinson Mansion from Bowler Hat Guy and Doris! Use a variety of inventions to keep the house safe and score enough points to rank, if available, on Xbox Live!



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 by moving the **Right Analog Stick** left, right, up or down.



Movement

Walk, run and turn with the **Left Analog Stick**.



Jump

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



Dodge

In Target Lock Mode, pressing the Action button + Left, Right, Forward, or Backwards on the **Left Analog Stick** will make Wilbur dodge.



Side

Pressing Wilbur's back against a wall or ledge will scoot him along the edge. Use the Scanner to find places where you can side.



Ledge Hang

You can hang from ledges. If you are not too high, you can drop to the floor below.



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



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



Robots

The sub-basement sentries

The Hoplite

Stanley's main soldier robot



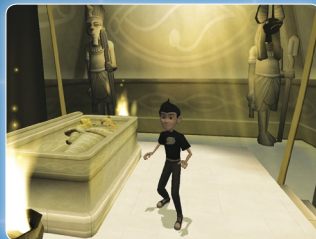
Missions

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



Ancient Egypt

Before the Time Machine is stolen, travel to Ancient Egypt with Wilbur



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 completed missions and tasks yet to be completed.



Gadgets

Shows the gadgets you currently possess.



Inventions

Shows blueprints for gadgets, upgrades, and cheats.



Scannerpedia

Stores all the scanner data you have collected while playing the game.



Options

Changes settings such as action settings, vibration, 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.





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 Chargeball Glove

Create a Chargeball to destroy your opponents! Warning: Be careful when you 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 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 Basic Mode to find valuable combat hints on enemy weaknesses.



Assigning Gadgets to Buttons

The gadgets can be mapped to the **X**, **Y**, or **B** 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 **A Button** to go to the Assignment screen. Press either the **X**, **A**, or **B Button** to assign the gadget.

Quick Swap:

Press and hold **RT** 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. To manually aim the weapon, press the **LT**, then press and hold the assigned button. Release the button to fire. Once you press **LT** for the Alternate Fire Button, the game enters targeting mode for precision firing.



Scanner

To scan an area around Wilbur, press the assigned button for the Scanner. All objects that can be interacted with will present a hint icon. To perform a detailed scan, target an item which presented a hint icon using **RB** to receive an in-depth scan that will provide important information that will help you.



Chargeball Gloves

Throw charges of electricity by tapping the assigned button. To lock onto multiple objects, press the **LT**, then press and hold the assigned button. 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 **LT**, then press and hold the assigned button. Release button to resurface.



Levitation Ray

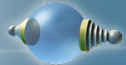
To levitate and flip enemies, tap the assigned button.

Note: Not all items can be levitated.



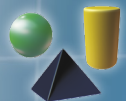
Pick-Up Items

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

Use blueprints to create new items, modify existing ones or hack into the game as a cheat. Together with the Transmogrifier, 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 **A Button**.



Transmogrifier

Whenever you discover or earn a new blueprint, you can create a new item with the Robinson Transmogrifier. 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.

