

Keep
movin'
folks—



nothin'
to see
here...

Vivendi Universal Games
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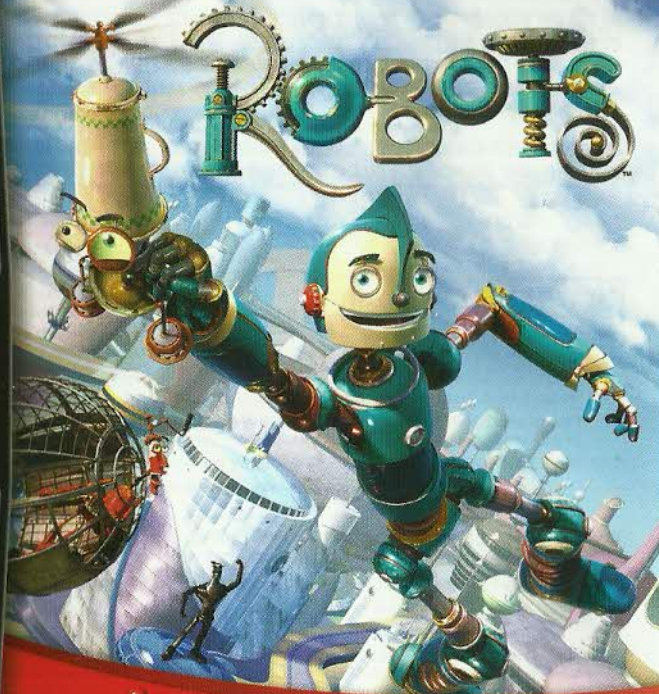
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NINTENDO DS™



INSTRUCTION BOOKLET



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 - 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.
- If your hands, wrists or 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 or 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 seek medical attention.

To avoid battery leakage:

- Do not expose battery to excessive physical shock or vibration.
- 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.

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 WHILE USING THE WIRELESS FEATURE WITHIN 9 INCHES OF A PACEMAKER.
- IF YOU HAVE A PACEMAKER OR OTHER IMPLANTED MEDICAL DEVICE, DO NOT OPERATE THE NINTENDO DS WHILE USING THE WIRELESS FEATURE without first consulting your physician or the manufacturer of your device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and onboard aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

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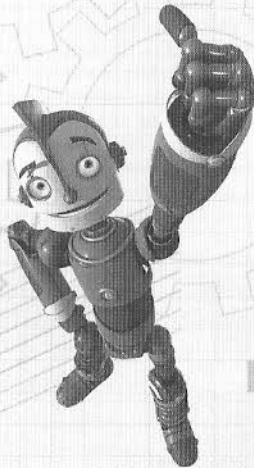


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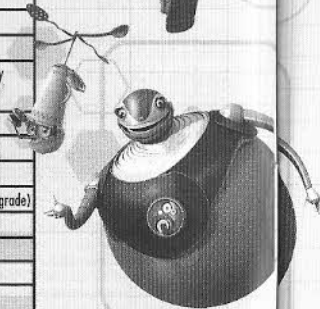
Introduction

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.

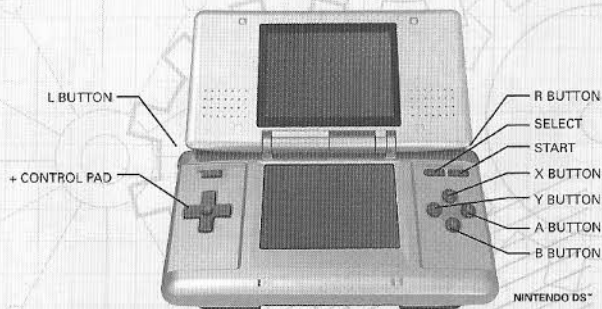
Game Controls

CONTROL	ACTION
+ Control Pad	Move Rodney/Wonderbot
A Button	Jump
B Button	Attack; Wonderbot return; Talk to friendly robots; Use Transit Hubs
L Button, Y Button	Switch Weapon
R Button, X Button	Activate Wonderbot Control
A Button (Press and Hold)	Use Wonderbot Glide (after upgrade)
A Button, then R Button	Activate Wonderbot Trampoline (after upgrade)
A Button (when under a Zip Line wire)	Wonderbot Zip Line (after upgrade)
R Button (when standing on drillable area)	Wonderbot Drill (after upgrade)
START	Pause
SELECT	Map & Inventory

BATTERIES NOT INCLUDED

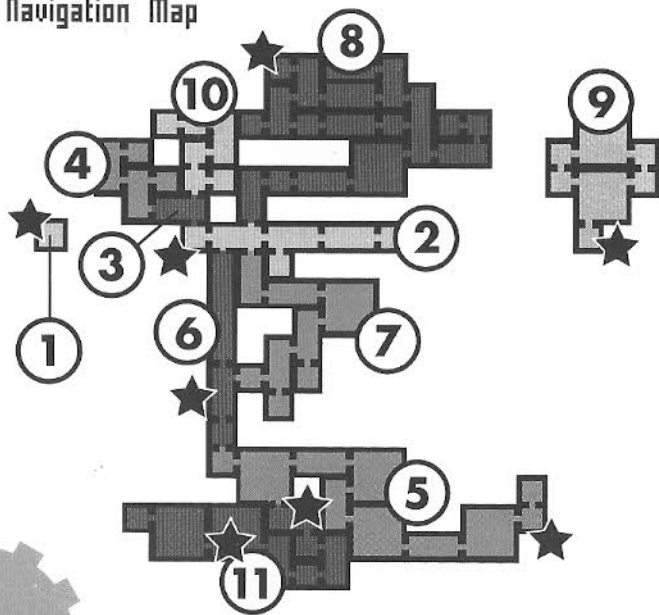


Starting the Game



1. Press Power Button to turn power OFF. Never insert or remove a Game Card when the power is ON.
2. Insert *Robots* Game Card into the Game Card slot on the Nintendo DS™ system. To lock the Game Card in place, press firmly.
3. Press Power Button to turn power ON.
4. The Health and Safety Screen appears.
5. On the DS Menu Screen, select "*Robots*" on the Touch Screen to launch the game.
6. The Legal Screen appears, followed by the introduction sequence.
7. Press the A Button to advance to the Title screen.
8. When the Title screen appears, press **START** to advance to the Main Menu.

Navigation Map



- | | |
|-------------------|-----------------------|
| ① Train Station | ② Upper City |
| ③ Bigweld Gate | ④ Bigweld Exterior |
| ⑤ Outmode Area | ⑥ Vertical Transition |
| ⑦ Jack Hammer's | ⑧ Party |
| ⑨ Bigweld Mansion | ⑩ Bigweld Interior |
| ⑪ Chop Shop | ★ Transit Hubs |



This icon lets you know where you currently are

Getting Started

Title Screen

Insert the *Robots* Game Card into the Nintendo DS™ system and turn on the system. Press **START** or touch the lower screen on the title screen to begin the game.

Main Menu Screen

- **Select Game:** Choose a **SAVED GAME** to play.
- **Copy Game:** Copy one **SAVED GAME** to another **SAVED GAME**.
- **Delete Game:** Delete a **SAVED GAME**.

Select Game

To name your new **SAVED GAME**:

1. Use the **+** Control Pad to highlight the character you want and then press the **A** Button (or touch the character on the Touch Screen.)
- To delete a character, highlight **Del**, then press the **A** Button (or touch **Del** on the Touch Screen.)

- To return to the **SAVED GAME** selection screen, press the **B** Button.
2. Continue adding characters until you have completely spelled the name you want. Then highlight **OK** and press the **A** Button to begin play (or touch **OK** on the Touch Screen.)

To select a previously saved game:

1. Use the **+** Control Pad to highlight a previously saved game (or touch a previously saved game on the Touch Screen.)
2. Press the **A** Button to begin play.

Copy Game

To copy one **SAVED GAME** to another **SAVED GAME**:

1. Highlight a previously saved game, then press the **A** Button (or touch a previously saved game on Touch Screen.)
2. Highlight a saved game you wish to copy to, then press the **A** Button (or touch a saved game on Touch Screen.)

BATTERIES NOT INCLUDED

3. Use the **+** Control Pad to highlight **YES** to confirm, or **NO** to cancel, then press the **A** Button (or touch **YES** or **NO** on Touch Screen.)
 - At any point before confirming, press **B** Button to cancel to the previous step.

Delete Game

To delete a **SAVED GAME**:

1. Highlight a previously saved game, then press the **A** Button (or touch a previously saved game on Touch Screen.)
2. Use the **+** Control Pad to highlight **YES** to confirm, or **NO** to cancel, then press the **A** Button (or touch **YES** or **NO** on Touch Screen.)
 - At any point before confirming, press **B** Button to cancel to the previous step.

Playing the Game

Selected Weapon

Health Bar

Gadget Counter

Wonderbot

HUD Screen

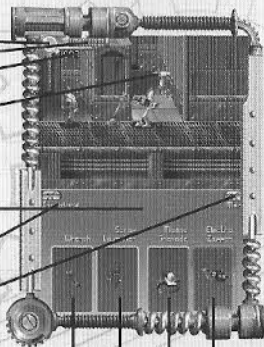
(Multi-use Touch Screen: This screen also serves as the Inventory, Invention, and Map screens.)

Touch to go to Inventory Screen

Touch to go to Map Screen

Touch to select Weapon

Gameplay Screen/Main HUD



Pause Menu

Continue: Resume gameplay

Music: Adjust music volume










Sound: Adjust volume of sound effects

Gamma: Adjust image brightness

Gallery: View gallery images collected throughout the city









Save & Quit: Save current game and exit to the **START** screen

Rodney's Gadgets

	Wrench Gadget Rodney's basic close range weapon.		Wonderbot Remote This ability allows Rodney to take control of the Wonderbot to explore areas that Rodney himself can't get to.
	Scrap Launcher Gadget* A gadget that shoots scrap.		Wonderbot Glide This ability allows Rodney to grab hold of the Wonderbot during a jump, gliding a further distance than a normal jump.
	Magno Grenade Gadget* A grenade type gadget that can be used on enemies. These will also be needed to open magno-locked doors.		Wonderbot Trampoline An upgrade that allows the Wonderbot to boost Rodney's jump to greater heights.
	Electro Zapper Gadget* An invention that shoots bolts of electricity that home in on enemies. This will also be needed to open electro-locked doors.		Wonderbot Zip Line This ability allows Rodney to slide along various zip lines located throughout the city.
			Wonderbot Drill This ability allows Rodney to dig his way into certain nooks and crannies in parts of the city.

*Must be invented by collecting and assembling the right gadget pieces.
Upgradable with additional gadget pieces.

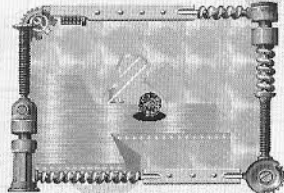
Power Ups

	Health Up – Restores a portion of Rodney's health meter.
	Super Health Up – Restores a larger portion of Rodney's health meter.
	Health Increase – Adds one bar to Rodney's health meter.
	Scrap – Increases Rodney's Scrap Launcher ammo count.
	Magno Grenades – Increases Rodney's Magno Grenade count.
	Electro Zapper Charges – Increases Rodney's Electro Zapper count.
	Blueprint – Allows Rodney to create new gadgets. Rodney starts out with the Wrench Blueprint. Find the other three in the city to build the Scrap Launcher, Magno Grenade and Electro Zapper.
	Gallery Image – There are 50 gallery images hidden throughout the city. Images are viewable in "Gallery" selection in the pause menu.

Item Key

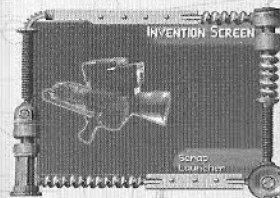
Row 1		Row 2	
Slot 1	Gyroscope	Slot 1	Electro Insulator
Slot 2	Nanoscope	Slot 2	Power Battery
Slot 3	Sprocket	Slot 3	Radial Bearing
Slot 4	Widget	Slot 4	Roller Bearing
Slot 5	Spur Gear	Slot 5	Magnotron
Slot 6	Helical Gear	Slot 6	Magnetic Axle
Slot 7	Bevel Gear	Slot 7	Turbo Charger
Slot 8	Hypoid Gear	Slot 8	Megazistor
Slot 9	Coolant	Slot 9	Minizistor
Slot 10	Nano Compressor	Slot 10	Light Bulb
Slot 11	Oil Compressor	Slot 11	LED Array
Slot 12	Fan Motor	Slot 12	Waste Management Unit
Slot 13	Fan Belt	Slot 13	Solar Panel
Slot 14	Diode Array	Slot 14	Pixel Processing Unit
Slot 15	Vox Unit	Slot 15	Flash Bulb

Transit Challenge Courses



Use the Touch Screen to move the sphere through the course. Finish 5 in-game courses to unlock 5 more to play from Title Screen.

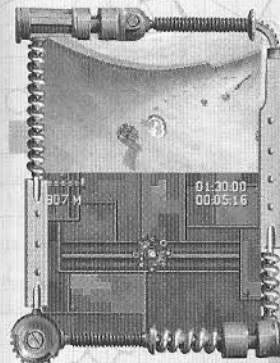
Invention Screen



Use the **+** Control Pad to rotate your upgrade piece.

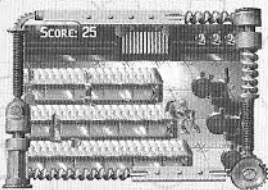
- Use the Touch Screen to move the upgrade piece around on the blueprint.
- Once the upgrade piece is properly positioned, it will flash. Press the **A** Button to lock things into place!
- Once all the gadget pieces have been collected and placed, the new gadget is ready for use.

Transit System



The Transit System allows Rodney to travel quickly to other parts of the city. There are several transit stations scattered throughout the city (press the **B** Button to activate these.) On the transit track, use the Touch Screen to move left and right. After Rodney's first time in the Transit System, it will be available from the Title Screen menu as a mini-game.

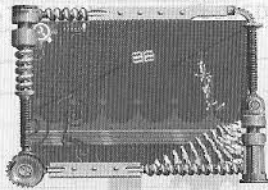
Jack Hammer's Oil Rush



Use the **+** Control Pad or touch the conveyor belt to move Rodney Up and Down. Press the **A**, **L** or **R** Button to serve a canister of oil. Rodney loses one chance if any of the following happen:

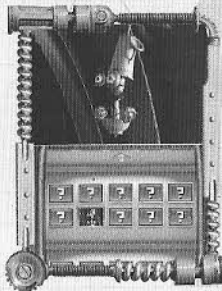
- Rodney serves an oil canister and there is no customer to pick it up
- An oil canister is returned to Rodney, but he fails to catch it at the end of the conveyor belt
- A customer reaches the end of the conveyor belt

Zip Line Challenge



Press the **A** Button to jump from one Zip Line to another. Press the **B** Button to use Rodney's Wrench to attack flying Dominoes.

Gallery Screen



Access the Gallery Screen in the Pause Menu. Use the **+** Control Pad or the Touch Screen to highlight images. **"?"** means that image has not yet been unlocked. Selected images will appear on the Top Screen. Press the **B** Button on the Gallery Screen to return to 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 come it without you.

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