

ROBOTS™



EVERYONE

E

CONTENT RATED BY
ESRB

 SIERRA™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

GET INSIDE!
Join Now!

Register Your Game Today

Free tips, tricks, demos, trailers, and more! Receive free technical and customer support. Be the first to know about beta tests, tournaments, game testing opportunities, and other events. Plus, stay informed on the latest VU Games news, updates, discounts & more!

Go to <http://reg.vugames.com> NOW!



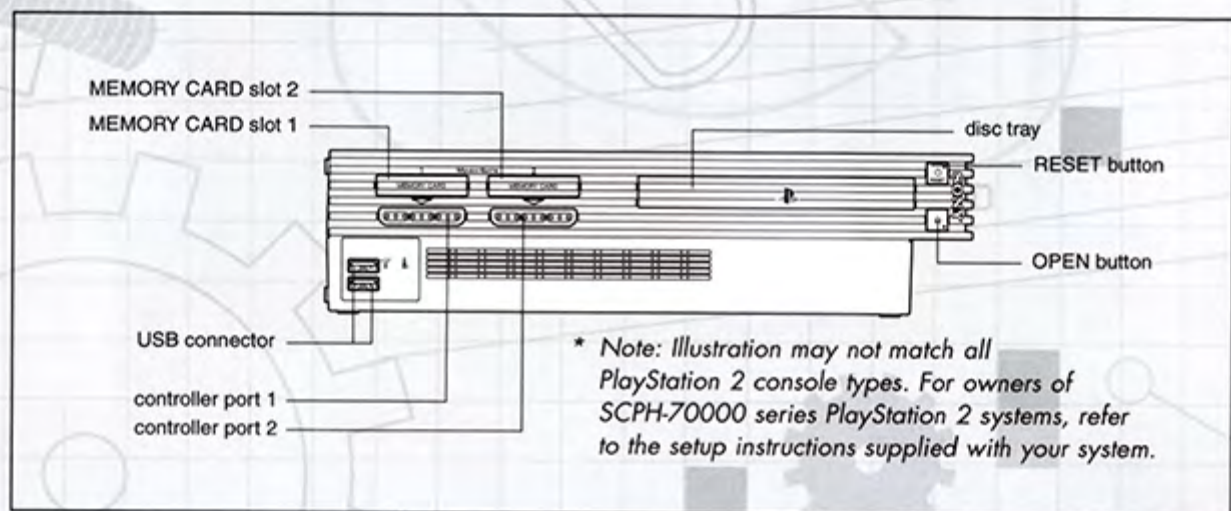
ROBOTS™

Table of Contents

Getting Started	2
Starting Up	3-4
Introduction	5
Playing the Game	6-10
Credits	11
License Agreement	inside back cover

Robots TM & © 2005 Twentieth Century Fox Film Corporation. All rights reserved. Twentieth Century Fox, Fox Interactive, Robots, and their associated logos are registered trademarks or trademarks of Twentieth Century Fox Film Corporation. Sierra and the Sierra logo are registered trademarks or trademarks of Sierra Entertainment, Inc. in the U.S. and/or other countries. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are property of their respective owners.

Getting Started



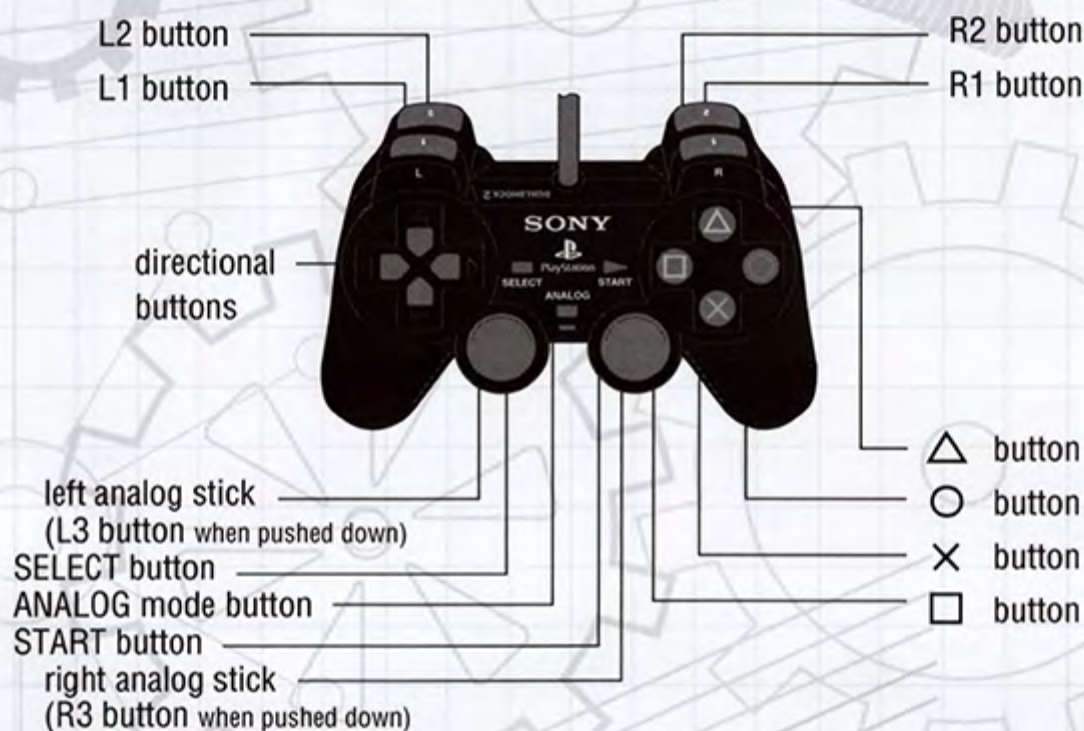
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Robots* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

You may save your progress while playing *Robots*. In order to do so, you must have a memory card (8MB)(for PlayStation®2) inserted into MEMORY CARD slot 1 of your PlayStation®2. Game data can only be loaded and saved to a memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1. Do not insert or remove a memory card while the game is attempting to load or save game data.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Rodney

Button

ACTION

left analog stick	Rodney Movement
right analog stick	Camera Movement
× button	Jump
○ button	Close Ranged Attack
△ button	Action/Talk
□ button	Use Gadget (Grown up Rodney only)
□ button (Hold then release)	Upgraded Scrap Launcher & Throwing Gadgets
× button + × button	Double Jump
× button + × button + ○ button	Ground Stomp (Grown up Rodney only)
× button + × button + △ button	Activate Robot-Glide (Upgrade needed)
L1 button	Inventory/Mini-map/Objectives
R1 button	Target Mode (Grown up Rodney only)
R2 button (while moving)	Ground Slide
R3 button	Center Camera
START button	Pause Menu

Transport Pod

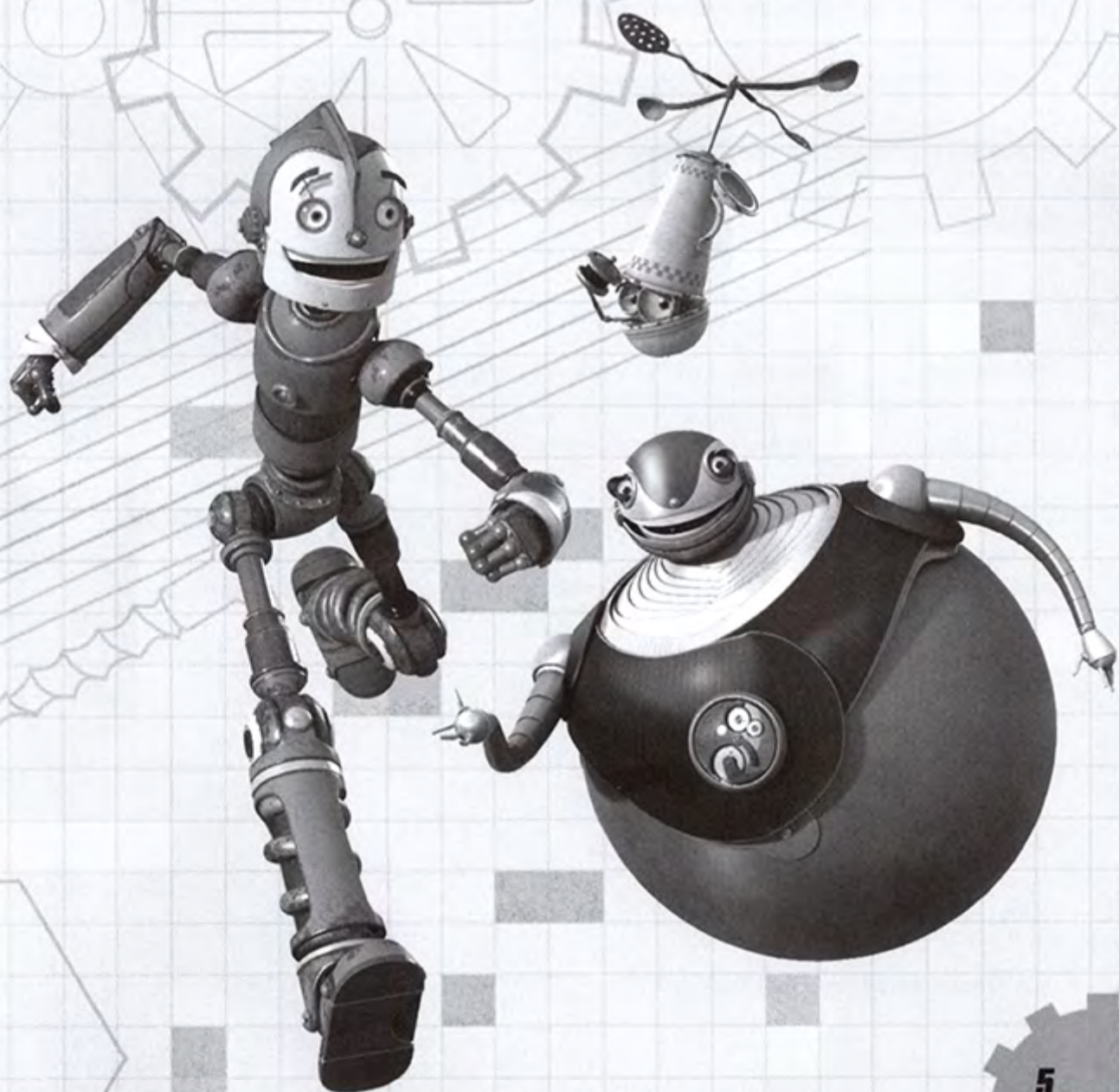
left analog stick	Pod Movement
R1 button	Transport Pod Boost
R2 button (in obstacle course)	Brake
X button (in obstacle course)	Jump

Wonderbot

△ button	Wonderbot Return
X button	Wonderbot Boost
R1 button	Increase Height
R2 button	Decrease Height
left analog stick	Wonderbot Movement
right analog stick	Camera Movement

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.



Playing the Game

Main Menu

- **New Game:** Start a new game
- **Load Game:** Start a saved game
- **Options:** Change game settings
- **Bonus Features:** Browse bonus content

Options Menu

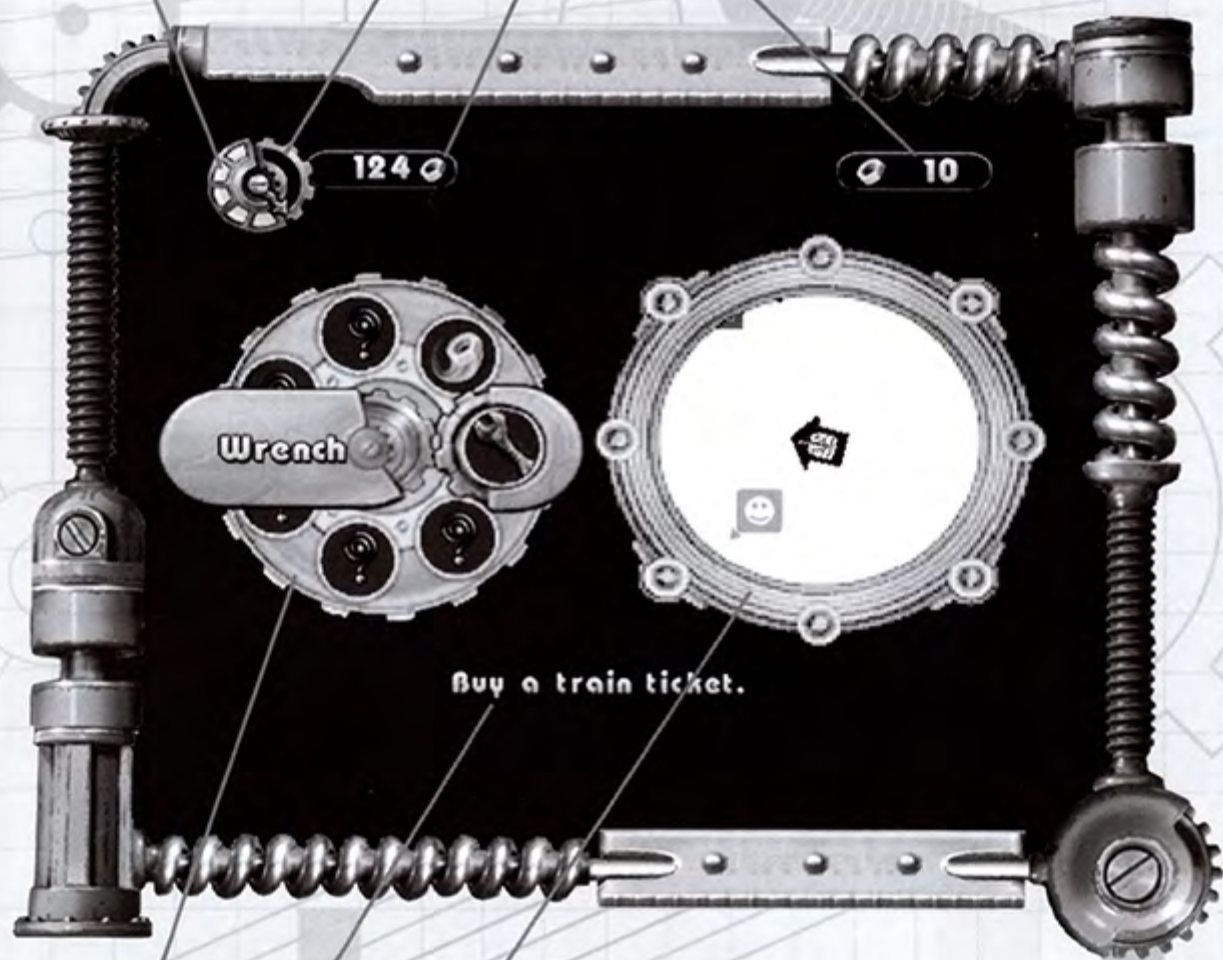
- **Music Volume:** Adjust volume of game music
- **Sound Volume:** Adjust volume of sound effects
- **Sound Mode:** Adjust the type of audio output
- **Subtitles:** Turn subtitles on/off
- **Vibration:** Turn controller vibration on/off
- **Invert Camera X:** Swap horizontal camera movement
- **Invert Camera Y:** Swap vertical camera movement
- **Invert Target Camera X:** Swap horizontal camera movement while in target mode
- **Invert Target Camera Y:** Swap vertical camera movement while in target mode

Pause Menu

- **Continue:** Resume gameplay
- **Options:** Change game settings
- **Quit Game:** Exit to the main menu

HUD (Heads Up Display)

(Health Meter) (Battery Meter) (Scrap) (Task Items)



(Inventory) (Objectives) (Mini-map)

- **Health Meter:** Indicates the amount of damage Rodney can take before powering down
- **Battery Meter:** Indicates the amount of energy left in Rodney's battery pack
- **Scrap Counter:** Indicates the amount of scrap Rodney has
- **Task Items:** This is the number of task related items or blueprint pieces that Rodney has found
- **Inventory Wheel:** This allows Rodney to switch to another gadget or upgrade
- **Mini-map:** Allows Rodney to see where he is – pay close attention, many item locations are indicated with map markers

Collectibles



Blueprint Piece: Pieces of blueprints that Rodney can collect. Once he's collected all the pieces for a blueprint, he will be able to invent a new gadget.



Wonderbot Trickchip: Expands Wonderbot's set of tricks. Collect them all!



Health Pickup: Instantly restores Rodney's health meter.



Scrap Metal: Pick these up to use both as ammo for the Scrap Launcher as well as money with which to purchase items.



Gold Scrap: Too valuable to use as ammunition, this type of scrap can be used to complete various quests that Rodney accepts.



Super Scrap: A clump of scrap metal worth more than regular scrap.

Switches



Wonderbot Activation Pad: Once Rodney has gained the Wonderbot remote control upgrade, stand on these pads and press the "Action" button to take control of the Wonderbot. The Wonderbot symbol over Rodney's head will appear whenever Wonderbot can be activated.



Spring Pads: Rodney will encounter spring pads of various shapes during his adventures. Ground stomp these pads to reach heights that a normal jump could never reach. The up arrow symbol over Rodney's head will identify when Rodney is standing on a spring pad.



Battery Recharge Pad: Stand on these pads and press the "Action" button to fill up Rodney's battery. A battery symbol will appear over Rodney's head whenever his battery can be recharged.



Wonderbot Short Circuit Switch: Wonderbot can fly into these switches to activate various mechanical contraptions nearby.










Vending Machines: Buy various items and save games at these machines scattered throughout the world.



Tinkerswitch: Press the "Action" button on these switches to activate nearby machinery. Some Tinkerswitches need more time than others to fully activate.

Gadgets

Wrench		Rodney's basic close ranged attack.
Scrap Launcher		Rodney's basic ranged attack. Scrap that Rodney has collected serves as ammunition.
Magnabeam		Delivers a beam of magnetic energy that lifts enemies into the air, drawing scrap from them. This gadget will also move magnetic objects. (Useable only after upgrade)
Electroshot		Delivers a beam of electricity that temporarily stuns enemies and eventually deactivates them. This gadget can also reactivate machinery. (Useable only after upgrade)
Scrambler		When lobbed at enemies and machinery alike, the scrambler will emit an electromagnetic wave that deactivates anything within range. (Shop Item)
Electroblast		This nifty gadget can be lobbed like the scrambler, but explodes in an electrical blast that will wipe out anything mechanical in its path. (Shop Item)
Wonderbot Trick		Rare tricks that Rodney teaches the Wonderbot. (Unlocked with Trickchips)

Crates



Destructible Crates: Destroy these crates for scrap and other valuables



Explosive Crates: Be careful, these crates will explode when destroyed, sometimes releasing scrap and other valuables



Magnet Crates: These crates (as well as other objects with the magnet symbol) can be towed about with the Magnabeam upgrade

Shop Items

Super Health
Restores Rodney
to full health



Save Game
Saves game progress



Maxi-Scrap (500)
Increases the amount
of scrap Rodney can
carry to 500



Maxi-Scrap (1000)
Increases the amount
of scrap Rodney can
carry to 1000



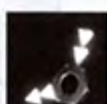
Charge-a-matic
Increases the amount
of battery charge Rodney
can hold



Scrap Launcher Megashot
Increases the damage done
by the Scrap Launcher



Scrap Launcher Ricoshot
Scrap shots bounce



Scrap Launcher Homershot
Shots from your Scrap
Launcher home in on enemies



Scrap Launcher Sprayshot
Sprays out scrap, increasing
the range of damage



Refine-o-max
Increases the value
of scrap collected



Scrambler
Scrambles electrical circuits
and briefly deactivates
enemy robots



Electroblast
Electrocutes anything
within range



Standard Supersight
Points out task-related items
while in first-person target mode



Gold Scrap Supersight
Points out gold scrap pieces
while in first-person target mode



Wonderbot Magnofetch
Once purchased, the Wonderbot
will magnetically attract and
collect scrap for you



Wonderbot Trickchip
Teach your Wonderbot a cool
new trick to entertain you!



Bonus Features
Access unlockable features
in 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 done it without you.

Fox Animation:

Chris Meledandri
Kate Lewine

Special Thanks:

Luke Letizia
Jamie Samson
Peter Byrne
Kate Carlyle
Steven Bersch
Greg Suarez
Gail Harrison

Voices:

Jennifer Coolidge
Jansen Panettiere
Alan Rosenberg
Stanley Tucci
Harland Williams
Dee Bradley Baker
Grey Delisle
Michael Gough
Jess Harnell
Nick Jamison
John Mariano
Jim Meskimen
Kath Soucie
Fred Tatasore

Eurocom Credits

Production:

Mike Botham
Paul Cooke

Game Code:

David Arnold
Duane Bradbury
Neil Dodwell
Padraig Finnerty
Chris Jordan
Graham Reeves

Engine Team:

Ian Denny
Chris Jackson
Shane Clark
Ashley Finney

Mark Gornall
Kevin Grantham
Andy Hutchings
JL
Dave Looker
Steve Robinson
Tim Rogers
Kevin Stainwright
Steven Walker

Environments:

Barry Lawless
Rehaan Akhtar
Andrew Allen
Rob Berry
Gordon De Haseth
Emil Drozdza
Raul Ovejero Saiz
Mark Potente
Antony Reeves
Gurmita Singh
Karol Wlodarczyk

Characters:

Paul Gregory
Michael Hirst
Hervé Piton

Level Design:

David Navarro
Thomas O'Neill

Animation:

Phil Hackney
Roisin Hunt
Sam Malone
Michael Morgan
Danny Wong
Joseph Woo

Audio SFX:

Jim Croft

Music:

Steve Duckworth

Tools Team:

Mark Duffill
Diego García Huerta
Ben Idoine
Jim Makin
Kev Marks
Andy Mitchell
Bob Smith
Kevin Thacker
Laura Zucchetti

QA:

Michael Robinson
Louise Sargison
Marcus Baxendale-Baines
Neil Bushnell
Lorraine Craggs
Andy Dilks
James Gough
Dominic Hallam
John Pollard
Dave Redfern
Jamie Small

Special Thanks:

Mat Sneap
Hugh Binns
Neil Baldwin
Kev Holt
Henk Nieborg
Mark Topley
Greg Goodrich
Mike Schneider
Luke Thai

GET INSIDE!
Join Now!

Register Your Game Today

Free tips, tricks, demos, trailers, and more! Receive free technical and customer support. Be the first to know about beta tests, tournaments, game testing opportunities, and other events. Plus, stay informed on the latest VU Games news, updates, discounts & more!

Go to <http://reg.vugames.com> Now!

VU Games Customer Support can be reached in the following ways:

TECHNICAL SUPPORT

Phone: 310-649-8033, M-F, 8 am – 4:45 pm, PST
Internet: <http://support.vugames.com>

CUSTOMER SERVICE

Phone: 310-649-8008, M-F, 8 am – 4:45 pm, PST

MAIL

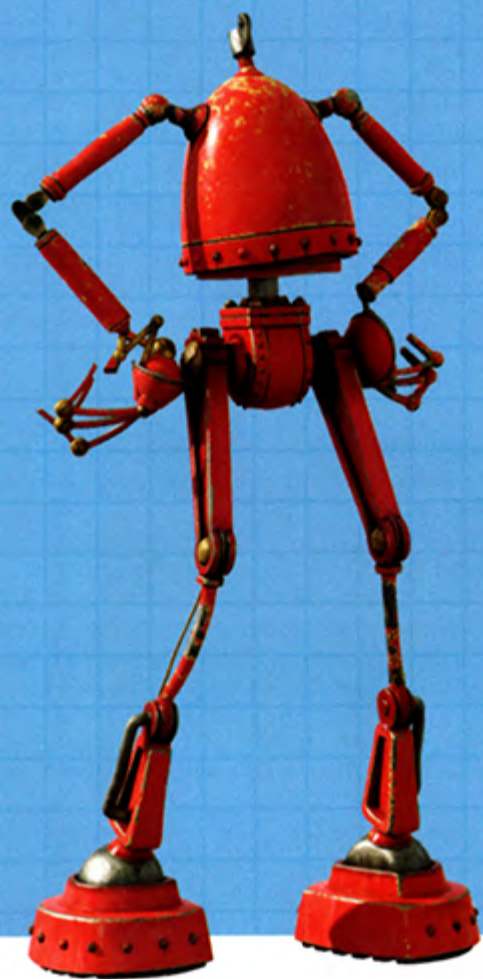
VU Games
4247 South Minnewawa Avenue
Fresno, CA 93725

LICENSE AGREEMENT

This software program, any printed materials, any online or electronic documentation (the "Program") are the copyrighted work of VU Games, Inc., or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

END USER LICENSE AGREEMENT

- 1. Limited Use License.** VU Games, Inc. ("VUG") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on a Sony PlayStation®2 computer entertainment system.
- 2. Ownership.** All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by VUG or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and VUG's licensors may act to protect their rights in the event of any violation of this Agreement.
- 3. Responsibilities of End User.**
 - A.** Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of VUG.
 - B.** You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of VUG; or exploit the Program or any of its parts for any commercial purpose.
- 4. Program Transfer.** You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.
- 5. Termination.** This License is effective until terminated. You may terminate the License at any time by destroying the Program. VUG may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.
- 6. Limited Warranty.** VUG EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with You, however VUG warrants the disc(s), on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. VUG's sole liability in the event of a defective disc shall be to give You a replacement disc. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.
- 7. Limitation of Liability.** NEITHER VUG, ITS PARENT, SUBSIDIARIES, AFFILIATES NOR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.
- 8. Equitable Remedies.** You hereby agree that VUG would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that VUG shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as VUG may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.
- 9. Miscellaneous.** This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.



Keep
movin'
folks —



nothin'
to see
here...

VIVENDI
UNIVERSAL
games



EUROCOM
ENTERTAINMENT
SOFTWARE

Vivendi Universal Games, Inc. 4247 S. Minnowawa Ave., Fresno, CA 93725

Robots TM & © 2005 Twentieth Century Fox Film Corporation. All Rights Reserved. Twentieth Century Fox, Fox Interactive, Robots, and their associated logos are registered trademarks or trademarks of Twentieth Century Fox Film Corporation. Sierra and the Sierra logo are registered trademarks or trademarks of Sierra Entertainment, Inc. in the U.S. and/or other countries. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are property of their respective owners. 7223510