



Keep  
movin'  
folks—



nothin'  
to see  
here...

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

PRINTED IN USA



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INSTRUCTION BOOKLET



Vivendi's Lair

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC 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**

BATTERIES NOT INCLUDED

### **⚠ 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, 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 - Electric Shock**

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

### **⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

### **⚠ CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.  
Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

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**THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.**



1 Player

**THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.**



**Descriptor**

Violence

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please visit [www.esrb.org](http://www.esrb.org).

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## GETTING STARTED

### Using the Nintendo GameCube™

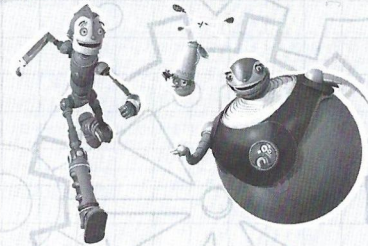
- Set up your Nintendo GameCube by following the instructions in the Nintendo GameCube instruction booklet.
- To save your game progress you will need a Nintendo GameCube™ Memory Card. Insert the Memory Card correctly into Memory Card Slot A (this game does not use Slot B) before turning on the console. If you turn off the console after playing without a Memory Card, your progress and records will not be saved.
- You will need 21 blocks of memory to save your progress. You can delete unneeded files to clear up any empty space if you do not have enough memory.
- Please refer to the Nintendo GameCube instruction booklet (pages 18–20) for directions on how to format and delete a Memory Card file.
- Press the OPEN Button to raise the Nintendo GameCube™ Disc Cover, correctly place the *Robots* Game Disc into the Nintendo GameCube, and close the Disc Cover.
- Press the POWER Button to turn on the Nintendo GameCube.
- Follow on-screen instructions and refer to this manual for more information about playing *Robots*.

### Avoiding Damage to the Nintendo GameCube™ Game Disc or the Nintendo GameCube™ Optical Disc Drive

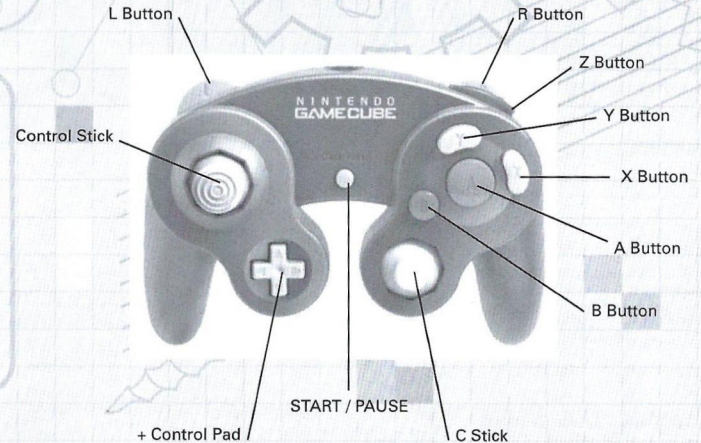
- Insert only Nintendo GameCube Game Discs in the console.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not apply labels, stickers or other foreign objects to game discs.

## 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 outmoded 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.



### Using the Nintendo GameCube™ Controller



START/PAUSE or A Button . . . . . Start Game/Begin Play  
START/PAUSE . . . . . Pause  
Control Stick or +Control Pad . . . . . Select Options

Insert the Controller into Controller Socket 1 on the front of the console. Follow on-screen instructions and refer to this manual for more information about playing *Robots*.

## Basic Controls

### Rodney

Button	ACTION
Control Stick	Rodney Movement
C Stick	Camera Movement
A Button	Jump
B Button	Close Ranged Attack
X Button	Action/Talk
X Button (Hold then release)	Upgraded Scrap Launcher & Throwing Gadgets
Y Button	Use Gadget (Grown-up Rodney only)
A Button + A Button	Double Jump
A Button + A Button + B Button	Ground Stomp (Grown up Rodney only)
A Button + A Button + X Button	Activate Robot-Glide (Upgrade needed)
L Button	Inventory/Mini-map/Objectives
R Button	First Person Camera (Grown up Rodney only)
Z Button (while moving)	Ground Slide
+Control Pad (any direction)	Center Camera
START	Pause Menu

### Transport Pod

Control Stick	Pod Movement
R Button	Transport Pod Boost
Z Button (in obstacle courses)	Brake
A Button (in obstacle courses)	Jump

### Wonderbot

Control Stick	Wonderbot Movement
C Stick	Camera Movement
X Button	Wonderbot Return
A Button	Wonderbot Boost
R Button	Increase Height
L Button	Decrease Height

## 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

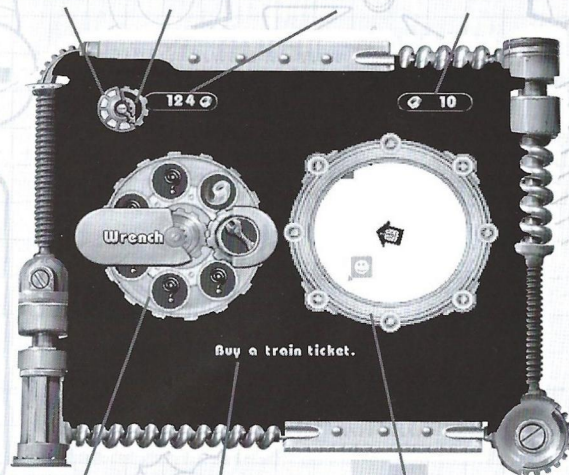
- **Music Volume:** Adjust volume of game music
- **Sound Volume:** Adjust volume of sound effects
- **Sound Mode:** Adjust the type of audio output
- **Subtitles:** Turn subtitles on/off
- **Rumble:** Turn Rumble Feature on/off
- **Invert Camera X:** Swap horizontal camera movement
- **Invert Camera 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 Counter) (Task Item Counter)



(Inventory Wheel) (Objectives) (Mini-map)

- **Health Meter:** Indicates the amount of damage Rodney can take before he is powered down
- **Battery Meter:** Indicates the amount of energy left in Rodney's battery pack
- **Scrap Counter:** Indicates the amount of scrap Rodney has
- **Task Item Counter:** This is the number of task related items or blueprints 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

	<b>Blueprint Piece</b>	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.
	<b>Health Pickup</b>	Instantly restores Rodney's health meter.
	<b>Gold Scrap</b>	Too valuable to use as ammunition, this type of scrap can be used to complete various quests that Rodney accepts.
	<b>Wonderbot Trickchip</b>	Expands Wonderbot's set of tricks. Collect them all!
	<b>Scrap Metal</b>	Pick these up to use both as ammo for the Scrap Launcher as well as money with which to purchase items.
	<b>Super Scrap</b>	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.

**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.



**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.

**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 through 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

	<b>Wrench</b>	Rodney's basic close ranged attack.
	<b>Scrap Launcher</b>	Rodney's basic ranged attack. Scrap that Rodney has collected serves as ammunition.
	<b>Magnabeam</b>	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)
	<b>Electroshot</b>	Delivers a beam of electricity that temporarily stuns enemies and eventually deactivates them. This gadget can also reactivate machinery. (Useable only after upgrade)
	<b>Scrambler</b>	When lobbed at enemies and machinery alike, the scrambler will emit an electromagnetic wave that deactivates anything within range. (Shop Item)
	<b>Electroblast</b>	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)
	<b>Wonderbot Trick</b>	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



### Scrapgun 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.

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