

Disney's Meet the Robinsons FAQ/Walkthrough

by RandyPandy

Updated to v1.0 on May 24, 2009

This walkthrough was originally written for Disney's Meet the Robinsons on the GBA, but the walkthrough is still applicable to the DS version of the game.

Meet the Robinsons (GBA)

by RandyPandy

=====
Table of Contents
=====

- I. Version History
 - II. Story
 - III. Gameplay
 - IV. Walkthrough
 - a. Wilbur Pt. 1
 - b. Time Machine Pt. 1
 - c. Lewis Pt. 1
 - d. Boss: T-Rex
 - e. Lewis Pt. 2
 - f. Wilbur Pt. 2
 - g. Lewis Pt. 3
 - h. Wilbur Pt. 3
 - i. Time Machine Pt. 2
 - j. Boss: Mega-Doris
 - k. Lewis Pt. 4
 - l. Wilbur Pt. 4
 - m. Lewis Pt. 5
 - n. Wilbur Pt. 5
 - o. Time Machine Pt. 3
 - p. Boss: Carl
 - q. Boss: Little Doris 1
 - r. Time Machine Pt. 4
 - s. Time Machine Pt. 5
 - t. Boss: Little Doris 2
 - V. Inventions
 - a. Wilbur's Inventions
 - b. Lewis's Inventions
 - VI. Collectibles
 - a. Family Album
 - b. Action Figures
 - c. Tiny Time Machines
 - d. Bonus Inventions
 - VII. Bonus Games
 - a. Gotta Get 'Em All!
 - b. Doris! Doris! Doris!
 - c. Doris Attack!
 - d. Tiny Time Machine
 - VIII. Copyright
- =====

Version History

=====
V1.0 - First version of the guide; walkthrough completed; misc. sections are partially completed.
=====

Story

=====
After the Lewis and Wilbur say goodbye to each other at the end of the movie "Meet the Robinsons", Wilbur heads back to the future. However, when he arrives, he finds that little Dorises have run rampant in the garage. Just where did they come from?

Meanwhile, at the orphanage, Lewis is getting ready to leave with his new parents and is saying goodbye to Mildred. However, the orphanage is suddenly filled with Mini-Dorises!

Can our two protagonists save the timestream yet again?

Gameplay

=====
There are three main types of gameplay: Platformer, Real-time RPG, and Shooter. Wilbur's levels are Platformers, Lewis's levels are Real-time RPGs, and the Time Machine's levels are Shooters.

Wilbur's Controls:

- Up: Aim up
- Down: Aim down
- Left: Move left
- Right: Move right
- A: Jump
- B: Push/Use invention
- L: Equip/Unequip Invention (Hold it down to view inventions)
- R: Duck
- Start: Options
- Select: View Inventory
- B+Right/Left: Pull/push
- R+Right: Roll right
- R+Left: Roll left

Lewis's Controls:

- Up: Move up
- Down: Move down
- Left: Move left
- Right: Move right
- A: Jump
- B: Push/Use invention
- L: Equip/Unequip invention (Hold it down to view inventions)
- R: Not used
- Start: View options
- Select: View inventory
- B-Right/Left: Pull/push

Time Machine's Controls:

-Up: Move up
-Down: Move down
-Left: Move left
-Right: Move right
-A: Shoot
-B: Shield
-L: Speed up
-R: Sonic wave
-Start: View Options
-Select: View Inventory

One main thing to remember: in this game, batteries are your Life. Literally. The batteries in this game are an interesting combination of both Energy and Life. You start off with five batteries, and if you run out, you'll have to restart the entire level. Using an invention drains your batteries, some faster than others, and completely drained batteries have to be replaced. Luckily, partially-drained batteries recharge on their own, and batteries are found in abundance in many of the levels. You are also unable to pick up a battery if you have full batteries, allowing you to come back to it later if you desperately need it.

Getting hit by a Mini-Doris completely drains one battery, and doing anything on the Time Machine (except moving left/right/up/down) drains battery power. The Sonic Wave, though it will destroy every single Mini-Doris on the screen, will use up an entire battery, so use it sparingly.

The Inventory will show you all of the Secondary Objectives you need to complete and how close you are to completing the secondary objectives. Pressing A in here will bring up the various Blueprints that you've collected, along with the pieces of the invention found and the completed inventions.

The main menu will show you several options. Resume allows you to continue your adventure. Objectives will show you again what your Primary and Secondary Objectives are. Restart allows you to start the level over from the beginning. Quit Mission allows you to stop the mission and return to the main screen. And in the Options Menu, you can choose to toggle on/off sound, music, and in-game help.

=====
Walkthrough
=====

Wilbur Pt. 1

Primary Objectives:

- * Build the Pizza Gun
- * Destroy all the Little Dorises

Secondary Objectives:

- * Find ten InventCo Egg Timers
- * Find the Present

First things first, head forward and jump over the little Doris. Roll underneath the gap and keep going right, past another little Doris, until you see the [Blueprint]. Roll under the walls to grab it and keep going right. The first invention piece, [Piece 1], should be right in front of you. Head right and push the box until it can't move forward any more, and then jump on top of it to get the height needed to leap over the machine.

Be careful here -- every once in awhile, these yellow machines will send out a burst of electricity, which will hurt you. Wait until after the electricity disappears and then run past it. Jump on the gold platform and push the switch. When you reach the next level, jump off the gold platform. Head left, avoiding the little Doris and the crate, and roll underneath the walls. Grab [Piece 2] and keep going left. Hop over the gap (you can't activate this switch yet) and head up, and then right. Head all the way right, and when you can't go anymore, leap up the platforms and get [Piece 3].

Now it's time to activate the invention! You need to light the group of lights until they are all green. Do: Up, down, left, right, down. It might not be the fastest way, but it works. Now you can use the [Pizza Gun]!. Now, you have to destroy the 12 Little Dorises wandering around the area. There is one right here so kill it. Destroy the two crates -- the right one has a [Battery] and the left one has an [Egg Timer].

Take the upper path to the left and destroy the second Little Doris and the crate for an [Egg Timer]. Keep going left and destroy two more crates (the left one has an [Egg Timer]) and a Little Doris. The crate at the top left has the [Present]. The jump is difficult to make, but doable. Fall down, head left, and destroy the little Doris and three crates. You will get [Egg Timer], [Egg Timer], and [Egg Timer]. Head right, smash the little Doris and the crate, and go back left and this time go down. Kill a little Doris. Hop over the gap and kill yet another Little Doris. Roll underneath the wall and smash the box for an [Egg Timer]. Roll right and smash the crate for another [Egg Timer] and destroy the little Doris. Up here, there are several crates that you can't get without the [Rocket Booster], so remember it and come back later. Two of these crates will have [Egg Timer] and [Egg Timer].

Head left to where you saw the switch in the gap, and shoot it. You have a new shortcut! Kill the little Doris you see here and go left. Keep going left, killing the last two Little Dorises on the way.

Time Machine Pt. 1

Primary Objectives:

- * Reach the orphanage before the little Dorises.

Secondary Objectives:

- * Destroy all the Little Dorises
- * Find ten InventCo Egg Timers
- * Find the Present

The first thing to note about this level is that it's timed. You have exactly 2:00 minutes to reach the orphanage, or you fail the level. That being said, this'll be harder if there are little Dorises attacking you. Also, the black smoke will slow down the time machine. Keep in mind. The level is extremely straightforward. Destroy signs of roofs and buildings, and the ten [Egg Timers] will be in them. The Present is found the exact same way. Other than that, just keep heading right, and at the very right, go down to reach the orphanage. The largest obstacle is, of course, running out of time.

Lewis Pt. 1

Primary Objectives:

- * Build the Meatball Cannon
- * Destroy the Little Dorises
- * Rescue Mildred and the orphans

Secondary Objectives:

- * Find ten InventCo Egg Timers
- * Find the Present

You'll see [Piece 1], [Piece 2], and [Piece 3] in the very room you start out. First, pull the crate in the lower left to get access to [Piece 3]. Next, pull the white box to get access to [Piece 1]. Finally, in the area with four crates, pull the lower-left crate to get access to [Piece 2].

Now, to activate the invention. To activate the invention, push the correct buttons when the arrow is in the red area. If you mess up on one, all of them will reset, so be careful. Now you have the [Meatball Cannon].

Of the four crates in the area, the upper-right crate has the [Egg Timer]. Speak to Mildred to make her move, and head outside. Kill the two Little Dorises and smash the crates. The right one has the [Egg Timer]. Head left into a room with several crates, boxes, Little Dorises, and a child. Kill the Dorises and smash the upper-left crate for an [Egg Timer]. Touch the child to make him follow you, and head out.

Go down and enter the room on the right. Smash the middle crate below the child to find the [Egg Timer], and touch the child to make him follow you. Now leave this room and head into the room on the left. Kill the little Dorises and smash the left-most crate for an [Egg Timer]. Then smash the right crate below the child for another [Egg Timer].

Head all the way down the hall and smash the lone crate at the end for another [Egg Timer]. Enter the right room that you passed. The two upper-crates will have an [Egg Timer] and an [Egg Timer]. Push the boxes aside and touch the child to make him follow you. Smash the left-most crate for the [Egg Timer] (there is another crate you can't access which has the Present. Come back here later with the [Gravitron]).

Kill the little Dorises and move the crates so that you can touch the child. Now that you have found the children, head back to Mildred and speak with her.

Boss: T-Rex

Primary Objectives:

- * Rescue Lucille
- * Rescue Bud
- * Knock the little Doris off the T-Rex's head

Secondary Objectives:

- * Destroy all the little Dorises
- * Find ten InventCo Egg Timers
- * Find the Present
- * Find Franny's Frog

First things first, head up and left to find a little Doris and an [Egg Timer]. Now, head back right and head up the upper path. You can't cross the platforms

with electricity spewing on them. Push the block on the left onto the switch to turn off the right platform. Cross the platform and push the block to turn off another switch. Smash the left crate for an [Egg Timer] and keep going up. Break another crate for another [Egg Timer] (this one's in a dead end) and keep going up. At two more dead ends, you'll find [Egg Timer] and [Egg Timer]. Head up, destroy the little Doris, and break the crate for another [Egg Timer]. Go right to find Bud and touch him to make him follow you.

Now leave the maze and head to the right. Smash the upper crate for an [Egg Timer] and kill the little Doris. This area has nothing but a fountain, so leave and go up the path. Head all the way to the right at the next path to find a fountain and a crate with an [Egg Timer]. Go back up and take the next right to find a little Doris. Head right, smash the crate at the top, and grab the [Egg Timer]. Push the block on the switch (it doesn't matter which one) and smash the crate on the right for the last [Egg Timer]. Now head left to rescue Lucille.

You can attack the T-Rex now, but first, go all the way to the top of the path to find the [Present]. There should only be one crate that you can't reach, the one with the [Frog], and you need the [Gravitron] to get it. Come back later.

Now, you have to attack the T-Rex. Make sure you hit its head, or it won't take damage. Once you have defeated it, you'll have beaten the level, and will be automatically given the [Holo-Map Blueprint].

Lewis Pt. 2

Primary Objectives:

- * Build the Holo-Map
- * Rescue Franny
- * Collect the Deflector Bubble Blueprint

Secondary Objectives:

- * Destroy all the Little Dorises
- * Destroy all four Little Doris Travel Tubes
- * Find Ten InventCo Egg Timers
- * Find the Present
- * Find Franny's Frog

First, leap over the gap and destroy the Little Doris there. Shoot the switch to make the platform move, and use it to cross the large gap. Destroy the little Doris and shoot the left crate to get an [Egg Timer]. Head up and destroy the Travel Tube as well as the little Dorises. Smash the brown crate in the left side for [Piece 1]. Now go right and pull and push the small white box to the switch on the very right. Shoot the button above the crate to make the platform move. Go down the platform below the switch and destroy the Dorises and the Travel Tube. Smash the lone crate for another [Egg Timer].

Jump over the gap and break the right crate for another [Egg Timer]. Go up to the right of the electrical platforms. Move the crate so that you can access the Travel Tube and destroy it. Head all the way up for a crate with an [Egg Timer], then go back down and cross the electrical platforms when they are not flashing. Destroy the two crates you can reach for [Piece 3] and an [Egg Timer]. Head all the way to the left and destroy the final Travel Tube and a crate with another [Egg Timer].

Now go back to where you pushed the button and hop onto the moving platform. Kill the Doris on the right and get the [Piece 2] from the crate. Now time to

activate the [Holo-Map]! A sequence of lights will light up, and you must push the button in the same order. The order is: Left, Right, Up, Down, B.

Before leaving this small area, go to the left and break the crate for the [Egg Timer]. Go left and destroy the Mini-Doris, before using the [Holo-Map] to see the hidden platform. Jump onto the platform to access the crate with an [Egg Timer]. Now go back to the section where you destroyed the fourth Travel Tube. You will pass by a section blocked off by two large boses. You can't access this area yet, so remember and come back later with the [Gravitron].

See the gap above three electric platforms in a row? Check for the hidden platform and shoot Franny to knock the Mini-Doris off her head, then touch her to get the [Deflector Bubble Blueprint]. The section next to Franny is blocked off both by her and the large white box on the opposite end, so remember to come back later. The crates you cannot break contain [Egg Timer], [Egg Timer], [Frog], and [Present].

Head up from where Franny is to the Green Tube to finish this section.

Wilbur Pt. 2

Primary Objectives:

- * Find the Time Reverser Blueprints

Secondary Objectives:

- * Destroy all the little Dorises
- * Destroy all four little Doris Travel Tubes
- * Rescue all four workers
- * Find ten InventCo Egg Timers
- * Find the Present

Above the huge box, you'll see a crate with an [Egg Timer] which you can't get quite yet. Come back when you have the [Rocket Boots]. Roll to the right, and on the left platform, you'll see a gold platform that can only be activated with the [Time Reverser], so come back when you get that to get the [Egg Timer].

Jump to the right and destroy the little Doris you see. Roll to the right and activate the switch. This opens the door to the left, so go inside and break the crate for a [Battery]. Roll to the right, past the switch, to see the remains of a crate. The platforms above it can only be reached with the [Time Reverser], so forget about the crate with the [Egg Timer] for now.

Go to the right, kill the little Doris, and hop across the small platforms to the next level. The crate with the [Egg Timer] you see to the left requires the [Rocket Boots]. Roll to the left, destroy the Mini-Dorises and the Travel Tube above the gold platform. Keep going left. See the box on the platform? Shoot it a few times to knock it off and onto the red switch. Head left, shoot the Mini-Doris and the button, and keep going left.

Shoot the worker you see there to rescue him and keep going. Destroy the crate on the left-most platform for an [Egg Timer]. Leap up all the platforms and go to the left to rescue another worker. Now head right and up, kill the little Doris, and keep going right. Drop down, shoot the switch, and destroy the crate in the left room for a [Battery] if you need it. Head right, past the electric wires, and shoot the second Travel Tube above you.

The broken crate here requires the [Time Reverser] so that you can get a crate

with the [Present]. Keep going right, rescuing the worker along the way. Roll under the next to walls and smash the crate for an [Egg Timer]. Head right and shoot the switch to make the gold platform move up to the next level. There, leap up the blue platforms to the box and shoot it onto the switch to make the door open. Rescue the worker and shoot the switch you see there.

Head all the way to the left and destroy the Mini-Dorises and the third Travel Tube you see. The crate in the top left with the [Egg Timer] requires the [Rocket Boots]. Roll to the left and break the crate with the [Egg Timer]. Roll left and break another box for another [Egg Timer]. Next, destroy the Mini-Dorises and the fourth Travel Tube.

Move all the way to the left and push the button to make a gold platform go up and down. At the top, grab the Blueprint and enter the Green Tube.

Lewis Pt. 3

Primary Objectives:

- * Build the Deflector Bubble
- * Rescue Fritz and Petunia
- * Collect the Gravitron Blueprint

Secondary Objectives:

- * Destroy all the little Dorises
- * Destroy all four little Doris Travel Tubes
- * Find ten InventCo Egg Timers
- * Find the Present
- * Find Franny's Frog

First, break the crate on the right for an [Egg Timer]. Use the Holo-Map to see the hidden button on the right, and push it to turn the electricity off. Leap over the gap, shoot the little Doris, and smash the lone crate on the left for an [Egg Timer] and the bottom crate on the right for another [Egg Timer]. Check for hidden platforms in the gap and cross them to a section with three electric platforms.

Go up, move the box out of the way of the button, and push it to turn off the electric fence. Push the box onto the red switch you can now access to turn off the electric platform below you. Break the crate you can now access for [Piece 1] and push the switch. Head down, break the crate for [Piece 2], and push the switch to make the platform move. Hop on the platform and break the very bottom crate for an [Egg Timer]. On the platform, push the button you can now reach and cross the electric platform that was just turned off.

Destroy the Travel Tube and the little Dorises and the upper-left crate for an [Egg Timer]. Shoot to switch to make a platform active, and shoot the second switch to make another platform active. Cross the hidden platform to the second platform, and then cross another hidden platform. Destroy the little Dorises and head up to where three boxes are lined up. First, use a crate on the red switch at the very top. Next, push the second switch to the very right. This will give you access to a crate with an [Egg Timer] and a Travel Tube. Before going there, make sure to push the white boxes by shooting them and then leaping across the gap to another Travel Tube and [Egg Timer]. Finally, place a box on the bottom most of the three switches to access the left side.

Smash the bottom of two crates for an [Egg Timer]. Break the lone right crate for another [Egg Timer]. Find the hidden switch below the electric trap to get

rid of it and break the crate for a [Present]. Now go and smash the little Doris Travel Tube at the top. Now at the electric barrier on the right, you'll find a hidden platform and switch. Push the switch to turn off the barrier and shoot the crate to find [Piece 3].

This is activated the same way that the [Pizza Gun] was. The quickest way to light it up is: Left, Right. That's it. Now you have a [Deflector Bubble].

Kill the four little Dorises on the left. Break the crate their to find the [Frog]. Go down and break the crate to find the last [Egg Timer]. Check for a hidden switch and press it to stop the electric platform. Use the [Deflector Bubble] to cross the gap, and shoot Fritz and Petunia to free them. Make sure to get the [Graviton Blueprint] before heading up the Green Tube.

Wilbur Pt. 3

Primary Objectives:

- * Find the Rocket Boot Blueprints
- * Build the Time Reverser
- * Complete the level before the timer runs out

Secondary Objectives:

- * Destroy all the little Dorises
- * Destroy all four little Doris Travel Tubes
- * Rescue all four workers
- * Find the ten InventCo Egg Timers
- * Find the Present

If you know what you're doing, then you can easily finish this level in the 8:00 minutes that they give you. If you don't (which I didn't the first time that I came here), well...

Above you is a broken crate that requires both the [Rocket Boots] and the [Time Reverser], and it has an [Egg Timer], so come back later. First, kill the Mini-Doris and push the box on the switch to open the door. Kill the next Mini-Doris and smash the crate for [Piece 1]. Head right and shoot the switch you find to open the next door. The next crate above you with an [Egg Timer] requires the [Rocket Boots] as does the [Present] in the next crate, so come back later.

Shoot the switch to move the gold platform down. Head left, shooting the Mini Doris, up the platforms, shooting both the Mini-Dorises and the worker, and keep going left. Shoot the switch to open the door on the right that has a crate with an [Egg Timer]. Roll all the way to the left and smash the crate with [Piece 2] inside it.

Head back to the gold platform and this time go right. Smash the Mini-Doris and enter the door. Roll all the way until you see another Mini-Doris. Shoot it and the switch to make the gold platform move up to the next level. The platforms above you here require the [Rocket Boots] -- there's an [Egg Timer] there.

Go left and destroy the Travel Tube. Roll left, leap over the purple machines, and destroy the crate for another [Egg Timer]. Leap up the small platforms and shoot the button, and then shoot the worker to free him. Next to him is a crate with [Piece 3]. This invention is activated the same way that the [Meatball Cannon] was. Above this section is a crate with an [Egg Timer] that requires the [Rocket Boots].

Roll all the way to the right and jump off the platforms. Now, use the [Time Reverser] on the gold platform to make it go up. Shoot the worker on the right to free him, and then head left. Destroy the Travel Tube and the Mini-Dorises there, and keep going left. Shoot the switch to find a room with a Mini-Doris, and go above the room, freeing the worker along the way.

Shoot the button to gain access to a room with an [Egg Timer]. Go left, blowing up a Travel Tube along the way. Don't smash the next crate you see (if you do, just use the [Time Reverser] on it. Enter the gap you see to find a smashed up crate that, once the [Time Reverser] is used, has an [Egg Timer]. The area to the very left has a Mini-Doris to kill (there's a crate with an [Egg Timer] to the right and above that requires the [Rocket Boots]).

Head back to the crate I told you not to destroy, and use it to leap onto the small platforms. At the top, there are Mini-Dorises and a gold platform under a Travel Tube. Use the [Time Reverser] on the gold platform, jump onto it, and destroy the Travel Tube.

Head to the right, jump up to the top of the next group of platforms to find a broken crate with an [Egg Timer]. Roll all the way to the right to find the [Rocket Boots Blueprints] and exit through the Green Tube.

Time Machine Pt. 2

Primary Objectives:

- * Stop the little Dorises escaping.
- * Destroy all the Doris Travel Tubes

Secondary Objectives:

- * Destroy all the little Dorises
- * Find Ten InventCo Egg Timers
- * Find the Present

Take as much time as you need, but make sure that you stop the Dorises. You can only let up to twenty of them escape, so be careful. Actually, I think that the biggest problem here is running out of battery power. As usual, break the building pieces and the Dorises for 10 [Egg Timers] and the [Present].

Boss: Mega-Doris

Primary Objectives:

- * Destroy the Mega Doris
- * Shut down the Replicator

Secondary Objectives:

- * Destroy all the little Dorises
- * Destroy all four little Doris Travel Tubes
- * Find ten InventCo Egg Timers
- * Find the Present

Destroy the first two crates you see for an [Egg Timer] and another [Egg Timer]. Go right and smash the next crate you see for yet another [Egg Timer]. Head all the way to the right for three more crates with [Egg Timer], [Egg Timer], and [Egg Timer] (there are five, but only three have them). From the topmost crate

you smash, go right and push the button, and get the two crates under them that have [Egg Timer] and [Egg Timer].

Underneath the leftmost gold platform is a switch -- use it to activate the platform, and get the [Egg Timer] near it. Destroy the Travel Tube there. On the right gold platform where you pushed the first button, there is another Travel Tube. Go all the way to the right and use the [Time Reverser] on the gold platform so that you can access and destroy the Travel Tube. Now go all the way to the left and do the same thing with the fourth Travel Tube.

You will see a platform that you can't access without the [Rocket Boots], and a crate on the platform right below it -- destroy it for another [Egg Timer]. Now, to destroy the Mega-Doris. Your [Pizza Gun] is useless against it, so we have to use the [Time Reverser]. Wait for the Mega-Doris to fire a shot, then use the [Time Reverser] ON THE SHOT to bounce it back at her. Do this until she is destroyed. Now, go to where the Replicator is, and unload [Pizza Gun] shots onto it until it is destroyed.

The platform you couldn't access has the [Present], so come back later for it.

Lewis Pt. 4

Primary Objectives:

- * Build the Gravitron
- * Rescue Joe
- * Collect the Hover Boots Blueprint

Secondary Objectives:

- * Destroy all the little Dorises
- * Destroy all four little Doris Travel Tubes
- * Find ten InventCo Egg Timers
- * Find the Present
- * Find Franny's Frog

Destroy the middle of the three crates you see for an [Egg Timer]. Destroy the Mini-Doris and use the hidden platform to cross the gap, and then cross the next gap. Use the [Deflector Bubble] to grab the crate across the electrical wiring, which contains an [Egg Timer]. Push the blocks and kill the Mini-Dorises, then use the [Deflector Bubble] to go up across the gap into an area with several Mini-Dorises. Kill them and break the top crate for [Piece 1] and the right crate for another [Egg Timer].

Next, cross the gap to the right, making sure to kill any little Dorises. Head up, jumping over the gaps, and press the hidden switch. Destroy the rightmost crate at the top to get the [Egg Timer], then jump over the gap and destroy the left-most box for another [Egg Timer]. Cross the deactivated electric platform and destroy the first Travel Tube. Destroy the middle of three crates to find the [Frog]. Now go back down and to the right.

At the right, push the two blocks onto the two switches to turn off the electrical fence and then cross. Grab the [Egg Timer] from the crate, and then push the hidden switch nearby to make the large platform move. Get on the the large platform. Use the hidden platform to push the button to your left, then jump to the right. Destroy the Mini-Dorises and the Travel Tube, then break the middle crate for [Piece 2].

Jump back onto the large platform and go down. Destroy the bottom crate for an

[Egg Timer]. Now use the [Deflector Bubble] to cross the wires -- be careful of the electrical current. Go down and destroy the third Travel Tube, and then break the bottom-right crate for an [Egg Timer]. Go left and break the top and bottom crates for an [Egg Timer] and [Present] respectively. Cross the electric wiring and smash the final Travel Tube. Finally, break the crate there for [Piece 3].

To activate the [Gravitron], just do it the same way as the [Holo-Map]. The sequence this time is: Up, Down, B, Left, Right, A.

The nice thing about this is that you can finally use this to get those annoying huge blocks out of the way. Remember to grab the stuff from the other levels that you couldn't reach! ^^

Use the Gravitron on the two large blocks to pull them out of the path. Go up, destroy the rightmost of the two crates to get the [Egg Timer], and shoot Joe to rescue him. Grab the blueprints and enter the Green Tube.

Wilbur Pt. 4

Primary Objectives:

- * Find the Time Pauser Blueprints
- * Build the Rocket Boots

Secondary Objectives:

- * Destroy all the little Dorises
- * Destroy all four little Doris Travel Tubes
- * Rescue all four workers
- * Find ten InventCo Egg Timers
- * Find the Present

Go right, destroying the crates in your way. Roll under the walls to the smashed up crate (there is no point in getting the crates above the gold platform). Hop up the platforms to find a Mega-Doris (you kill it the same way you killed the boss. These gals will be frequenting the area, so watch it). Grab the [Egg Timer] from the top left platform (for reasons I have yet to understand, this will also give you a second [Egg Timer] -- check your Inventory.) and head right. Shoot the scientist to free him and drop down onto the crate. Smash it to get [Piece 1] and then reverse it to unlock the door.

Head right, roll under the walls, and reverse the crate to get up onto the platforms above with a crate containing an [Egg Timer]. Go right and reverse the gold platform so that you can go up. Leap onto the next level and destroy the Mega-Doris. Smash the crate for [Piece 2] and free the worker. Roll left. Fix the crate to gain access to a crate with another [Egg Timer], then go and blow up one of the Travel Tubes. Head left and break the crate to get [Piece 3].

Time to activate the [Rocket Boots]! It is activated as the same way as the [Meatball Cannon] was.

The first thing to do with your Rocket Boots is to fly up right where you are and break the crate to get yet another [Egg Timer]. Roll to the gold platform and go up. I think you should know how by now. Shoot the worker and the Mini-Doris and drop down to the left. Hop up the little platforms. Destroy the Mega-Doris and get the crate. Go right, past the electric wires, and destroy the Travel Tube. Head to the right, destroy the Doris, and then destroy another Travel Tube before continuing. Use the [Rocket Boots] to get the crate with the

[Egg Timer] next to it.

Go right, destroy the crate for an [Egg Timer]. Head right and go up to the next level and destroy the Mega-Doris. Go past the electrical current and use the [Rocket Boots] to go up to a crate with an [Egg Timer]. Drop down and head left for another Mega-Doris. Keep going. Head up and then destroy the Doris. Head up again for two crates with an [Egg Timer] and a [Present]. Drop down, roll left, and then grab the crate with an [Egg Timer] above the next gold platform. Lower the gold platform to get the Blueprints. Roll left and free the worker, and then drop down.

Go left, destroying the Travel Tube and the Mega-Doris along the way. Go past the electrical current, reverse the crate, and go up. Destroy the Doris and the Mega-Doris, then go all the way right to finish the level.

Lewis Pt. 5

Primary Objective:

- * Build the Hover Boots
- * Rescue Art

Secondary Objective:

- * Destroy all the little Dorises
- * Destroy all four little Doris Travel Tubes
- * Find ten InventCo Egg Timers
- * Find the Present
- * Find Franny's Frog

This one is quite interactive. And watch out for the Mega-Dorises. Use the [Deflector Bubble] to defeat them.

First, move one of the giant blocks up and then cross the gap. Be careful of the electric fence that pops up every once in awhile. Kill the Mini-Dorises and get the [Egg Timer] from the crate. Go up, stand on the switch, and use the [Gravitron] to pull the crate towards you onto the switch so that you can turn off the fence. Go all the way up and break the crate for an [Egg Timer].

Now go right and up the narrow path for an [Egg Timer]. Shoot the block onto the switch to turn the fence off. Go up, kill the Mega-Doris, and then move the large block onto the switch on the right. Head down and kill three more Mega-Dorises. Grab the [Egg Timer] in a crate a little above you. Move the large block to your right and destroy the Travel Tube. Get the [Egg Timer].

Go to the electric fences and push the hidden button nearby to turn one off, and then turn the second one off with the large block. Push the next button, and grab the crate from a jutting out near the moving platform. Jump to the next platform and to solid ground. Head left and destroy the travel tube from a distance. Push the hidden switch to turn off the barrier and head up to get a crate with an [Egg Timer]. Go back and this time take the path down.

Kill the Mega-Doris and the Doris. Head right past the first electric fence and then take the path up. Smash the crate at the end for [Piece 1]. Now go back and drag the large block onto the switch in the middle of the four electric fences. Go right, grab the [Egg Timer] from a crate below you, and kill all the Mini-Dorises. Break the next three crates and destroy the Doris and the Mega-Doris. Break the crate to the right of the saucer for a [Frog].

Go behind the saucer and kill the Dorises and Mini-Doris. Head up and shoot the switch that you see from behind the electric fence, then go up into this area. Move the crates around until you can go over to and destroy the Travel Tube. Break the crate above it for [Piece 2], then pull a crate onto the switch nearby to remove the electric fence above you.

Go up, kill all the Dorises, and break the crate in the bottom right corner for the [Present]. Now shoot the right switch and go through the path it opens for an [Egg Timer]. Now shoot the left switch and go through THAT path for four Mini-Dorises and [Piece 3].

This invention, the [Hover Boots], is activated the same way as the [Pizza Gun]. The combo is: Left, Right.

Now go up and grab the [Egg Timer], and then use the [Hover Boots] to cross over all hazards to where Art is. Shoot him to knock the Mini-Doris off his head, and enter the Green Tube.

Wilbur Pt. 5

Primary Objectives:

- * Build the Time Pauser

Secondary Objectives:

- * Destroy all the little Dorises
- * Destroy all four little Doris Travel Tubes
- * Rescue all four workers.
- * Find ten InventCo Egg Timers
- * Find the Present

This level is not actually as long and complicated as it actually appears to be at first glance. I know that I thought it was when I first played it. I'm also no longer going to tell you to destroy Dorises -- you should be doing that.

First, climb up the platform and let it take you to the upperright with an [Egg Timer]. Push the switch and go through the door. Roll right and free the worker, then break the crate for an [Egg Timer]. Hop up and go right, pushing the grey box onto a switch to open the door to your left. Grab the [Piece 1] and then head back to the worker you have already freed.

Roll left and jump up the platforms. Hit the first switch you see and go through the door on the right. Grab the [Egg Timer] from the upper left and make sure to destroy the Travel Tube. Next, push the grey box by shooting it twice to the right onto the switch to open a door with [Piece 2]. Go back to the platforms and hit the next switch you see and enter the door on the left. Go down the first gold platform and destroy the crate for an [Egg Timer]. Roll left and go up, and get the [Egg Timer] from the crate to your right. Go left and down to find a crate containing [Piece 3].

Time to activate the [Time Pauser]! This is activated the same way as [Pizza Gun]. This time, the order of the lights is: A, Right, Left, Down, Up, L, R.

Go back out this area and continue heading up the platforms. Hit the switch and go through the left door. Destroy the Travel Tube and get the [Egg Timer] from the crate on the upper-left. Go back out and go up, freeing the worker. Go right and break the crate with the [Egg Timer].

Head down, free the worker, and destroy the third Travel Tube. Be careful of the

Mega-Doris hanging out nearby. Go right and grab the [Egg Timer] above you, then go down, roll right twice, and keep going. Hop up the platforms at the very right and go left. Get the [Present] from the top-left corner before leaping off and battling the Mega-Doris.

Free the worker at the very left and go up. Roll left and then go down and roll again to your left. Grab the [Egg Timer] in the crate at the top-right and go left. Destroy the Travel Tube, grab the [Egg Timer], and keep going. Hit the last switch and then enter the Green Tube.

Time Machine Pt. 3

Primary Objectives:

- * Stop the little Dorises escaping.
- * Destroy all the Doris Travel Tubes

Secondary Objectives:

- * Destroy all the little Dorises
- * Find Ten InventCo Egg Timers
- * Find the Present

This one is virtually identical to Time Machine Pt. 2, so I just copy/pasted the instructions. The only thing different is the scenery and the types of buildings you need to avoid.

Take as much time as you need, but make sure that you stop the Dorises. You can only let up to twenty of them escape, so be careful. Actually, I think that the biggest problem here is running out of battery power. As usual, break the building pieces and the Dorises for 10 [Egg Timers] and the [Present].

Boss: Carl

Primary Objectives:

- * Destroy all four little Doris Travel Tubes
- * Rescue Carl

Secondary Objectives:

- * Destroy all the little Dorises
- * Find the Present
- * Find ten InventCo Egg Timers
- * Find Franny's Frog

In this level, if you smash every box, it is virtually impossible to miss any of the [Egg Timers], [Present], and [Frog]. Just make sure you get them before you defeat Carl.

The largest problem, in my opinion, is avoiding Carl -- he won't attack you, but he will follow you around. Also, beware of the electric traps. To defeat Carl, first you need to destroy the Travel Tubes. But to destroy the Travel Tubes, you need to remove their force fields.

First, let's go to the Travel Tube on the bottom-right. Near the three electric fields is a hidden button, so push it and destroy the Travel Tube.

Next, let's head to the tube on the bottom-left. Head up a little ways and push the white box onto the red switch, and then destroy the Travel Tube.

Then, head to the upper-left tube. Push the left button to disable the force field and destroy it.

After that, head to the upper-right tube. Push the right button to disable the force field and unload [Meatball Cannon] shots at it.

Finally, you can attack Carl. Hit him five times to rescue him.

Boss: Little Doris 1

Primary Objectives:

- * Destroy all four Shield Generators
- * Destroy all four Replicators

Secondary Objectives:

- * Destroy all the little Dorises
- * Destroy all four Little Doris Travel Tubes
- * Find ten InventCo Egg Timers
- * Find the Present

Go right and shoot the switch to continue. Kill the Mega-Doris and hit the switch to go up. Remember to destroy any Dorises on the way. Now, this next part is a literal maze, and there are Mega-Dorises EVERYWHERE. For your own sake, take them and the four Travel Tubes out. I'll try to help you, but my directions might not be clear.

Kill the Mega-Doris on the middle platform and grab the [Egg Timer] on the middle platform. Head right, roll, and up to the next level. Smash the crate for an [Egg Timer]. Jump up the platforms and shoot to switch to remove the field on the right Generator. Now go to the right and destroy the Generator. In this small section, go down and collect the [Egg Timer], before going up and getting another [Egg Timer] and another [Egg Timer]. The second generator is here, but you can't destroy it yet.

Go back to where you turned the switch off in the force-field and go up and to the left. Destroy the Mega-Dorises and the Travel Tube. Go right, up, left, down, and right to find a switch to the second generator that you couldn't pass before. Go back and destroy that generator. Come back where you were before and pass along the top section to get an [Egg Timer].

Now, drop back down to where you killed the first Mega-Doris. Head left and shoot the switch to open the door. Reverse the box and push it onto the red switch to open the next door. Jump up the platform onto the next level and shoot the switch that you see there. Go left and destroy the Shield Generator. In this little area opened up, grab the [Egg Timer], [Egg Timer], and [Present]. Go back and now head up and to the right. Destroy the Travel Tube. Go back up and left. Now jump up to the very top, right, get the [Egg Timer], down, left, and shoot the switch. Now go right and get the final box with the [Egg Timer], and finally head left and smash the last Shield Generator. You're done!

(So why the mission log told me to destroy Replicators, I don't know.

Time Machine Pt. 4

Primary Objectives:

- * Destroy the Antenna
- * Destroy all the Doris Travel Tubes

Secondary Objectives:

- * Destroy all the Little Dorises
- * Find ten InventCo Egg Timers
- * Find the Present

This level is fairly straightforward. Make sure to examine the walls on the right to find the Doris Travel Tubes, and destroy stuff to find the [Egg Timers] and the [Present]. After destroying three Travel Tubes, head right. As a general direction, head up. Once you find the antenna, you can't destroy it without getting rid of all the Travel Tubes. The Mega-Doris you find up here will have the [Present].

Once you find and destroy all the Travel Tubes, head back to the antenna and unleash your shots on it until it is destroyed.

Time Machine Pt. 5

Primary Objectives:

- * Stop the Mega-Mega Doris from reaching the Robinson home.

Secondary Objectives:

- * Destroy all the little Dorises
- * Find ten InventCo Egg Timers
- * Find the Present

That thing moves FAST!!! If you're not careful, you'll be left far behind if you stop for even a second. I was lucky to smack right into the [Present], but I didn't even try for the [Egg Timers] the first time. As usual, they are found the same way as in the previous Time Machine levels.

Just chase after the Mega-Mega Doris, shooting at it, until you destroy it. There's really nothing much to this level.

Boss: Little Doris 2

Primary Objectives:

- * Find and destroy Little Doris

Secondary Objectives:

- * Find ten InventCo Egg Timers
- * Find the Present
- * Find Franny's Frog

Now, this level is TIMED! You have exactly three minutes to find Little Doris and destroy her.

Little Doris is hiding inside one of the thirteen crates spread throughout this

room. The other twelve crates hold the [Egg Timers], [Present], and [Frog].

=====
Inventions
=====

Lewis and Wilbur each have their own sets of inventions that they will build. To build an invention, you must first locate the blueprint in the level, and then find the three pieces to build it. After doing that, you must activate the invention by playing a mini-game.

Wilbur's Inventions

|Pizza Gun|

Blueprints:
Built in:

This is Wilbur's main offensive weapon.

|Time Reverser|

Blueprints:
Built in:

|Rocket Boots|

Blueprints:
Built in:

|Time Pauser|

Blueprints:
Built in:

Lewis's Inventions

|Meatball Cannon|

Blueprints:
Built in:

|Holo-Map|

Blueprints:

Built in:

|Deflector Bubble|

Blueprints:

Built in:

|Gravitron|

Blueprints:

Built in:

|Hover Boots|

Blueprints:

Built in:

=====
Collectibles
=====

Family Album

1. Fritz and Petunia

Find the [Present] in [Lewis Pt. 1]

2. Tallulah

Find the [Present] in [Lewis Pt. 2]

3. Laszlo

Find the [Present] in [Lewis Pt. 3]

4. Art

Find the [Present] in [Lewis Pt. 4]

5. Joe

Find the [Present] in [Lewis Pt. 5]

6. Gaston

Find the [Present] in [Wilbur Pt. 1]

* Note: If this is the first picture shown when you enter the Family Album,
for some reason it will show Fritz and Petunia. Flipping to another picture
and flipping back will show the correct picture.

7. Billie

Find the [Present] in [Wilbur Pt. 2]

* Note: if this is the first picture shown when you enter the Family Album,
for some reason it will show Tallulah. Flipping to another picture and

flipping back will show the correct picture.

8. Lucille

Find the [Present] in [Wilbur Pt. 3]

* Note: If this is the first picture shown when you enter the Family Album, for some reason, it will show Laszlo. Flipping to another picture and flipping back will show the correct picture.

9. Bud

Find the [Present] in [Wilbur Pt. 4]

* Note: If this is the first picture shown when you enter the Family Album, for some reason it will show Art. Flipping to another picture and flipping back will show the correct picture.

10. Franny

Find the [Present] in [Wilbur Pt. 5]

* Note: If this is the first picture shown when you enter the Family Album, for some reason it will show Joe. Flipping to another picture and flipping back will show the correct picture.

Action Figures

1. Bud

Find the [Present] in [Boss: T-Rex]

2. Little Doris

Find the [Present] in [Boss: Mega Doris]

3. Carl

Find the [Present] in [Boss: Carl]

4. Little Doris Guard

Find the [Present] in [Boss: Little Doris 1]

5. Mega Doris

Find the [Present] in [Boss: Little Doris 2]

Tiny Time Machines

1. Prototype #6

Find the [Present] in [Time Machine Pt. 1]

2. Prototype #952

Find the [Present] in [Time Machine Pt. 2]

3. Prototype Model

Find the [Present] in [Time Machine Pt. 3]

4. Prototype #58

Find the [Present] in [Time Machine Pt. 4]

5. Prototype #45

Find the [Present] in [Time Machine Pt. 5]

Bonus Inventions

All of these inventions can be toggled on and off.

|Mega Meatballs|

Unlocked by: Unconfirmed (Complete all the Lewis levels?)

This makes the Meatball Cannon shoot three meatballs at a time for three times the damage.

|Super Bubble|

Unlocked by: Unconfirmed

The Deflector Bubble will not drain battery power, and you will not get hurt if you hit something that would normally damage you while using the Deflector Bubble.

|Deep Pan Pizza|

Unlocked by: Unconfirmed (Complete all the Wilbur levels?)

This makes the Pizza Gun shoot deep dish pizza dough for more damage.

|Nitro Boots|

Unlocked by: Unconfirmed

The Hover Boots and the Rocket Boots will not drain battery power.

|Multi-Shot|

Unlocked by: Unconfirmed

The Meatball Cannon and the Pizza Gun will not drain battery power.

=====
Bonus Games
=====

In-Game

Gotta Get 'Em All!

Unlocked by: Unconfirmed (Destroy all the little Dorises?)

|The Garage|

|The Hallway|

Doris! Doris! Doris!

Unlocked by: Unconfirmed (Complete all the Lewis levels?)

|The North Garden|

|The Orphanage|

Doris Attack!

Unlocked by: Unconfirmed (Complete all the Wilbur levels?)

|Robinson Industries|

|Rocket Propulsion Lab|

Tiny Time Machine

Unlocked by: Unconfirmed (Complete all the Time Machine levels?)

|Time Freeze Lab|

|Time Reversal Lab|

=====
Copyright
=====

This guide is Copyright (c) 2009 by RandyPandy, aka Shree Panda. This guide is only available for private, personal use and may not be replicated, duplicated, edited, altered, or modified in any way. The only sites allowed to host this FAQ are:

GameFAQs.com and its affiliates
NeoSeeker.com and its affiliates
SuperCheats.com
DLH.com
Honestgamers.com

If this guide is found anywhere else, please remove it as it would violate the copyright laws to keep it on.

To contact me, use the following email address:

randypandy13 (at) yahoo (dot) com

This document is copyright RandyPandy and hosted by VGM with permission.