# Disney's Meet the Robinsons Game Script

by RandyPandy Updated on May 26, 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.

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Meet the Robinsons (GBA)
Game Script
by RandyPandy
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(Lewis and Wilbur are hugging.)
Lewis: Thanks again for everything.
Wilbur: Now don't make me come to bail you out again. You better get going.
Lewis: See ya later, Wilbur!
(Wilbur is flying in the time machine.)
Wilbur: Now, to go home...
(He arrives in the future.)
Wilbur: To the future.
(Wilbur gets out of the time machine in his garage.)
Wilbur: That was the greatest adventure yet! But even secret agents need a
little break now and then.
(Outside the house, Mini-Dorises appear.)
Mini-Doris: <Bleep> <Bleee>>
2. Wilbur Pt. 1
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Franny: When you're done cleaning the garage, you can start on the flower pots.
(Wilbur is in the garage.)
Wilbur: Sheesh. You leave the garage open one time and they act like it's the
end of the world.
(Mini-Dorises appear in front of him.)
Wilbur: Bowler hats!? What the? But... How? Where? I had better take care of
this mess before anybody else finds out and gets me into more trouble. If I can
find a blueprint and some invention pieces, I should be able to make something
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that can get rid of these things. I can use batteries to power my invention. But if I run out of them then it'll be game over.

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#### 3. Time Machine Pt. 1

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Wilbur: I better make sure there aren't any more of these things. If Mom finds out she'll ground me for eternity.

(Wilbur's imagination.)

Wilbur: Hey guys, I don't suppose you've seen any hats crawl... they're everywhere! It's an invasion!

(Back to the present.)

Wilbur: Think Wilbur... Dad has to have something that could... Hmm Dad... Dad? Dad! That's it! I'll go back and get Lewis! We can whip up something to take care of these guys. Wilbur Robinson... You are a genius.

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#### 4. Lewis Pt. 1

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Narrator: Meanwhile, at the orphanage...

(Lewis and Mildred are speaking.)

Lewis: I'm almost packed Mildred.

Mildred: Oh Lewis, I'm so happy for you. I'm going to miss you though.

(A Little Doris appears in Wilbur's room.)

Lewis: I'll miss you guys too, but... Hey, what's that?!

Mildred: Ahhhhhhhh!

Lewis: I didn't invent that, Mildred! But I know what can stop it. Now where did I put that blueprint and those meatball cannon pieces?

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#### 5. Boss: T-Rex

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(Lewis sees the time machine coming.)

Lewis: The time machine? Great... I should have known he's behind this.

(Wilbur grabs Lewis.)

Wilbur: Lewis, I need you to come back with... Wait... What happened?

Lewis: You tell me Wilbur?! [sic] I don't know why they're here. I'm sure it's something you've done.

Wilbur: Me? I didn't do anything... I promise! Lewis, please believe me. Look, we need to get back to the house. Those little versions of Doris are everywhere.

Lewis: But I'm just about to go and start my new life, I can't just run off now.

Wilbur: If you don't come now there won't be a new life, not for you or anyone else! Just get in the time machine and I'll explain on the way.

Lewis: I have a very, very bad feeling about this.

(Later, the two are in the time machine.)

Wilbur: ...And I was cleaning in the garage when these little Dorises started shooting out of the travel tubes, and then I came to get you. Oh man... What if they've taken control of the whole family? That's it... I'm grounded forever.

Lewis: Hmm... Maybe little Doris escaped from the frogs and reproduced herself using some sort of replicator device?

Wilbur: Dad was working on a top secret replicator project at Robinson Industries! Ok Lewis, here's the plan. You go to the house and check on the family. I'll head to Robinson Industries, find the Replicator and deactivate it.

(The two hug in the front yard.)

Wilbur: Good luck Lewis.

Lewis: You too Wilbur.

(Lewis is alone in the yard.)

Lewis: Right, let's see what's been going on. Hey, it's Bud and Lucille, and they seem fine. I guess Wilbur was wrong.

(Bud and Lucille appear.)

Lucille: Well hey there Lewis. Good to see you again. Say, have you seen the T-Rex?

Lewis: No, sorry, I haven't.

(Tiny the T-Rex appears with a little Doris on it.)

Bud: Well he's right behind you. Oh no! They've got our cute little T-Rex too!

Tiny: Rawwwwwrrrrrr!

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### 6. Lewis Pt. 2

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Lucille: Whew, that was close. Thanks Lewis. What brings ya here?

Lewis: Wilbur asked me to help with the little Dorises.

Bud: Those bowler hats were flying down through the travel tubes, tossing parts from the lab everywhere. We thought Wilbur was joking with us until they began to take control of the family.

Lewis: How did you escape?

Lucille: We were getting ready to attack. Those hats have the rest of the family under control by now. Carl locked himself in Cornelius's lab.

Bud: Can you help us Lewis? Of course you can. I have a blueprint for inventing a Holo-Map that will help you find your way around the house. But you'll have to find all the pieces for it.

Lucille: Funny thing about those bowler hats. They were only coming out of these strange travel tubes. Those tubes go back and forth to Robinson Industries. So they must be coming from there. You might be able to stop them if you destroy those tubes. For some reason they aren't using the green tubes. I don't remember where they go, but they should be safe for you to use.

Bud: Here ya go Lewis. Use my blueprint and find the pieces, you'll be able to stop those awful hats. Oh and don't forget to look for batteries too. You've got to be able to power your invention. If you don't then you could be in big trouble.

Lucille: That travel tube over there should take you to Franny in the Music Room. Good luck Lewis, we'll be rooting for you!

(Lewis enters the Music Room.)

Lewis: Well this is the Music Room alright. Now, I wonder where Franny is?

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#### 7. Wilbur Pt. 2

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(Wilbur sees a giant bowler hat on top of Robinson Industries.)

Wilbur: Whoah! I'm sure that giant bowler hat didn't used to be there. Hellooo, anybody here? Hmm. No answer. Not a good sign. I bet little Doris is hiding out inside that giant Doris. In which case, I should probably make my way up to the top floor. Hmmm... Interesting... It's the middle of the day and no one is working.

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#### 8. Lewis Pt. 3

Franny: Lewis! Thanks for rescuing me. I'm worried about my frogs, Lewis. Have you seen them? I haven't seen them since just before those hats started to attack. Could you please let them know it's safe to come back to the Music Room?

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# 9. Wilbur Pt. 3

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Wilbur: Hey, this looks like the Time Reversal Lab. I could definitely invent something amazing in here.

(He enters the room.)

Wilbur: This is not good. I've got to move quickly and then get back to the Time

10. Time Machine Pt. 2
(Wilbur finds an open window.)
Wilbur: Just as I planned. An open window. Perfect. Now to the Time Machine.
11. Boss: Mega-Doris
(Wilbur finds a door.)
Wilbur: This floor has to be where that army of bowler hats has come from. I better check it out.
12. Lewis Pt. 4
(Lewis spots Joe, controlled by a bowler hat.)  Lewis: Hey, is that Uncle Joe? Hey Uncle Joe, wait up!
13. Wilbur Pt. 4
(Wilbur finds a door.)
Wilbur: Cool, the Rocket Boots Laboratory! These will definitely come in handy!
14. Lewis Pt. 5
(Lewis is in the yard.)
Lewis: That looks like Uncle Art's ship over there. Hmmm But where's Art?
(Wilbur looks really annoyed.)
Wilbur: Again?! How many of these little Dorises are there? I can't think of that now. I have to get to the Time Machine and wipe them out.

Machine.

16. Time Machine Pt. 3

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(There is no story for this level.)

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17. Boss: Carl

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(Lewis goes into Cornelius's lab.)

Lewis: I did it! I made it to the lab! Now where's Car... Hey Carl? Hey there you are. Whew, I was... Um Carl? Wait... I want to help Carl. Can... I just... remove... that... hat? OK. Uhh. We're gonna have to do this the hard way.

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18. Boss: Little Doris 1

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(Wilbur finds a door.)

Wilbur: Noooooo! Locked... Great, just great. Mom's going to send me to miltary school.

(Lewis contacts him from Cornelius's lab.)

Lewis: Hey Wilbur! You there? Can you hear me?

Wilbur: Lewis? Is that you? Where are you?

Lewis: Carl just patched me into the intercom system. Now, it's super important that you listen to me. In a minute, Carl is going to remotely release the door locks to the top floor. Inside there four generators that power a forcefield protecting the giant Doris on top of the building. You must destroy those generators. Little Doris has her strongest armies around them, so be careful.

Wilbur: Okay, Wilbur Robinson never fails!

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## 19. Time Machine Pt. 4

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Wilbur: Lewis? Can you hear me? I've destroyed the generators. Of course I didn't doubt myself for a second. Oh yeah, the forcefield should be down. But I didn't find Little Doris. So what's next?

Lewis: Carl said there is an antenna on top of the giant Doris. Little Doris is using it to transmit her orders to her bowler hat armies. If you destroy the antenna, then she'll no longer be able to control the army!

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# 20. Time Machine Pt. 5

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(Wilbur sees a giant Doris near the Robinson household.)

Wilbur: Wow! That is a really big hat! It looks like... Oh no! It's heading for \_\_\_\_\_\_ 21. Little Doris 2 Wilbur: Yeehah, got her! Just in time too! No, Lewis! Come in. Little Doris has snuck back into the house. You've got to stop her! Lewis: I'm on it Wilbur. She's not going to get away this time. \_\_\_\_\_\_ 22. Ending \_\_\_\_\_\_ (Wilbur is leaning on the Time Machine.) Wilbur: Whew! Another time crisis all wrapped up. Thanks to me of course. Lewis: Ahem... Wilbur: I mean thanks to my best friend. But now I need to get you back to your own time unless you feel like one more adventure? THE END 23. 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, editted, altered, or modified in any way. The only sites allowed to host this FAQ are: GameFAQs.com and its affliates NeoSeeker.com and its affliates 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. The script of the game itself is not copyright, but the formatting and the descriptions in the ( and ) symbols are. To contact me, use the following email address:

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