

= Chibi @-@ Robo ! =

Chibi @-@ Robo ! ( ????? ? , lit . " Mini @-@ Robo ! " ) , fully titled Chibi @-@ Robo ! Plug Into Adventure ! , is a platform @-@ adventure video game for the Nintendo GameCube developed by Skip Ltd. and published by Nintendo . The game was first released in Japan in 2005 , and then released in North America and Europe the following year . Originally conceived as a point @-@ and @-@ click adventure game , it was put on developmental hold until Nintendo producer Shigeru Miyamoto gained interest in the title and overhauled its production .

The player takes on the role of the eponymous character , Chibi @-@ Robo , a 10 @-@ centimeter @-@ tall robot owned by the Sanderson family . Gameplay revolves around navigating a household and collecting " Happy Points " . These points are accumulated by completing various tasks from housework to helping solve the dilemmas of the Sanderson family and the numerous living toys that inhabit their household . Every action by the game 's battery @-@ powered protagonist consumes energy , requiring the player to recharge using the home 's electrical outlets .

Chibi @-@ Robo ! was generally well received by critics , with praise directed towards the premise , charming storyline , and sound design . However , some gameplay mechanics and the quality of the graphics drew some criticism . Sales of Chibi @-@ Robo ! were modest , but it did spawn several sequels . For the Nintendo DS , Chibi @-@ Robo ! : Park Patrol was released in 2007 and Okaeri ! Chibi @-@ Robo ! Happy Richie ?s?ji ! was released in 2009 , the latter being a Japan @-@ exclusive . For the Nintendo 3DS , Chibi @-@ Robo ! Photo Finder was released in Japan in 2013 and in North America in 2014 , and Chibi @-@ Robo ! Zip Lash was released in 2015 . The original Chibi @-@ Robo ! also saw a Japanese re @-@ release in 2009 for the Wii as part of the New Play Control ! series .

= = Plot = =

The plot of Chibi @-@ Robo ! takes place in a 1960s @-@ style American home and revolves around a tiny , highly advanced robot of the same name . He is given as a birthday gift to a socially withdrawn eight @-@ year @-@ old named Jenny Sanderson by her father . This is much to the dismay of Jenny 's mother , a homemaker who is constantly stressed over how much money her husband spends on toys despite his unemployment . Chibi @-@ Robo is packaged with a small " Chibi @-@ House " and an assistant named Telly Vision , who speaks on Chibi @-@ Robo 's behalf . Each of the one million Chibi @-@ Robos in the world is supposed to collect " Happy Points " by doing good deeds for their owners , and must occasionally charge their batteries at electrical outlets . During the night or when humans are not around in the Sandersons ' house , several toys come to life . This cast includes the superhero action figure Drake Redcrest , a group of egg @-@ shaped army men called the Free Rangers , a wooden pirate named Plankbeard , and others . Chibi @-@ Robo eventually finds a large robot in the basement called Giga @-@ Robo , who was once a companion of the Sandersons ' , but had to be deactivated due to its high electricity consumption . Chibi @-@ Robo attempts to bring Giga @-@ Robo back to life by fully charging its massive battery and makes it a goal to find Giga @-@ Robo 's missing leg . At this time , Chibi @-@ Robo is attacked by spider @-@ like robots called Spydorz .

When Mr. Sanderson purchases yet another toy , his wife locks herself in her room and tells him that she wants a divorce , prompting the rest of the family to do the housework . Meanwhile , Chibi @-@ Robo finds a strange pattern in the backyard and uses his radar to contact an alien species . Once the aliens land and greet him , Chibi @-@ Robo uses a time machine made by the visitors to go into the past to find a code to a safe in the master bedroom containing Giga Robo 's leg . He returns to the present to open the safe , but several larger Spydorz are also released from it and capture the Sandersons . It is revealed that Mr. Sanderson originally created the Spydorz to be friends with the Chibi @-@ Robos , but his toy company reprogrammed them to be hostile , causing Mr. Sanderson to quit his job . Mr. Sanderson upgrades Chibi @-@ Robo 's blaster weapon , allowing the small robot to defeat the Queen Spydor , recover Giga @-@ Robo 's missing leg , and rescue the Sandersons . Chibi @-@ Robo reactivates Giga @-@ Robo , and the aliens meet them

in the backyard . The aliens explain that the toys are able to walk and talk due to a request from Giga @-@ Robo to the aliens to give them life , and to give all Giga @-@ Robos infinite battery power to prevent their energy consumption . The aliens could not do the latter at the time , and returned to their own planet to obtain the item necessary to grant Giga @-@ Robo 's wish . They then give Giga @-@ Robo this ability , who shares it with Chibi @-@ Robo and the rest of the robots in the world as well , eliminating the energy problem .

= = Gameplay = =

Chibi @-@ Robo ! is a platform @-@ adventure game that puts the player in direct control of a tiny , battery @-@ powered robot that does housework for humans . The objective of the game is to become the top @-@ ranked " Super Chibi @-@ Robo " in the world by accumulating Happy Points , a collectible that is gained by doing good deeds for the family and for various toys within the Sandersons ' home . In order to do this , the player must control the 10 centimeter @-@ tall protagonist and explore the Sandersons ' humble , human @-@ scaled home . During exploration , Chibi @-@ Robo can find a wide variety of things to collect , including " Moolah " , the currency of Chibi @-@ Robo ! . An important task of Chibi @-@ Robo 's in gaining Happy Points is to clean up messes around the house , such as disposing of trash or scrubbing dirty footprints . The player can also interact with and help with the personal problems of the Sandersons and the toys . This ranges from solving a plot @-@ driving crisis or completing a subquest of simply locating a lost object as a favor . With Chibi @-@ Robo 's assistant Telly Vision as his speaker , the player is often prompted to give either a positive or negative response to each question or request . The player loses battery power with every step and action . If his battery is not charged before it empties , Chibi @-@ Robo will collapse and re @-@ emerge in the Chibi @-@ House , having lost half of his Moolah . Throughout the house are electrical outlets , which the player can plug into to recharge his battery or save his progress . The player 's exploration is limited by a timer representing a full day or full night . Once the timer expires , Chibi @-@ Robo automatically returns to the Chibi @-@ House .

At the start of both day and night , the player always begins in the Chibi @-@ House . Within it , the player can charge Chibi @-@ Robo 's battery and save at the electrical outlet . The player can also connect to the Citrusoft " Chibi @-@ PC " to purchase a variety of items and power @-@ ups with Moolah , as well as use scrap metal to build " Utilibots " , robotic helpers that ease the navigation of the Sandersons ' home . The gear available from Citrusoft includes the " Chibi @-@ Copter " , used to reach far @-@ off points or to fly down from a high place safely ; the " Chibi @-@ Blaster " , used to eliminate obstacles and fend off the hostile Spydorz ; and the " Chibi @-@ Radar " , used to detect hidden objects . There are several other items of the Sandersons ' that Chibi @-@ Robo can find and use . These include the toothbrush , used to clean up stains ; the coffee mug , used for protection ; the spoon , used to dig holes ; and the squirter , used to hold fluids and squirt them . Chibi @-@ Robo can also gain special costumes throughout the game , each of which has its own unique function . For instance , if the player poses for Mr. Sanderson while wearing The Drake Redcrest costume , he will give Chibi @-@ Robo Happy Points . As more Happy Points are acquired , the player 's rank increases among all the Chibi @-@ Robos in the world . At certain ranks , Citrusoft will send the player bonus batteries , allowing Chibi @-@ Robo to roam longer without having to recharge .

= = Development = =

Chibi @-@ Robo ! was developed by skip Ltd . , the creators of the Japan @-@ exclusive Giftpia for the Nintendo GameCube . Chibi @-@ Robo ! was first announced in early 2003 with publishing rights held by Bandai . Its original projected release date was June 2003 in Japan and spring 2004 in North America . Unlike the released version of Chibi @-@ Robo ! , the beta version entailed the player training Chibi @-@ Robo to defend the home of his inventor from a pair of burglars . The gameplay was different as well ; instead of a platform @-@ adventure game , it played like a point @-@ and @-@ click adventure title , where the player was not in direct control of Chibi @-@ Robo ,

but was rather conveying commands to him clicking a cursor around the area . The protagonist was also to learn and develop depending on the choices the player made for him . However , this incarnation of Chibi @-@ Robo ! was ultimately put on " indefinite hold " and disappeared from the media . Shigeru Miyamoto was eventually introduced to the game by fellow Nintendo producer Kensuke Tanabe . Miyamoto took a personal interest in the character of Chibi @-@ Robo and signed on as the game 's senior producer . The development of Chibi @-@ Robo ! was revamped with Nintendo acting as its new publisher . Chibi @-@ Robo ! was in development for four years from start to finish .

Director Kenichi Nishi has previous development credits such as Chrono Trigger , Moon : Remix RPG Adventure and Incredible Crisis . Nishi 's approach to game design , even with Chibi @-@ Robo ! , was to always take a standard , orthodox method and " crash it , twist it , or create a totally different direction " . The reason Nishi chose to make the majority of the cast toys is because humans are " too big to interact with [ Chibi @-@ Robo ] and create all the drama " and that it added a sense of fantasy to the experience . The family dog Tao had appeared in Nishi 's previous games : Moon : Remix RPG Adventure and L.O.L. : Lack of Love . The director based the dog on his own pet because he felt that the " black @-@ and @-@ white color is very simple and universal " . Despite the game 's overall happy attitude , the game designers put some emphasis on serious topics such as divorce , loneliness , pollution , and loss . " If we only concentrate on cheerful fun , we 'll lose depth , " Nishi explained . " There 's nothing surprising for people if the game looks cheerful and the experience is cheerful . There are no surprises or unexpected things . " Still , rather than use these topics as major themes for the player , Nishi felt it would be more effective to bring them in as " ordinary things to enhance the adventure of daily life " .

All the music and sound in Chibi @-@ Robo ! was composed by Hirofumi Taniguchi . He wanted to make unique sound patterns and motifs for each character , and even used human voices to create the system sounds , such as on the menu selections . All of the noises made by Chibi @-@ Robo 's actions were phrased . Taniguchi used both woodwind and electronic instruments for the character 's actions , the former because " Chibi 's actions are not ordinary robotlike actions " and the latter because he did not want to totally eliminate his mechanical characteristics . Different background music is played for the day and night cycles , but they lack melody because Chibi @-@ Robo 's footsteps create a melody at random . The tempo of his footsteps was designed to match the background music ; if he picks up his plug to walk faster , the music speeds up . All of the game 's music was compiled on the Chibi @-@ Robo ! Limited Soundtrack , a CD released alongside an official 142 @-@ page guidebook and published by Shogakukan in Japan in August 2005 .

= = Reception = =

Chibi @-@ Robo ! has enjoyed a mostly favorable critical reception . The GameCube version currently holds an aggregate score of 79 @. @ 33 % based on 43 reviews on GameRankings . Official Nintendo Magazine ranked it the 88th best game available on Nintendo platforms . The staff felt that it was the GameCube 's " last classic . " Critics Greg Mueller of GameSpot , Mathew Kumar of Eurogamer , Bryn Williams of GameSpy , Shane Satterfield of G4 , and Matt Casamassina of IGN all applauded the game 's charming setting , compelling storyline , and complex characters . Casamassina found that the fashion in which the main plot and objectives are sewn together is part of the reason the game is enjoyable . Mueller , Kumar , and Satterfield noted endearing , charismatic qualities among the various toy characters . Kumar heeded Chibi @-@ Robo ! as " honestly one of the most touching games I 've played in ages " in which the player often becomes engrossed in " events that pan out like miniature plays , with love triangles ( nay , love dodecahedrons ) between toys , and some scenes with a real pathos behind them " . Considering the joyous atmosphere of Chibi @-@ Robo ! , Satterfield was pleasantly surprised at its inclusion of controversial topics like divorce and its possible distortion of a target audience . This attribute was criticized by Jinny Gudmundsen , a columnist for USA Today , who thought that the interpersonal issues negate the game 's overall charm and render it inappropriate for younger children . Writers for Computer Games Magazine praised Chibi @-@ Robo by interpreting deep , symbolic meaning in

its more subtle aspects . The publication found the game to use " overarching narrative arcs " and " stock melodramatic devices " among the Sandersons ' dysfunctional interactions , " emotional crisis points , downtime , and rhythms and cycles of action " between its day and night events , and " evocative music " as a way for characters to communicate their feelings .

Opinions on the gameplay of Chibi @-@ Robo ! have been mixed . Among the more positive reactions , Casamassina assessed the cleaning mechanics as " very fun and very rewarding " , while Kumar compared the game to the Story of Seasons series due to both entities convert seemingly boring tasks into something fun . James Mielke of 1UP.com similarly enjoyed the " near @-@ constant sense of discovery " and the tiny details included by Skip with earning Happy Points and Moolah . Casamassina , Mielke , and Williamson were satisfied that they had to frequently recharge Chibi @-@ Robo , but Mueller was dismayed to have to stop one 's current task in order to find an outlet . The GameSpot contributor was also aggravated with the mere five @-@ minute intervals for the day and night cycles , which he considered a major interruption of the game 's pacing . Contrarily , Kumar felt the pacing was appropriate and Williamson viewed the feature as a " flexible difficulty level setting " . Satterfield proclaimed that although the gameplay is somewhat varied , most of it is constituted by the tedious location and collection of objects for the non @-@ player characters . Jeremy Zoss of Game Informer was displeased with the game as whole and wrote that it was " not a platformer , but more of a 3D adventure game composed entirely of fetch @-@ quests and repetitive menial labor " .

The audio design of Chibi @-@ Robo ! , particularly its integration of different instrumental tones for the hero 's various actions , was lauded by the press . Kumar felt that its utilization of sound could be " the seed of a new way of using music in games " . Casamassina commented , " Few developers would be brave enough to create a title whose main character generates varying musical notes whenever he takes a step , but this is exactly what Chibi does - and it 's actually very whimsical and cute . " Although many critics appreciated the bright and colorful features of the accompanying aesthetics , they also judged the graphical presentation as dated . Casamassina encountered low @-@ polygon 3D models and a below @-@ average frame rate ; Satterfield stated the game operated at " Dreamcast level " . Other portions of Chibi @-@ Robo ! were assessed as unpolished as well . Several sources noted the game 's default camera system to be unwieldy , combersome , or frustrating at times . However , Mueller noted that switching to the top @-@ down or first @-@ person viewpoints and the ability to center the camera behind Chibi @-@ Robo alleviates most of its problems . Satterfield and Casamassina regarded the cutscenes as awkward and repetitive ; the former of the two claimed that they " amount to ugly characters recycling the same animation routine over and over while gibberish comes from their gaping maws " . Kumar perceived the game 's combat to be " messy " , " uninteresting " , and " entirely unnecessary " .

Chibi @-@ Robo ! was not a significant commercial success . According to Media Create , the GameCube version was the fourth best @-@ selling game in Japan for its week ending June 26 , 2005 with nearly 29 @,@ 000 copies sold . The game managed to sell 97 @,@ 879 units in Japan alone by the end of 2005 . The Wii port of the game did not fare as well ; it only sold 11 @,@ 000 copies in Japan for the week ending June 14 , 2009 and a total of 38 @,@ 573 copies throughout the remainder of that year .

= = Legacy = =

Chibi @-@ Robo ! received a sequel in 2007 for the Nintendo DS called Chibi @-@ Robo ! : Park Patrol , which follows a different Chibi @-@ Robo as it attempts to revitalize a park . Nintendo established a deal with Wal @-@ Mart for the exclusive rights to sell it in the United States . A second sequel for the DS , titled Okaeri ! Chibi @-@ Robo ! Happy Richie ?s?ji ! , saw a Japanese release in 2009 . It involves yet another Chibi @-@ Robo vacuuming dirt for money within the home of an adult Jenny . The original Chibi @-@ Robo ! was re @-@ released as part of New Play Control ! , a selection of Wii remakes of GameCube games . The remake features special Wii Remote controls for the game 's tools . Aiming the remote allows the player to change perspective , while pointing it at interactive objects with will be identified with a sound . The remake was released

in Japan on June 11 , 2009 , but Nintendo of America did not permit an English release . A fourth game in the series , Chibi @-@ Robo ! Photo Finder , was released in 2013 for the Nintendo 3DS . The fifth game in the series , titled Chibi @-@ Robo ! Zip Lash was announced on May 31 , 2015 and released in October 2015 for the Nintendo 3DS .