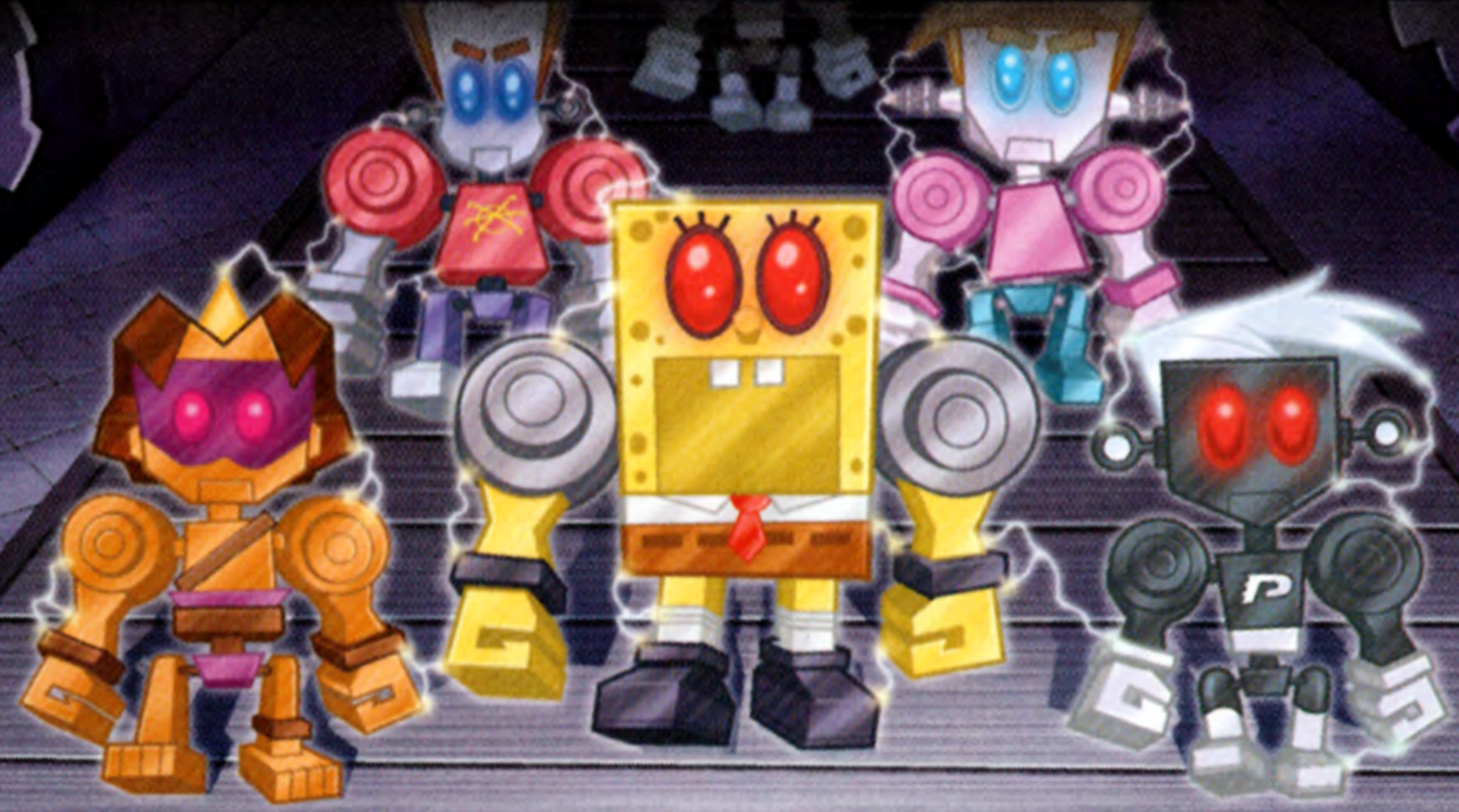




NICKTOONS™

ATTACK OF THE TOYBOTS



⚠️ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system.
 - Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

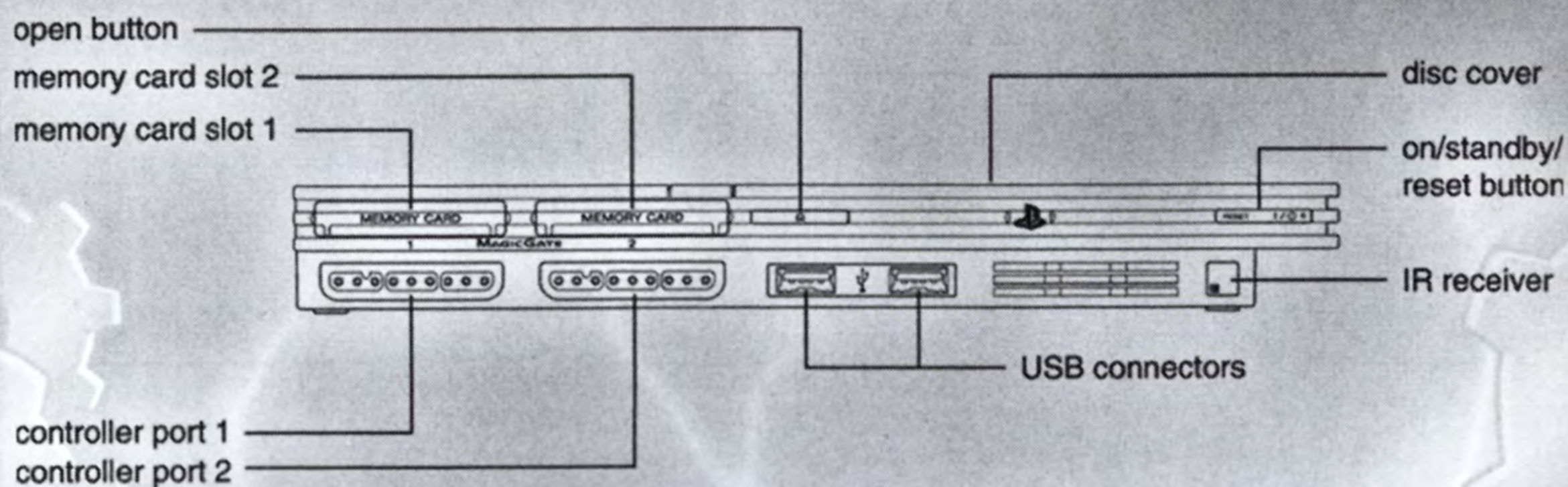
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

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

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GETTING STARTED



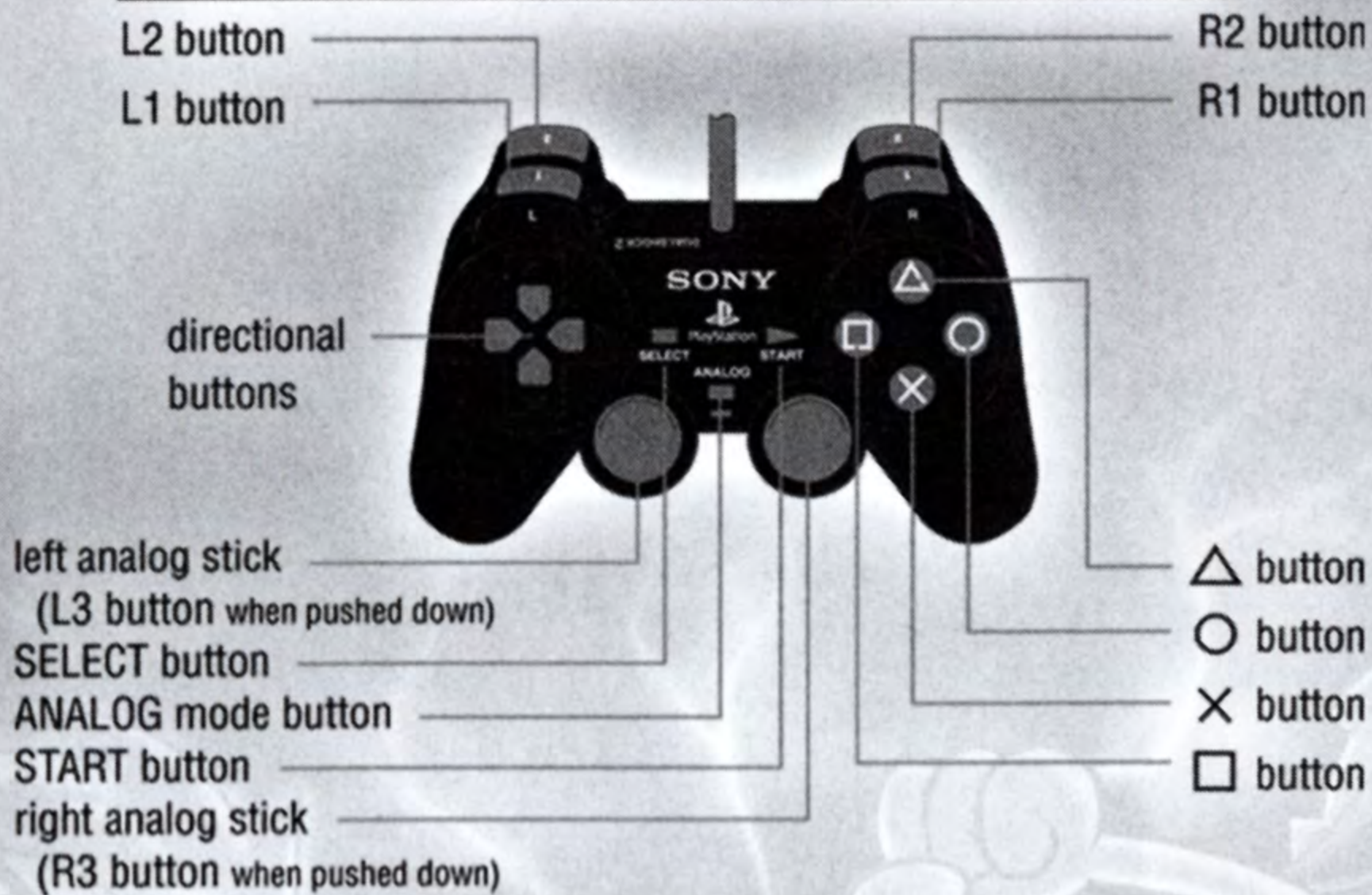
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Nicktoons™: Attack of the Toybots!* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



BUTTON

ACTION

Left analog stick.....	Move Tongue Steer (SpongeBob's Hero Zone only)
R2 button.....	Duck/Grip Fire Ecto-Blast (Danny Phantom's Hero Zone only)
Left analog stick + R2 button	Roll
× button	Jump (tap twice to Double Jump) Tongue Jump (SpongeBob's Hero Zone only) Hold to Fly (Danny Phantom's Hero Zone only)
○ button	Melee Attack
□ button	Ranged Attack
△ button	Interact
L2 button.....	Switch Character (when next to buddy character)
SELECT button	Hide/Show Game Screen
START button	Pause

L → + **R2**



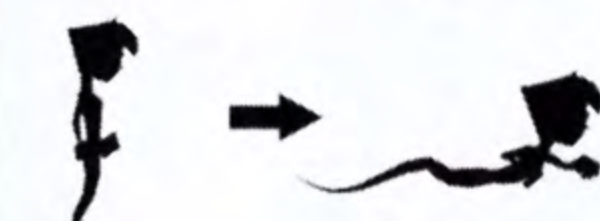
L2



← **L** **L** →



↔ **L** ↔ + **R2**



Duck & Roll:

When you Duck on some surfaces and rotating platforms, your hero grips tight and won't let go.

Duck while moving to roll.

Ranged Attack:

Grab a Goo Thrower and throw some Goo until there's no Goo left to throw. Not only can your buddy carry a Goo Thrower for you, but sometimes they'll even pick one up by themselves!

Switcheroo:

To take direct control of your current buddy, just move next to them and press the Switch Character button.

Tongue Steering:

SpongeBob can slide on his tongue to move at super speeds while traveling through factory pipes. Just keep an eye out for any oncoming obstacles.

Tongue Jumping:

When tongue-sliding, SpongeBob can hop over low obstacles and leap across dangerous pipe gaps.

Ghost-boy Flying:

Point Danny in the direction you want him to fly with the left analog stick, and propel him in that direction with the **R2** button.

SPECIAL MOVES

Long Double Jump:

Wait until your jump reaches its highest point before pressing the Jump button a second time. Use it while moving to increase your long jump, too!

Jump-Shoot:

Shoot while in the middle of a jump to fire Goo at flying enemies and other out-of-reach breakables.

Steering Your Jump:

When you're double-jumping, use your move control to change direction between jumps. There are a few places in the factory where this just might come in handy!

Slam-Jump Knockdown:

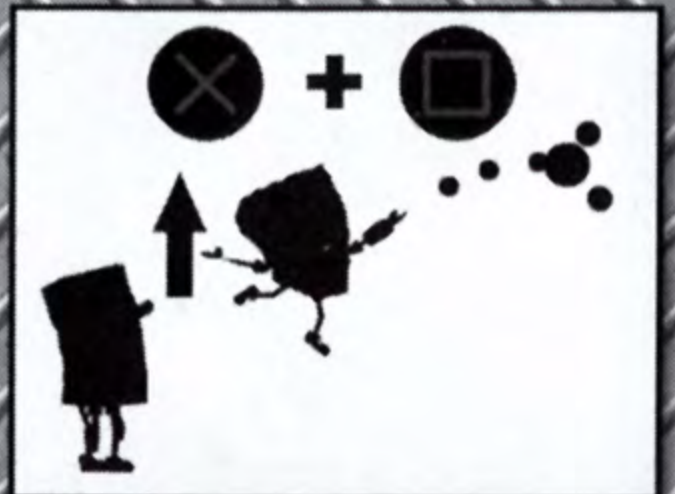
Warning – Performing this move near enemies may be hazardous to their health. At the very least, it'll buy you some time if you're suddenly surrounded by a pesky swarm of evil toys!

Trampoline Triple-Jump:


When you're on a trampoline, perform a triple jump by doing a normal double-jump once you're in the air. You can go a long way with this move!

Shaking Off Stun Bunnies:

Stun Bunnies are cute, but mean. They'll hang on and try to knock you over! To shake them off before they pop, wiggle the left analog stick a few times.



STARTING A NEW GAME

After the power is turned on, the game displays the corporate logos and then the title screen. Press the  button to access the Main Menu screen. The six Main Menu choices are listed below.

- **New Game** – Begin a brand new game of *Nicktoons™: Attack of the Toybots!*
- **Load Game** – Load a previously saved game.
- **Options** – Adjust audio and control settings.
- **Multiplayer** – Play one of the stand-alone 2-player levels.
- **Art Gallery** – View a selection of the game's production art.
- **Credits** – View a list of the evil geniuses who helped create this game.



Nicktoons™: Attack of the Toybots! uses an "Autosave" feature. To use it, make sure you have a memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1 of your console. As long as you have a memory card (8MB) (for PlayStation®2) inserted, your game is automatically saved. You can also play without a memory card, but your game will not be saved.

2 PLAYER CO-OP

Nicktoons™: Attack of the Toybots! includes three stand-alone levels – two platforming and one Mech-suit – that you and a friend can play straight away. Make sure you have two controllers set up, select your level from the Multiplayer option in the Main Menu, and away you go!

In each of these levels, you'll have to work together to reach the end – you can't do it on your own.

Tip: Don't let your buddy stray off-screen for too long or you'll both be reset to the last checkpoint you passed. Work together to clear the level!

Hint: If you find your way blocked by a door, ask your buddy to find a control box that he can activate or destroy.

THE BIGGEST GENIUS

TV Globe takes you inside...

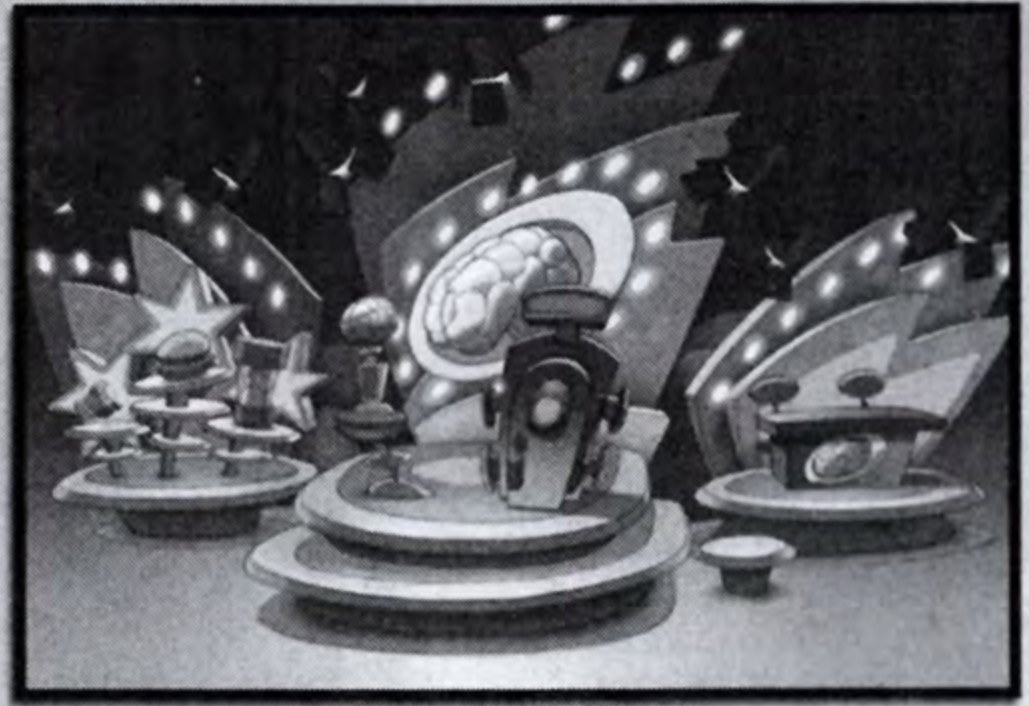
The Biggest Genius!

The hit reality show takes it up a notch, as evil mastermind Professor Finbarr Calamitous answers the challenge to prove that he is the Biggest Genius!

This week, Professor Calamitous is put to the ultimate test: Can he use the three mystery ingredients within the time limit, or will he become the laughing stock of the entire evil genius community?

What makes The Biggest Genius the biggest hit?

- A Diary Closet... (where contestants reveal their deepest secrets!)
- Theme Ingredients... that the contestants must use to prove their brain-power
- Our Charming Host... who's totally in control!



HEROES AND BUDDIES

From the far corners of the Nicktoons Universe...



From Bikini Bottom:
SpongeBob SquarePants
and Patrick Star



From Amity Park:
Danny Phantom and
Samantha Manson



From Dimmsdale:
Timmy Turner, Cosmo
and Wanda



**From the land of the
Pupununu People:**
Tak



From Retroville:
Jimmy Neutron



And what other brave
heroes are trapped in
the Professor's lair?

MECH-SUITS

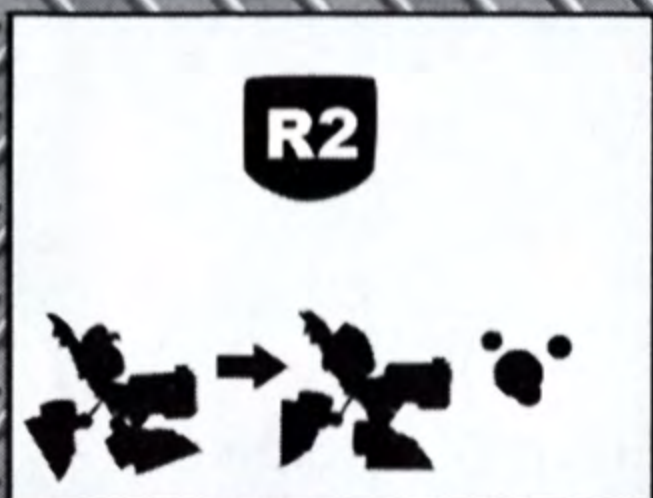
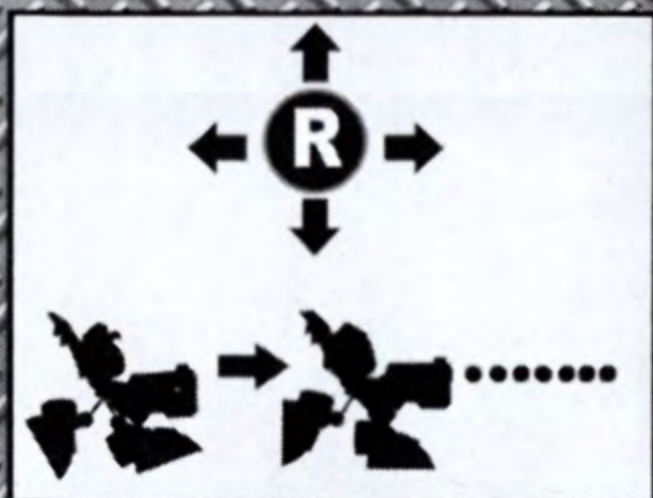
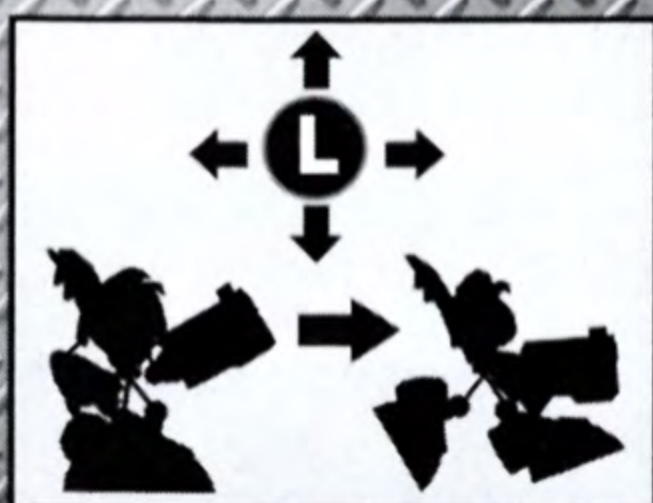
Prepare for Mech-suit mayhem!

When the bad guys leave the factory and take over Amity Park, Jimmy Neutron rolls up his sleeves and builds his pals some serious power armor – equipped with goo spitters and goo throwers – so that they can kick some serious evil-toy butt!

Find enough circuits to upgrade your Mech-suit's goo thrower and make it even more powerful!

Multiplayer Mech-suit mayhem!

Can't wait to try 'em out? Then grab a friend and jump right into one of the multiplayer levels found in the Main Menu.



Use the left analog stick to keep your Mech-suit moving at full speed!

A little Goo goes along way. Just use the right analog stick to take aim and fire.

When a little Goo won't do, hit the **R2** button for a jumbo-sized shot of extra-sticky, state-of-the-art, super Goo!

ENEMIES

Hey kids! Look what's new from EvilToyCo!



Mister Huggles: An instant family favorite! Mister Huggles runs, jumps, bites your leg, and makes your kid sister cry! Look for the all new Air Attack and ShockTrooper Huggles for even more evil deeds!



Bustup Ballerina: Even though she smiles so bright, when you say "dance" she says "let's fight!" Don't mess with her. Ever!



Wheelies: Classic DumpDozer and introducing the all-new FireWagon! Big! Bad! And oh so mean!



Spinny Tops: Watch 'em spin! Watch 'em whirl! Watch 'em come straight for you!



Tin Robot: New Classic Tin Robot! He's perfectly safe. And not dangerous. At all. Mwahahahaaaa!



Stun Bunny: They hug you tight, then KABOOM! They'll knock you silly just for a laugh!



Springy Rabbit: So, so dangerous... but oh so cute, and bouncy too!



Blokks: Whatever way you read 'em, they spell T-R-O-U-B-L-E! Stack 'em up and they'll knock you over!

STUFF TO COLLECT



Circuits: Busting stuff throughout the game lets you collect the circuits that come out. Use the circuits you collect to unlock new costumes and other helpful things.



Fairies: Professor Calamitous has captured hundreds of fairies. He feeds them processed Krabby Patties so that they make magical "fairy gas!" Rescue them all and the Professor's plan will fall apart faster than you can say, "What's that awful smell?"



Costumes: Trade in collected circuits to unlock new costumes for each Nicktoons hero!



Awards: There are more than 30 awards you can get for completing different objectives throughout the game. Why not be an overachiever and see if you can collect 'em all?



Mech-suit Upgrades: Trade in additional circuits to upgrade each hero's Mech-suit, complete with a bigger, badder Goo-launcher!

MASTER MODELS



The Professor's evil scheme is to make robot copies of all the Nicktoons heroes. To do that, he first abducts and scans each of the heroes to create a template, called a Master Model, then sends the heroes home, none the wiser!

When our heroes discover this sinister plan, they'll have to collect all of the Master Models before the Professor can use them to build an army of robotic minions!

HERO ZONES

In parts of the Professor's toy factory, SpongeBob, Danny Phantom, and Tak must call on their special powers to stop the Professor's evil robot rejects!



•SpongeBob goes tongue-slidin' to navigate the more dangerous factory tunnels!



•Danny Phantom goes ghost to enter the factory's Ghost Energy Capacitor chambers. But he has to find his way through before the chamber saps his energy!

Tip: Destroy energy pods to buy some extra time!



•Tak calls upon the Power of Juju to climb higher, run faster, and jump further than any other hero!

SEEK OUT THE SUNKEN CITY'S SECRETS!



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NICKELODEON

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Limited Warranty

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Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Sony Computer Entertainment America or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

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