

NICKTOONS™

UNITE!



EVERYONE
E
CONTENT RATED BY
ESRB

THQ®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

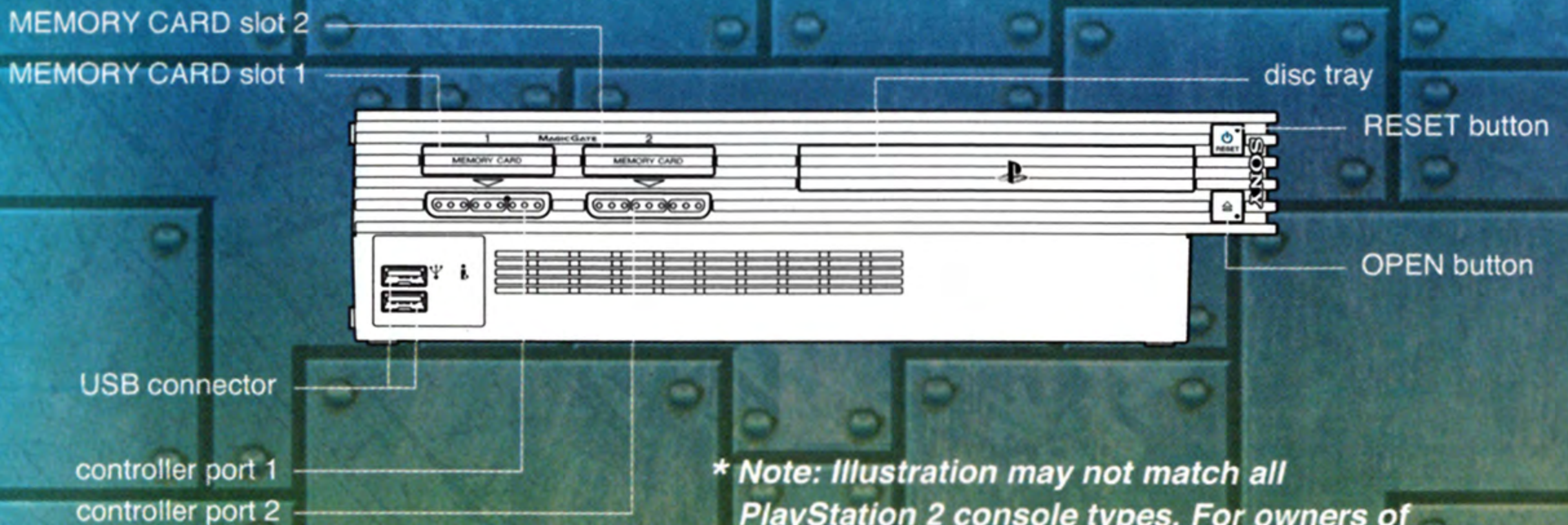
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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

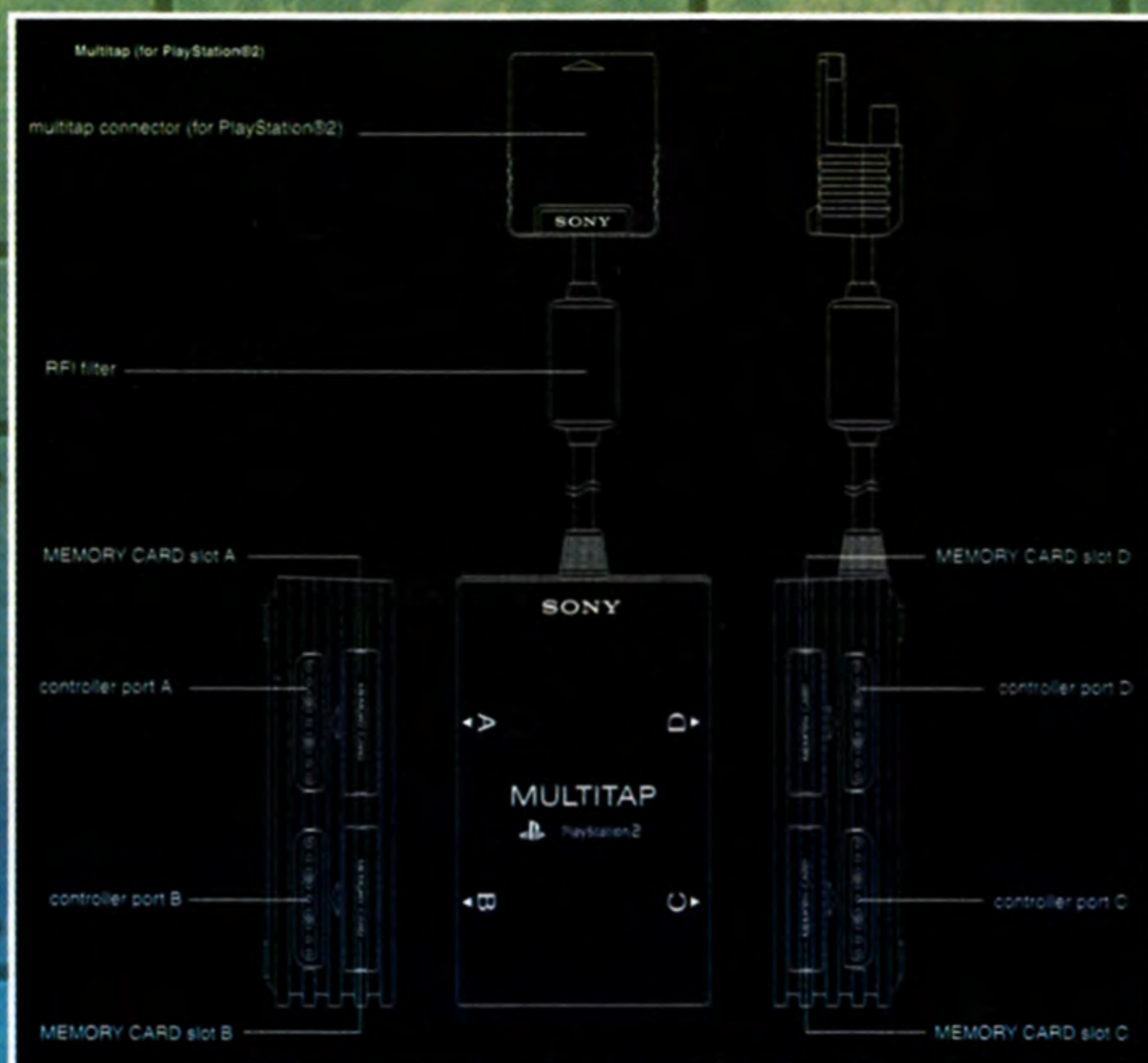


** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the directions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET button. When the power indicator light comes on, press the open button and the disc tray will open. Place the *Nicktoons: Unite!* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow 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.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



BUTTON

directional buttons

left analog stick

⊗ button

⊙ button

⊞ button

⊙ button + ⊗ button

L1 button

R1 button

L2 button

R2 button



START

ACTION

Character Select

Move Character/Walk/Run

Attack/Throw

Jump

Action/Pick Up/Put Down

Slam Jump

Regroup Team Members

Block/Defend

Cycle Weapon/Special Ability

Cycle Weapon/Special Ability

Join Game/Pause

THE STORY SO FAR

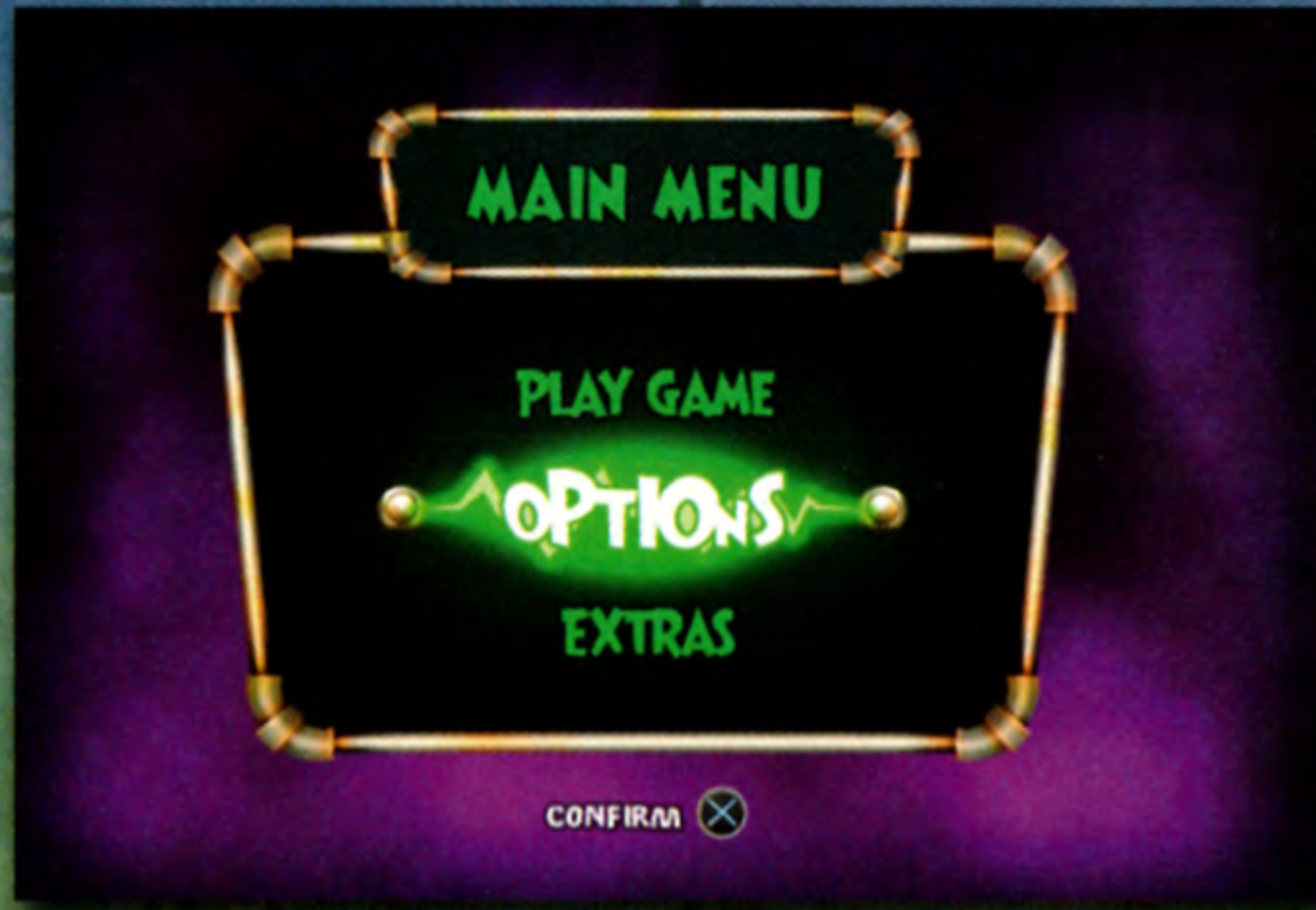
When Professor Calamitous steals Jimmy Neutron's plans for the 'Universe Portal Machine', the evil genius constructs his own version of the device to recruit an interdimensional band of baddies made up of Vlad Plasmius, Plankton, and Denzel Crocker. Collectively known as The Evil Syndicate, this fearsome-foursome combine their dastardly powers to create the diabolical Doomsday Device while unleashing an army of evil on the unsuspecting worlds of Dimmsdale, Bikini Bottom, Amity Park, and Jimmy's very own Retroville.

Brain-blasting a plan to save the day, Jimmy uses his 'Universe Portal Machine' to scour the multiverse for a little help of his own, drafting none other than Danny Phantom, Timmy Turner, and SpongeBob SquarePants. Only by working together as a team can they defeat the villainous Syndicate and destroy the dangerous Doomsday Device once and for all!

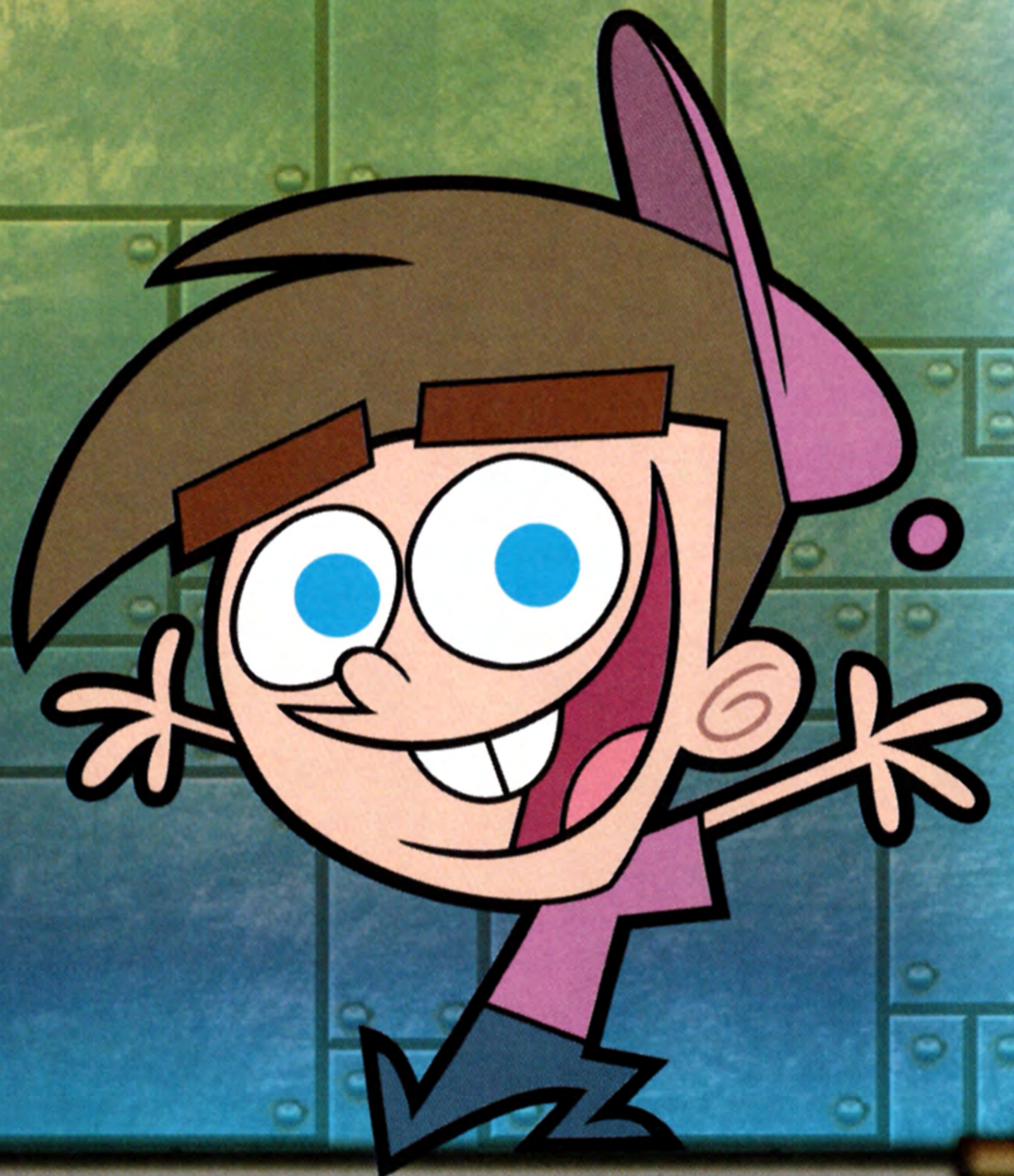


BEGINNING A NEW GAME

After the power is turned on, the corporate logos and title screen will appear. Press the **START** button to access the Main Menu screen. The three Main Menu choices are listed below.



- **Play Game** — Select this option to start a new game of *Nicktoons: Unite!* or to load a previously saved game.
- **Options** — This menu allows you to adjust sound and control settings.
- **Extras** — This menu allows you to access the extras you've unlocked during the game.



GREAT GODDARD

As you progress through the game, you'll encounter Jimmy Neutron's robotic dog, Goddard, in various locations. By interacting with Goddard, you'll be able to upgrade your weapons and abilities as well as save your current game—allowing you to resume game play at any time at the beginning of the very same level it was saved at. For more information on upgrades see pages 11.



ALL 4 ONE

Nicktoons: Unite! can be played by 1-4 players. Players can join or leave the game at any time by pressing START. After joining a game, players can change their characters at anytime.

[Note: Players can only select characters that are not being used by other players.]

When a player leaves a multiplayer game, their NRG Tokens will be distributed among the remaining players. When the last player leaves the game, the game will exit and return to the main menu screen. In this case, any unsaved game data will be lost.

ROLL CALL

Working together as a team, Jimmy Neutron, Danny Phantom, Timmy Turner, and SpongeBob SquarePants will travel to each others' worlds where they'll battle evil enemy armies, solve brain-busting puzzles, and come face to face with all four sinister Syndicate bosses. Good luck, guys... You're gonna need it!



Jimmy Neutron

The smartest kid in Retroville, Jimmy Neutron's a certified super genius. Don't believe it? Just check out some of his latest anti-evil inventions and judge for yourself.



Tornado Blaster

Jimmy's starting weapon fires a blast of compressed air guaranteed to totally blow away the bad guys.



Shrink Ray

This incredible invention shrinks objects and stunned enemies. Looks like that's one small step for science and one giant problem for friends of the Syndicate!



Neutron Flare

Shed a little light on the situation with this glowing flare. Use it to light lamps and candles, stun enemies, and even force phased enemies to become solid.



Quarterback Gear

Hut-Hut-Strike! Jimmy's protective gear lets him charge enemies and knock them right out of the park!



Danny Phantom

Danny Fenton may look like an ordinary teenager, but when duty calls he slips into action as Danny Phantom, an extraordinary spectral superhero with a ghostly host of other-worldly powers.



Ghost Punch

Powered by ectoplasmic energy, Danny's basic attack really packs a punch.



Over Shadow

Take control of stunned enemies and use their abilities against other enemies.



Phase Shift

Danny can use this ability to avoid attacks, pass through some solid objects and jump greater distances.



Ghostly Wail

A massive burst of sonic energy that knocks enemies off their feet—perfect for shattering fragile objects.



Timmy Turner

Timmy Turner has his own secret! His Fairy God Parents, Cosmo and Wanda, grant his every wish... as long as they're within 'Da Rules'. His wishes don't always work out as planned, but he always manages to set things straight in the end.



Star Flinger

Cosmo and Wanda transform into this magical weapon, allowing Timmy to fire wish-stars at enemies.



Freeze Glove

Freeze water and objects, making them brittle and easy to break. Or put an enemy on ice and knock 'em out cold.



Cleft, The Boy Chin Wonder

Transform into Timmy's alter ego and use the super-strength of his Chin-tastic Arm to pick up and manipulate heavy objects.



Cosmo & Wanda's Marvelous Medicinal Remedy

Cosmo & Wanda transform into a magic medicine box that Timmy can use to heal his friends in times of need.



SpongeBob SquarePants

The number one patty maker under the sea, SpongeBob loves his job at the Krusty Krab and dreams of becoming the ocean's most renowned Fry Cook.



Foam Gloves

Behold SpongeBob's giant karate-fighting foam gloves! Slip these babies on and the bad guys'll never know what hit 'em.



Water Soak

Being a sponge sure can come in handy! Absorb water and use it to drive back enemies, fill containers, and extinguish candles and lamps.



DoodleBob Lure

Distract enemies and lure them to specific locations with a toss of this paper plane that unfolds into DoodleBob.



Bubble Bomb

With the aid of his Bubble Wand, SpongeBob can create Bubble Bombs that explode in a cloud of tiny bubbles.



THINGAMAJIGS

Be sure to keep your eyes peeled for the following Nickel-icious pickups.



NRG Tokens

These wondrous little doohickeys are made from the energy that the Syndicate is stealing from the four worlds! Luckily, our heroes can use them to upgrade their weapons and abilities in the Goddard Upgrade Menu.



[Note: NRG Tokens are awarded to the player, not the character. So, players keep the NRG Tokens they've collected even when they switch characters.]



- Orange NRG Tokens are worth 1 point
- Blue NRG Tokens are worth 10 points
- Gold NRG Tokens are worth 50 points



Health Pod

Small Health Pods restore 10% of a player's health while Large Health Pods restore a whopping 50%.



Power Pod

Like Health Pods, small Power Pods restore 10% of a player's power while large power pods restore 50%.



Mega Power Pod

Whoah! A Mega Power Pod fully restores the player's Power while at the same time giving them temporary unlimited Power.



Invulnerability Pod

Temporarily provide a protective shield over the character making them invulnerable against all attacks.



Damage Boost Pod

Deliver a double dose of damage to all enemies—but only for a limited time!

UPGRADES UNITE



All of the characters' weapons and abilities have two levels of upgrades which players can spend their NRG Tokens to obtain. Some upgrades provide an additional attack for a particular weapon or ability, while others improve the functionality and effect of their basic attack.

(Note: The Upgrade Menu can only be accessed by interacting with Goddard.)



THE EVIL SYNDICATE

The villainous Professor Calamitous is closer than ever to ruling the universe. The only way to stop this diabolical genius is to defeat each of his cohorts in crime and their inter-dimensional armies of evil!



Syndicate Grunts

Henchmen for The Evil Syndicate, these small gremlin-like creatures are as troublesome as they are ugly.



Doomsday Trooper

Beware these treacherous troopers created by Professor Calamitous to maintain law and order in the new world regime.



Phase Soldier

Created by Professor Calamitous to mimic Vlad's phase ability, these sinister cyborgs move about undetected - appearing only to teleport more troops into the battle!



Plankton Popper

Used to guard doorways and passageways, these simple-minded sentries may not be fast but they're armed with long range missile weapons that can fire in up to four directions at once.



Ghosts

From Ghost Sailors in Bikini Bottom to Ghost Guards in the Ghost Prison, these other-worldly adversaries are found in all four worlds—and ready to knock the fright out of you!



NICKELODEON CROSS SAVE SYSTEM

The Nickelodeon Cross Save System rewards players who play other Nickelodeon games! Bonus features are unlocked in *Nicktoons: Unite!* if the player has save files for any/all of the following games:

- *Tak: The Great Jujū Challenge*
- *SpongeBob SquarePants: Lights, Cameras, PANTS!*
- *Barnyard*

The Nickelodeon Cross Save System checks your memory card for save games from the above games. One bonus feature is unlocked for each save game found. All three bonus features are unlocked if you have save games from all three of the listed games.

One Game Found

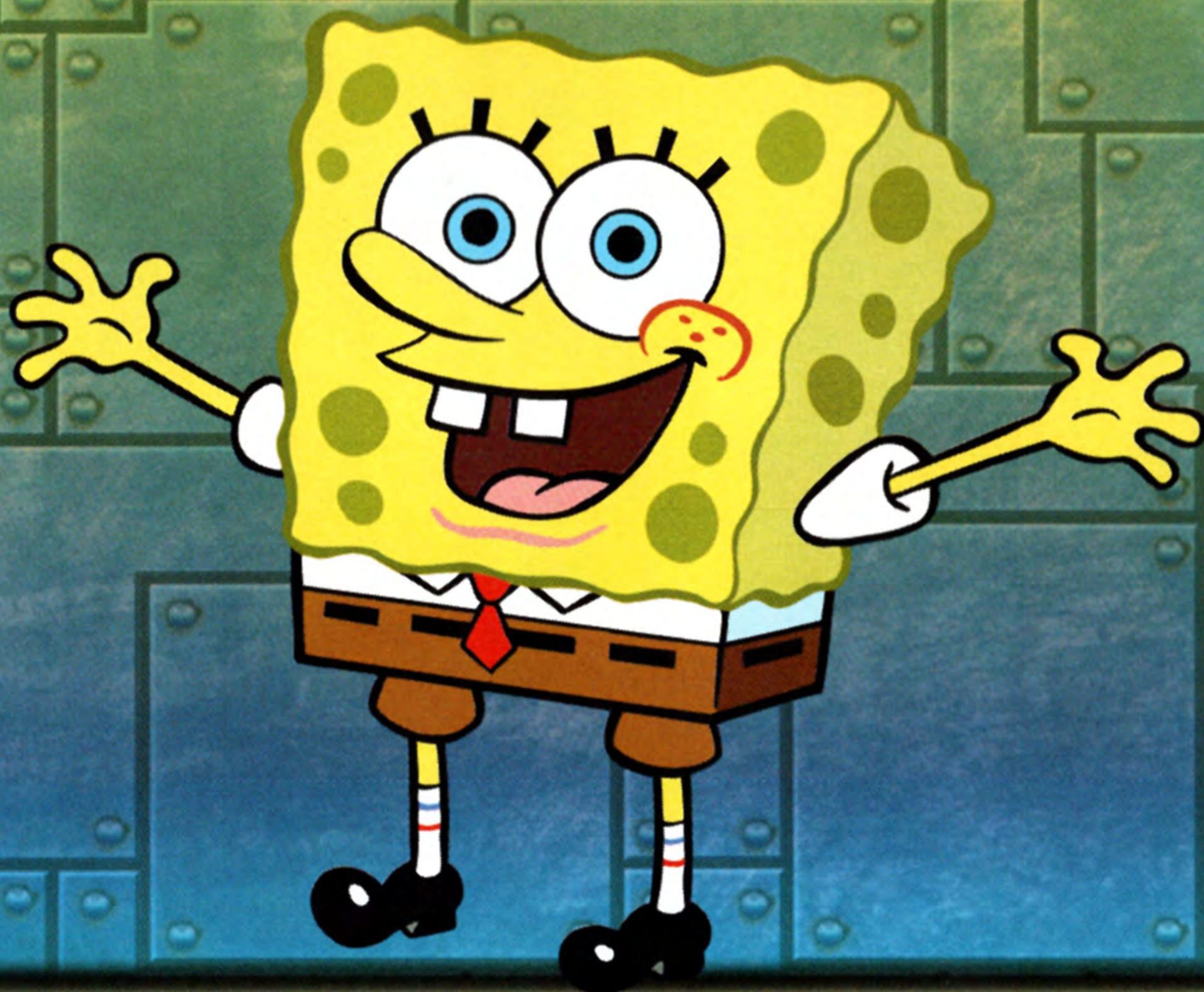
This unlocks a new outfit for each of the main characters! See SpongeBob dressed as Mermaidman and more!

Two Games Found

This unlocks a gallery of concept art created during the development of *Nicktoons: Unite!* See concept images of bosses, enemies, environments and main characters.

Three Games Found

This unlocks a number of cheats for the game! The cheats can be turned on/off in the Cross-Save Menu.



CREDITS

Blue Tongue Entertainment

Project Director
Kevin Chan

Project Manager
Theo Kavadias

Lead Design
Trevor Gamon

Game Design
Nick Hagger
Drew Morrow

Lead Programmer
Alister Hatt

Programmers
Paul Baker
Conan Bourke
Ted Hung
Joel Lee
Chun-Lam Samuel Lo
Michael Smith
Francis Tran
Nicholas Wilcox
Michael Smith
Dioni Zhong

Technology Lead
Shane Stevens

Technology Programmers
Derek Burnheim
Florian Strauss
Graeme Webb
Michael Young

Lead Artist
Julian Lamont

Artists
Tim Brooks
Shannon Caldwell
Terence Cattrell
Lloyd Chidgzy
Andrew Dyson
Neil Kennedy
Drew Morrow
Heath Pagram
Dmitri Prokopov
Stephen Rushbrook
Oliver Smiles
Darren Tibbles
Peter Wade
Mark Warhurst
Andrew Westwood

Lead Level Designer/Artist
Anthony Clare

Level Designers/Artists
Hartley Mitchell
Blake Mizzi
Oliver Smiles
Mark Warhurst

QA Manager
Nizam Abdallah

QA Testers
Ee Leng Chang
Murray Lorden

Music Composed and Orchestrated by
Stephan Schütze

Music Performed by
Melbourne Symphony

Guitar Performed by
Gabriel Piras

Conducted by
Brett Kelly

Recorded at
ABC Southbank

Sound Design
Stephan Schütze

VP Production
THQ Asia Pacific
Steve Dauterman

General Manager
Steven Spagnolo

Director of Art
Terry Lane

Director of Design
Nick Hagger

Director of Production
Kevin Chan

Director of Technology
Shane Stevens

HR Manager THQ Asia Pacific
Jane Robertson

Recruitment Coordinator
Andrew Kirkby

System Administration
Stephan Neofitou

Office Coordinator
Belinda Henderson

Voice Talent

Tom Kenny
SpongeBob SquarePants
Gary

Bill Fagerbakke
Patrick Star

Carolyn Lawrence
Sandy Cheeks
Cindy Vortex
Female Fairy

Mr. Lawrence
Plankton

Debi Derryberry
Jimmy Neutron

Tim Curry
Professor Calamitous

Tara Strong
Timmy Turner

Suzanna Blakeslee
Wanda / Lab Computer

Daran Norris
Cosmo
Jorgen von Strangle

Carlos Alazraqui
Denzel Crocker

David Kaufman
Danny Phantom

Martin Mull
Vlad Plasmius

James Arnold Taylor
Walker
Doomsday Trooper
Male Fairy

VO Director
Douglas Carrigan

Casting, Recording Production
VoiceWorks Productions, Inc.

Recording Studio
LA – Atlantis Group –
John Chominsky – Engineer
NY – The Audio Department –
Don Hoffman – Engineer

Dialog Editors
Sean Graham
Jaimie Siedow

THQ Inc.

Project Manager

Josh Austin

Creative Director

Stephen Jarrett

Licenser Manager

Stephanie Wise

Art Director

Thom Ang

Technical Director

Peter Andrew

Director, Product Development

Mark Morris

Production Resources Manager

Jenae Pash

Sr. Vice President, Product Development

Philip Holt

Director of Quality Assurance

Monica Vallejo

QA Manager

Mario Waibel

Test Supervisor

David Sapienza

Test Lead

Nickolas Gardner

Testers

Brett Cowan
Chris Leippi
Jason Lewis
Jordan Puckett
Robert Sharpe
Steve Kitchens
Ben Katz

First Party Supervisor

Jason Tani

First Party Specialists

Arielle Jayme
Michael Ricco
Alexis Ladd
Robin Torres
David Marino

QA Technicians

Richard Jones
David Wilson

Mastering Lab Technicians

Charles Batarse
Glen Peters
Anthony Dunnet
Thomas Arnold

Database Applications Engineer

Jason Roberts

Game Evaluation Supervisor

Sean C. Heffron

Game Evaluation Analysts

Scott Frazier
Matt Elzie
Brian Williams

Senior Vice President, Worldwide Marketing

Peter Dille

Director of Global Brand Management

John Ardell

Senior Product Marketing Manager

Danielle Conte

Product Marketing Manager

Jeremy Taylor

Global Senior Media Relations Manager

Kristina Kirk

Media Relations Manager

Kathy Mendoza Bricaud

Media Relations Coordinator

Gretchen Armerding

Director, Creative Services

Howard Liebeskind

Manager, Creative Services

Kirk Somdal

Creative Services Coordinator

Melissa Donges

Instruction Manual

John E. Deaver

Package & Manual Design

Beeline Group

Special Thanks

Brian Farrell
Jack Sorensen
Tiffany Ternan
Germaine Gioia
Leslie Brown
Brandy Carrillo
Amy Bernardino
Jenni Carlson

Nickelodeon Interactive

SVP of Entertainment Products

Steve Youngwood

Senior Director of Interactive

Stacey Lane

Manager of Interactive

Stephanie Bond

Coordinator of Interactive

Dan Boldin

VP/Creative Director Licensing

Tim Blankley

Creative Director of Entertainment Products

Daniel Moreton

Senior Designer of Interactive

Rob Lemon

Junior Designer of Interactive

Jason Di Orio

Senior Manager, Copy/Content

Debra Krassner

Coordinator, Copy/Content

Kristen Yu

Nickelodeon would like to thank:

Justine Briskman
Leigh Anne Brodsky
Michele Caruso
Manny Galan
Russell Hicks
Linnette Pastori
Lori Szuchman
Geoff Todebush
Stavit Young
Chezza Zoeller

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Eric Coleman
Rico Hill
Sergio Cuan
Butch Hartman
Stephen Hillenburg
Steve Oedeker

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THQ Inc.
CUSTOMER SERVICE DEPARTMENT
29903 Agoura Road,
Agoura Hills, CA 91301

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Pssst...you wanna hear a secret?

Know what you get when you have more than one Nickelodeon game saved on your memory card?

More than you expect!

turn to page 13 to find out more.



PRODUCTS RANGE FROM RATING PENDING TO EVERYONE
RP-E
CONTENT RATED BY ESRB

PlayStation®2



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