

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.



PlayStation 2

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

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NICKTOONS™ UNITE!



EVERYONE
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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

MEMORY CARD slot 2
MEMORY CARD slot 1



USB connector
controller port 1
controller port 2

* 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 *WICKEDERS*™ *Waffer* 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

L2 button
L1 button
directional buttons
R2 button
R1 button



left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)

△ button
○ button
× button
□ button

BUTTON

directional buttons
left analog stick
× button
○ button
□ button + × button
L1 button
R1 button
L2 button
R2 button

ACTION

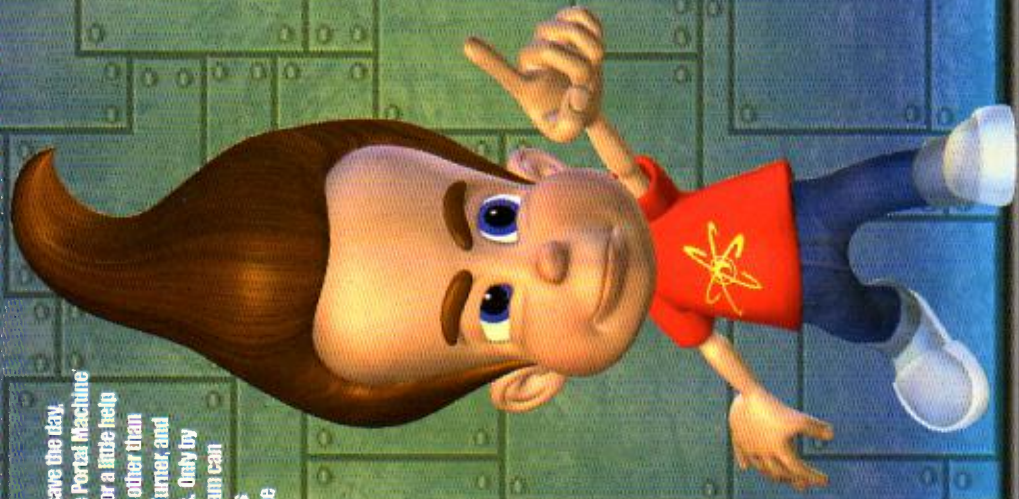
Character Select
Move Character/Walk/Run
Attack/Throw
Jump
Action/Pick Up/Put Down
Slam Jump
Regroup Team Members
Block/Defend
Cycle Weapon/Special Ability
Cycle Weapon/Special Ability
Join Game/Pause

START

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 badfellas made up of Vlad Plasmius, Plankton, and Detzel 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, Anity 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, drabbing none other than Danny Phantom, Timmy Turnip, 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.

GODDARD ACCESS

SUBJECT TO FUNCTIONALITY

UPGRADE OPTIONS

POSITIVE

SAVE

SAVE AND QUIT

LEARN

ALL 4 ONE

Microbots: Battle! 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, Danmy Phantom, Timmy Turner, and SpoonBob 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 and-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

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



Danny Phantom

Danny Phantom 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.



Dark Shadow

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



Phantom Staff

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



Ghostly Walk

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 Chir-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 party 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 bubbles 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.



BubbleBelture

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



Bubble Bombs

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 doorkickers are made from the energy that the Spynicker is stealing from the four worlds! Luckily, our heroes can use them to upgrade their weapons and abilities in the Cockatoo 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 Cockatoo.)



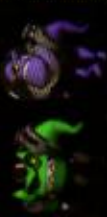
THE EVIL SYNDICATE

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

Recruits for The Evil Syndicate, these small greenish-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 Vicer'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 Juju Challenge*
- *SpongeBob SquarePants: Lights, Camera, PAWTS!*
- *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.



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