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.
GETTING STARTED

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 *Nichtoons: United* 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
- 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**

- directional buttons
- left analog stick
- button
- button
- button + button
- L1 button
- R1 button
- L2 button
- R2 button
- 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
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 diabolical 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 at Nicktoons: United! 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.
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 gameplay at any time at the beginning of the very same level it was saved at. For more information on upgrades, see pages 11.

Working together as a team, Jimmy Neutron, Danny Phantom, Timmy Turner, and SpongeBob SquarePants will travel to each other's 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!

**ALL 4 ONE**

Nicktoons United 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.

**GODDARD ACCESS**

**UPGRADE ABILITIES**

- continue
- save
- save and quit

**ROLL CALL**

**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 Pheton 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 Wall**
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.
Be sure to keep your eyes peeled for the following Nickel-icous pickups.

**NRG Tokens**
These wondrous little duskies 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**
Whoa! 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!

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!

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**Syndicate Grunts**

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

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**Doomsday Trooper**

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

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**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!

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**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.

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**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!

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**NICKELODON CROSS SAVE SYSTEM**

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

- Talk: The Great Juju 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.

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**One Game Found**

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

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**Two Games Found**

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

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**Three Games Found**

This unlocks a number of cheats for the game! The cheats can be turned on/off in the Cross-Save Menu.
Go to the MY THQ link at www.thq.com to win games and other great prizes. Plus...

- Personalize your online experience with MY THQ to receive game alerts, exclusive screens, videos and wallpapers
- Get the latest THQ newsletters
- Access the Career Zone, Forum and online games
- Download the latest demos and patches
- Easy to use site for all THQ gaming information
- Quick links to search by title or platform
- Be considered for beta testing and help shape the THQ games of the future

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Warranty and Service Information

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Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the enclosure on which the Product is recorded shall be free from defects in material and workmanship for a period of ninety (90) days from the original date of purchase. This warranty is non-transferable and applies only to the original consumer purchaser of the Product. If any defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge; in the event that the Product is no longer available, THQ may, in its discretion, substitute a new or comparable Product. This original consumer purchaser is entitled to this warranty only if the state of residence is restricted at point of sale or the consumer can demonstrate to THQ's satisfaction, that the product was purchased within the last九十(90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (310) 880-9456 or on the web at http://www.thq.com. If the THQ service center is unable to solve the problem by phone, or on the web by email, we will arrange to provide a replacement unit of equal value in the event that the Product is lost or damaged, freight and insurance paid by you, together with your dated sales slip or similar proof of purchase within the ninety (90) day warranty period.

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THQ is not responsible for unbooted systems of Product and reserves the right to send such units back to customers.

This warranty is not transferable and is void if (a) the serial number on the Product has been altered, erased or removed, (b) the serial number has been altered, erased or removed; (c) the Product is returned without either the Product or the portion of the original purchase price; (d) the Product is damaged as a result of accident, misuse or abuse; (e) the Product is used for commercial purposes; (f) the Product is repaired or modified by persons other than THQ or its authorized service centers; (g) the Product is modified or tampered with; (h) the Product's serial number is altered, erased or removed.

Repairs after Expiration of Warranty

After the ninety (90) days warranty period, defective Product may be repaired only by THQ's authorized service centers. If you return the product to THQ, the original purchase price of the Product will not be refunded. If the product is returned to THQ, the original purchase price of the Product will not be refunded.

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