

GAME BOY ADVANCE

AGB-BNUE-USA



NICKTOONS™

UNITE!

INSTRUCTION BOOKLET

THQ

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

 **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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Rev-D (L)

EVERYONE



**CONTENT RATED BY
ESRB**

Mild Cartoon Violence

LICENSED BY



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THE STORY SO FAR

When Professor Calamitous steals Jimmy Neutron's plans for the 'Neutronic Reality Projector', the evil genius constructs his own 'Reality Projector' to recruit an inter-dimensional band of baddies made up of Vlad Plasmius, Plankton, and Denzil Crocker. Collectively known as the Evil Syndicate, this fearsome-foursome combine their dastardly powers to create the diabolical Doomsday Device. Hopelessly outnumbered, Jimmy Neutron scours the multi-verse for a little help of his own, drafting Danny Phantom, Timmy Turner, and SpongeBob SquarePants to defeat the villainous Syndicate and destroy the dangerous Doomsday Device once and for all!

SET UP

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of *Nicktoons: Unite!* into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the power switch. The title screen should appear (if you don't see it, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.

CONTROLS

BUTTON

ACTION

+Control Pad - - - - -Character Movement, Aim Up,Down, Left or Right

+Control Pad Down - - -Look Down

+Control Pad Up - - -Look Up

Change Character – When in front of a Character
Teleporter

Complete Course – When in front of an End Level Portal

A Button - - - - - Jump

A+A Button - - - - - Double Jump

B Button - - - - - Shoot

R Button - - - - - Activate Special Skills

L Button - - - - - Swap Characters

START - - - - - Start Game/Pause Menu



MAIN MENU

Use the Control Pad and A Button to choose from the following:



Play Game – Begin a game of *Nicktoons: Unite!*

Options – Customize your game with the following options:

- **Music** – Turn background music ON or OFF.
- **SFX** – Turn sound effects ON or OFF.

Successfully completing a level provides a password. Passwords can be entered on the Continue Game Screen.



ROLL CALL



Jimmy Neutron: In addition to his high-flying rocket pack, Jimmy carries a powerful freeze ray, which can put enemies out cold!



Danny Phantom: Danny is a ghostly kid who can use his phantom powers to slip through a certain type of door. He can also shoot globules of ectoplasmic goo at his foes.



Timmy Turner: Timmy's 'Fairy God Parents' turn into a pair of pink and green balloons that carry him high into the sky. He can also make wishes, turning any enemy into a useful pick up.



SpongeBob SquarePants: The number one patty maker under the sea, SpongeBob can soak up and squirt water at his foes as well as squeeze through the smallest of holes at will.

GAME PLAY

The green meter in the top left hand corner shows the controlled character's current health. When the meter is reduced to zero the character will pass out and re-spawn at the nearest check point.

The blue meter in the bottom left hand corner shows the controlled character's current skill power. When the meter is empty the character can no longer perform their special skill.



Collect all 4 Nano-Chips in each level to activate the End of Level Transporter.

Destroy all 3 Calamitous Portals within the level to stop more enemies from entering the world.

Each level features three portals which must be shut down and four Nano-Chips which must be collected in order to exit the area. Each world you visit is under the control of one of the Syndicate of Evil Bosses. You will need to defeat all of them if you are to prevent the Doomsday Device from being activated.

THE EVIL SYNDICATE



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



Vlad Plasmius: The ghoulish Vlad is a devious opponent, sending doppelgangers that must be destroyed before the real Vlad can be defeated.



Crocker: Track down Timmy's teacher at the school. Just be sure to keep a close eye on his movements—he'll try to hide from you between attacks. And to make things worse, Nega-Timmy is on the rampage too!



Plankton: This miniature megalomaniac has been enlarged and enraged. Take him on if you dare—but beware of his microscopic minions!



Vlad's Plasmanimals: The repulsive product of Vlad's demented brain, these gross looking ghosts are nothing more than simple pack animals that wander aimlessly around looking for victims.



Fearsome Phantoms: These airborne spirits can really knock the fright out of you—beware their sudden swooping attacks and ectoplasmic shots!



El Matador: The El Matador spirit is a fearsome foe combining a powerful ectoplasmic missile shot with some fast and furious flying.



Jellyfish: These gelatinous jiggles pack a mean sting on anyone who gets in their way—avoid their torturous tentacles at all costs.



Thug Fish: Known for their brawn and not their brain, these fishy fiends love to play rough—so don't get too close!



Macro Plankton: While these microscopic minions are a royal pain in the chum bucket, perseverance and good aim are the key to their defeat.



Nega-Timmy: Timmy's anti-matter doppelgangers dislike their duplicate and will attack on sight!



Automatic Defense Systems: Mindless machines they may be but Calamitous has set them to shoot on sight! It would be best to try and take these out from a distance before you wander into their range.

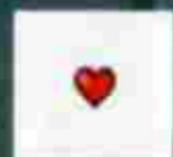


Nano-Chip Controlled Pants: Another one of Jimmy's inventions that Calamitous is using against him! Slow but deadly – don't let them kick you out of town!

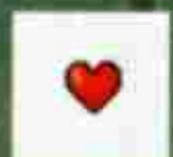


Half Finished Robots: These cybernetic servants of Calamitous may be half finished but they're all dangerous. They move in tightly controlled patterns so make sure you watch their behavior before you throw yourself into the deep end.

THINGAMAJIGS



Small Health Pick Up: Recovers some but not all of your currently controlled character's health.



Large Health Pick Up: Recovers all of your currently controlled character's health.



Danny Phantom Ectoplasm: Danny Phantom can use this ghostly goo to fuel his special skill.



Jimmy Neutron Jet Pack: Jimmy Neutron can pick up this pack to power up his home-made Jet Pack.



Timmy Turner OddParent Balloons: These allow Timmy Turner to call upon his Fairy OddParents to turn into balloons and give him a lift.



Character Teleporter: The player can swap between characters wherever they see this icon. Stand in front of the teleporter and press up in order to access the character select screen.



Calamitous Portal: These are the portals Calamitous uses to siphon power to his 'Doomsday Device'. Each level contains three of these dangerous portals – all of which must be destroyed!



Button: Press these buttons by running into them. Each button will either open a door, activate a warp, or switch off a hazard. (If you get stuck on a level, check to see if you still have a button that needs activating—it may open up a path for you to follow).



Projector Portal: Once a level is complete the player can exit the map by standing in front of the Projector Portal and pressing up.

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

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