

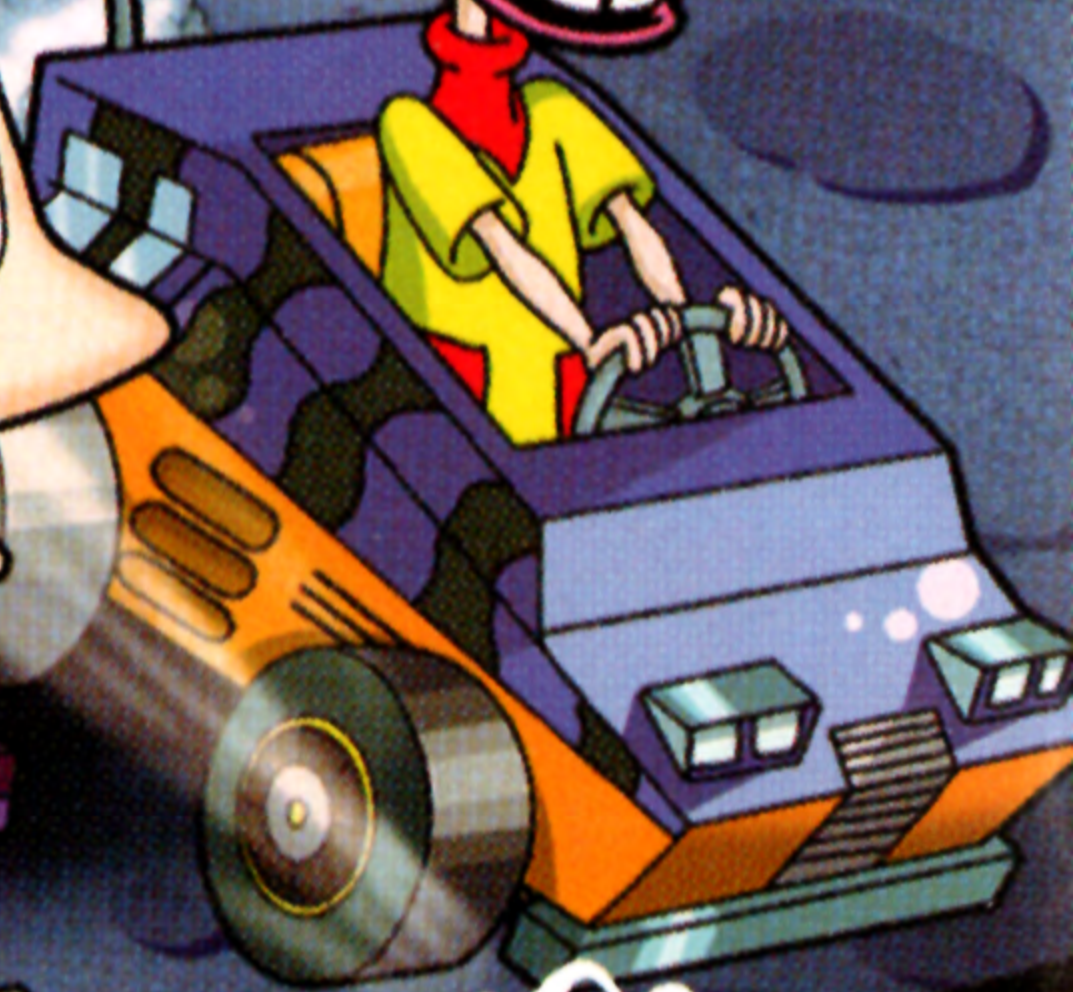
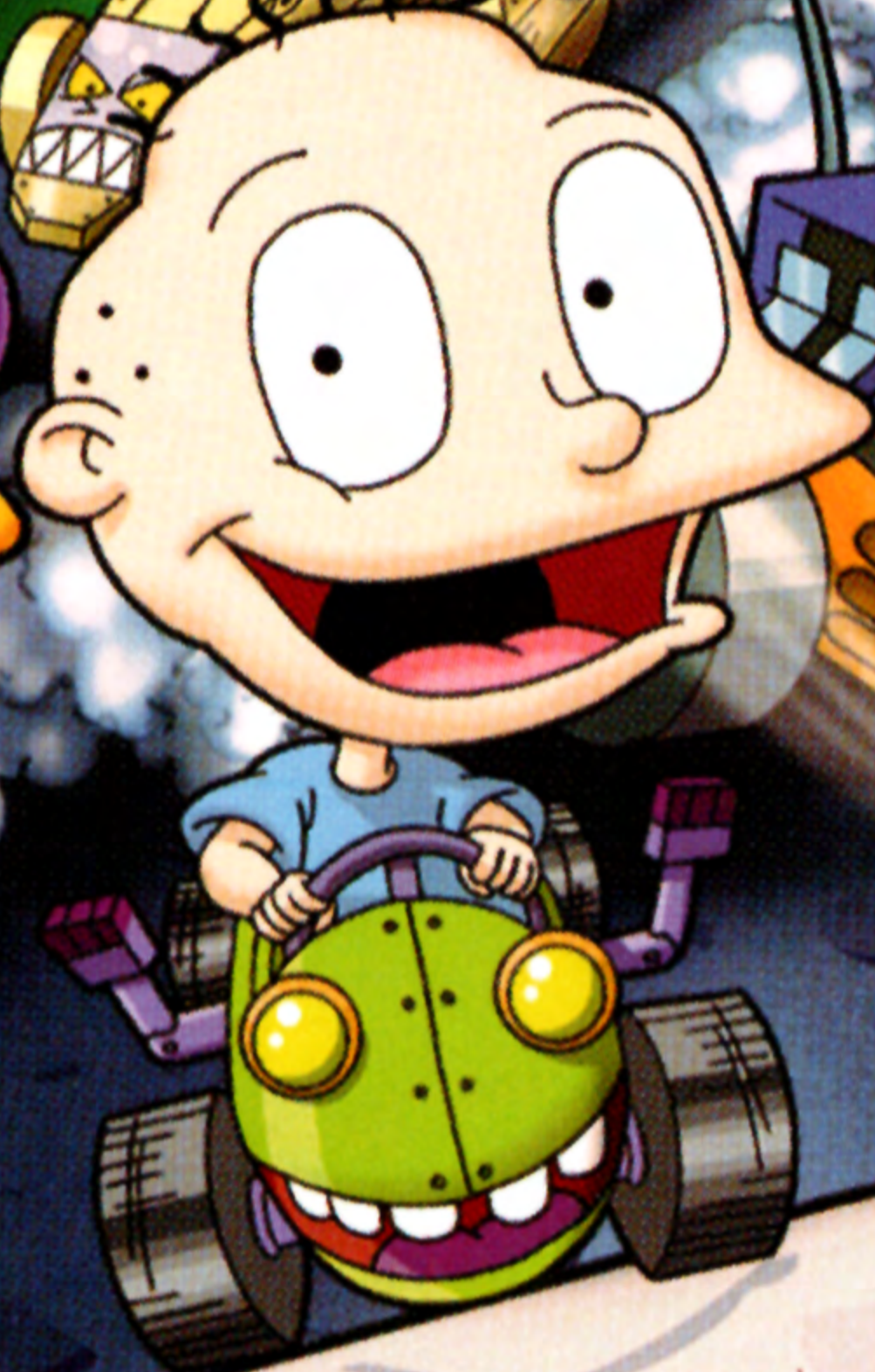


NTSC U/C

NICKELODEON

NICKTOONS™

RACING



EVERYONE
E
CONTENT RATED BY
ESRB

SLUS-01047
99609



TM

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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 game 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 UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- 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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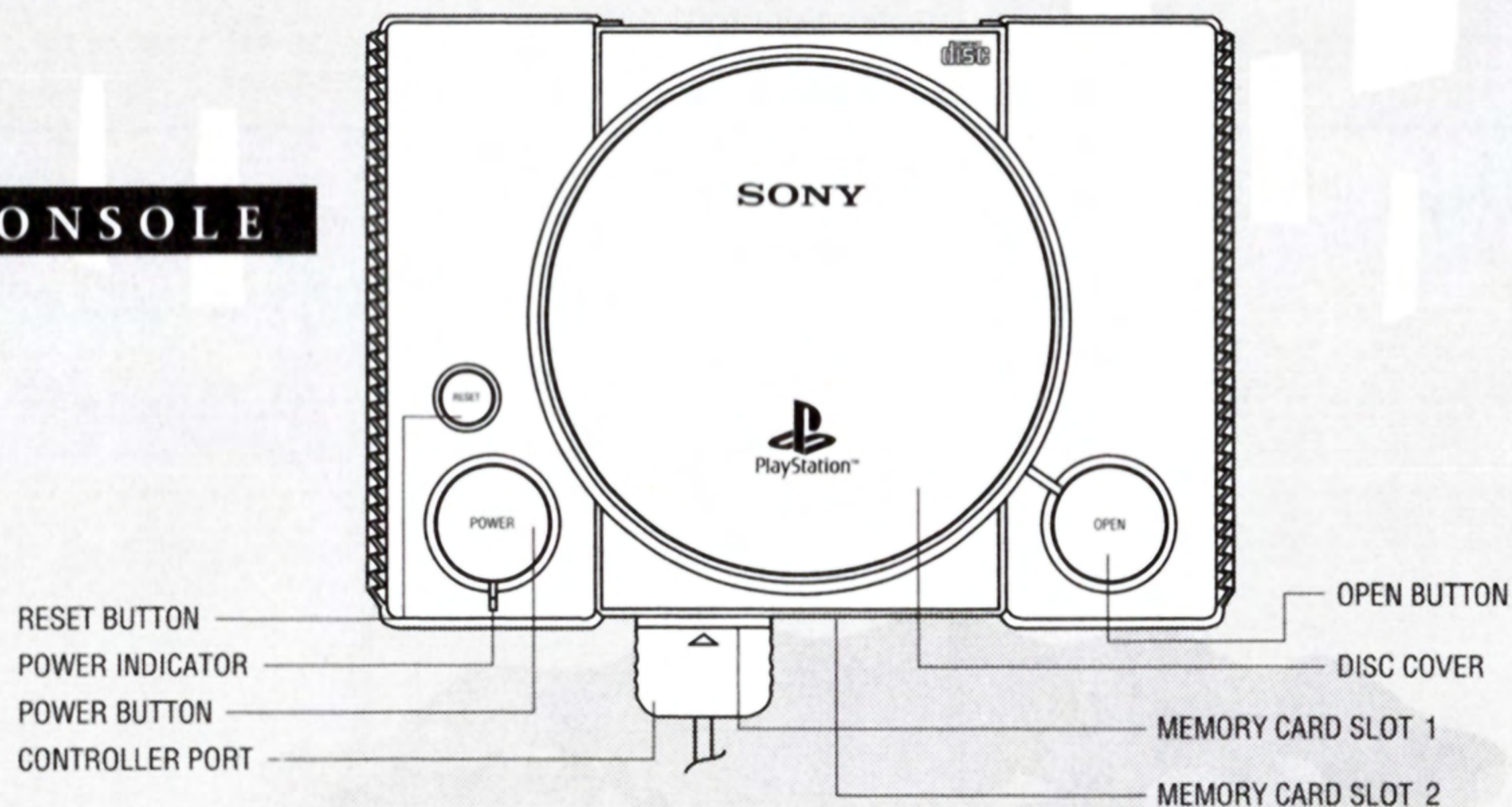
GETTING STARTED

Important! Do not insert or remove peripherals or Memory Cards once power is turned on. You will need a Memory Card to save your games.

1. Set up your PlayStation® game console according to the instructions in its Instruction Manual.
2. Make sure the power is OFF before inserting or removing a compact disc.
3. Insert the *Nicktoons™ Racing* disc and close the disc cover.
4. Insert the game controllers (and Memory Card if you have one).
5. Turn ON the PlayStation® game console. The introductory sequence will begin. To skip this sequence and go directly to the Main menu, press the **START** button.

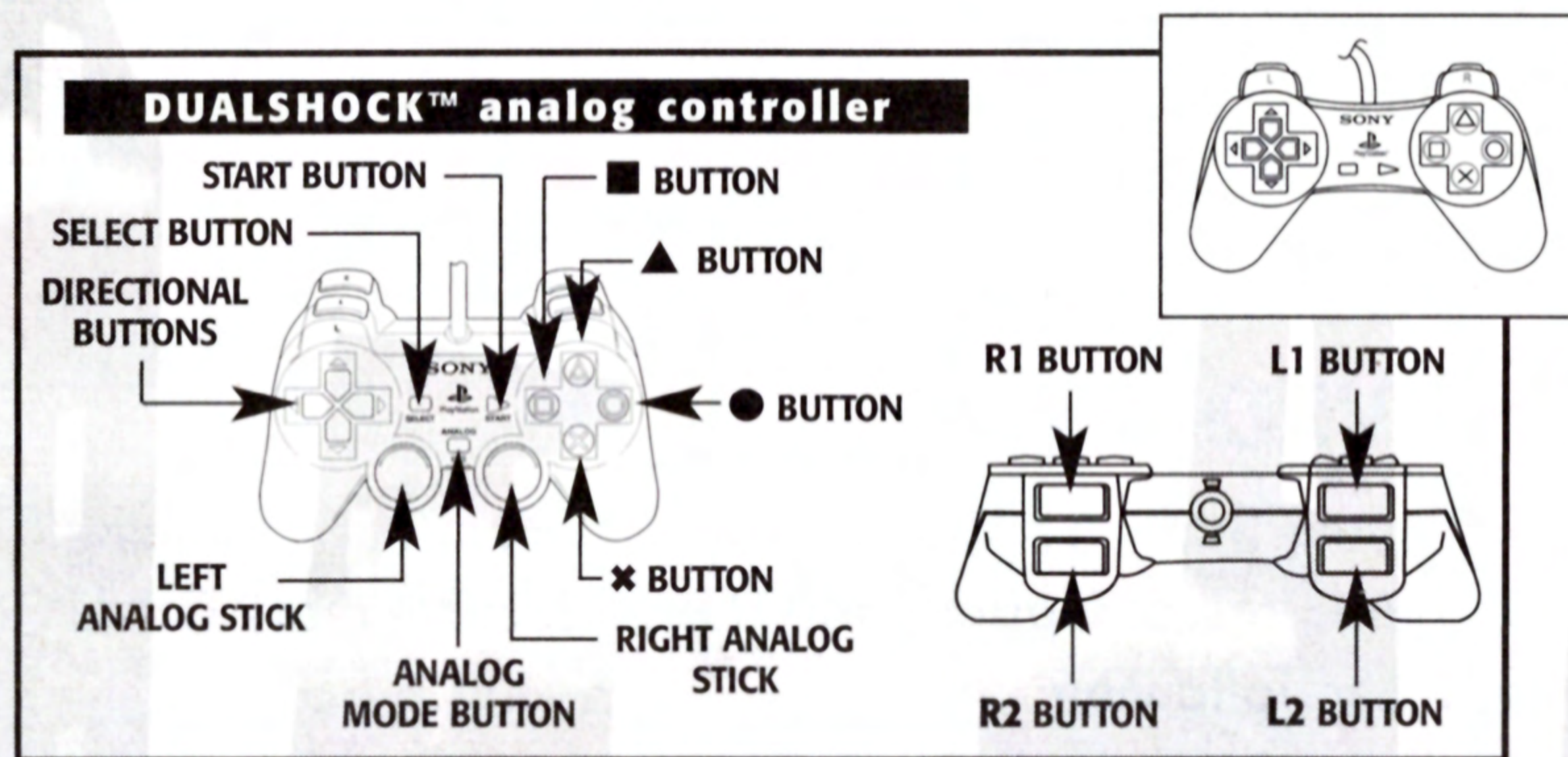
Note: You will not be able to save your progress or game information if you don't use a Memory Card. Make sure there is at least one free block on your Memory Card before beginning your game in order to save games, player information and high scores. You are not able to swap Memory Cards during play and you must leave the card in MEMORY CARD slot 1-A of your multitap if you are using one.

CONSOLE



CONTROLLING THE VEHICLES

Valid control visuals will generally appear on screen at all times. The following is a general guideline of how controls and buttons are mapped for the PlayStation® version of *Nicktoons™ Racing*.



◀ **NOTE:** You may have a controller that looks like this. If so, please follow the digital instructions outlined below.

Directional Buttons – Use these buttons to highlight menu items, to steer your vehicle left or right, or to move your vehicle in reverse.

*** Button** – Use this button to confirm menu selections or to accelerate your vehicle.

▲ Button – Use this button to undo a selection or to return to the previous screen.

● Button – Not used.

■ Button – Use this button to apply your vehicle's brakes.

START Button – Use this button to pause the game.

L1 Button – Use this button to activate a power-up.

L2 Button – Not used.

R1 Button – Use this button to help activate a Speed Burst.

R2 Button – Use this button to jump or to help activate a power slide.

Note: If you are using a DUALSHOCK™ analog controller and the vibration feature is turned ON, you will feel lots of vibrations during gameplay.

WELCOME TO NICKTOONS™ RACING!

A Mysterious Invitation

The *Nicktoons™* characters have come together after receiving a mysterious invitation to race for the Krusty Krab Big Bun Award. Each of the *Nicktoons™* characters was challenged to try and claim this neat prize. Mysteriously, the letter was signed by the "Mystery Rider." No one knows who the rider is, only that he or she drives a sleek black car.

LOADING A SAVED GAME

You can save or load your game from the Main Menu. (See "Let's Start Racing!" on page 8.) From the Main Menu, select Options and then select Memory Card. You can then choose from the following:

Load – Select this to load your previously saved game.

Save – Select this to save your current game.

Reset – Select this to start the game all over again. **Note:** This selection will reset your current game's progress but will not affect your previously saved game.

BEGINNING THE GAME

When you first launch *Nicktoons™ Racing*, you'll be sent to a screen where you must select the number of human players, what kind of race you want to compete in, and how hard you want the race to be. See "Let's Start Racing!" on page 8.



MENU CONTROLS

You can select different things on any of the menu screens by using your controller's directional buttons. Pressing the **✕** button will confirm your selection, while the **▲** button will undo a selection or return you to the previous screen. The different menu controls are outlined below:

Controller	Function
Up directional button	Move highlight up
Down directional button	Move highlight down
Left directional button	Move highlight left
Right directional button	Move highlight right
✕ button	Confirm selection / Advance
▲ button	Undo selection / Back up
START button	Pause menu

PAUSE MENU

During play, you can pause the game at any time by pressing the **START** button. This will bring up the Pause Menu. From there you can choose from the following:

IN CUP MODE:

Resume Game – Will close the Pause Menu and return you to the race.

Restart Race – Will restart the race.

Restart Competition – Will restart the Cup competition to the first race.

Quit Competition – Will end the current race and bring you back to the Cup Selection screen.

IN FUN MODE:

Resume Game – Will close the Pause Menu and return you to the race.

Restart Race – Will restart the race.

Quit – Will end the current race and bring you back to the Track Selection screen.

LET'S START RACING!

Select from the following Main Menu items: 1 Player, 2 Players, Options or Difficulty.

1 PLAYER

This screen offers you a selection of different races. Use the up or down directional button to highlight an option, then press the **✕** button to make your choice.

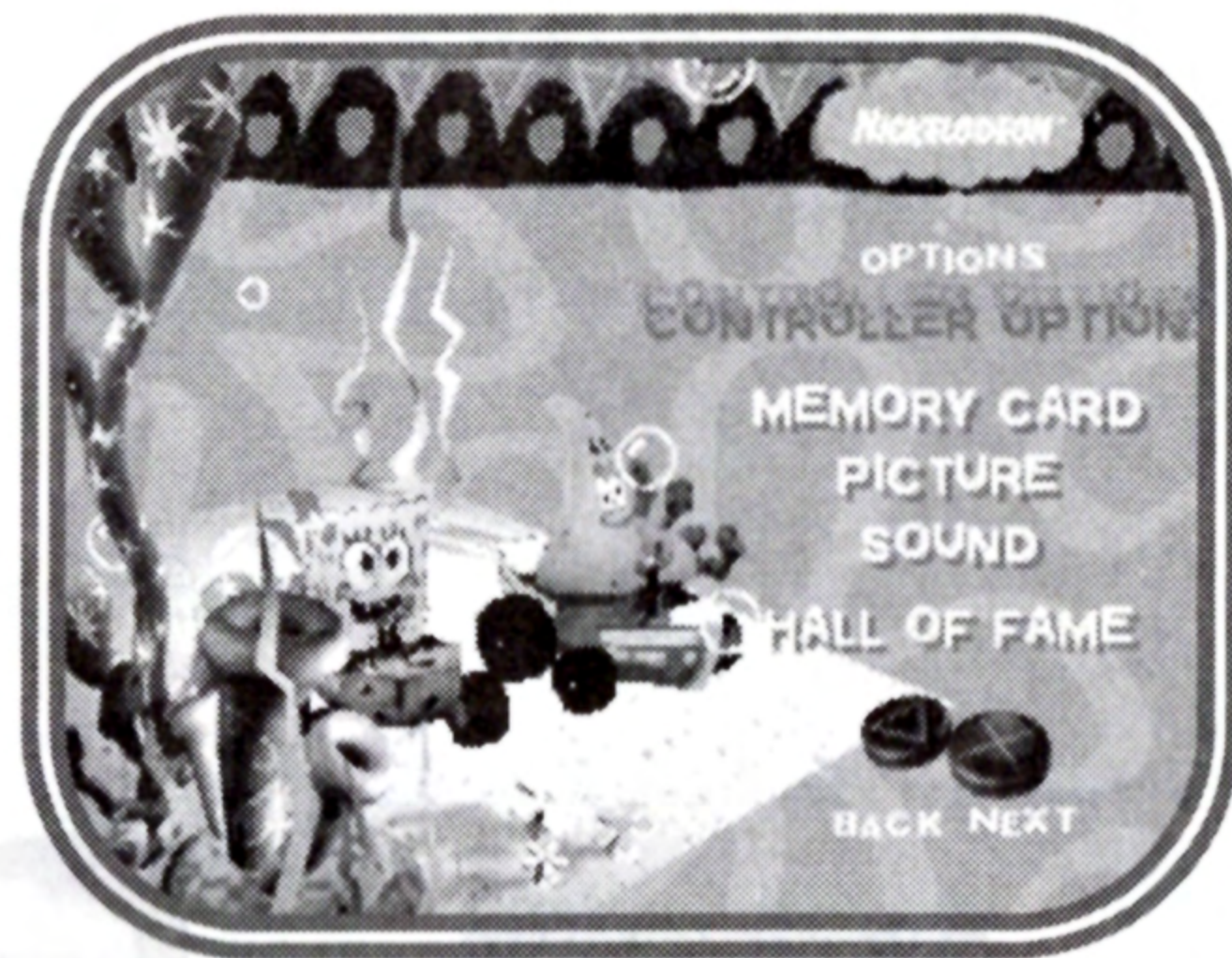
Pressing the **▲** button returns you to the previous screen.

2 PLAYERS

Use the up or down directional button to highlight an option, then press the **✕** button to make your choice. Pressing the **▲** button returns you to the previous screen.

OPTIONS

This screen allows you to change different things in a game. For all of the different options listed below, use the up or down directional button to highlight an option, and the right or left directional button to see what choices are available for that option. Press the **X** button to make your choice. Pressing the **▲** button returns you to the previous screen.



Controller Options

At this screen you can change the default controls used in the game. Move the highlight with the directional buttons, and press the **X** button to select the button configuration you wish to use. If you have an analog controller with vibration functionality, you can toggle vibration on and off.

Memory Card

This option allows you to load a game from, or save a game to, a Memory Card.

Picture

This option will allow you to adjust the screen display on your television. Use the directional buttons to adjust the screen from left to right and from top to bottom. Press the **X** button when finished or the **▲** button to cancel and return to the previous menu.

Sound

At this screen, you can raise or lower the volume of the game and the music that goes with it.

Hall of Fame

Your best times from the Time Trial Mode are stored here.

DIFFICULTY LEVELS

The game has three difficulty settings: Easy, Medium and Hard. **Note:** Pressing the **X** button when Difficulty is highlighted will toggle the different settings. The Easy setting is the game's default, with the Medium setting becoming available once the Easy game is complete. You must complete the game on Medium to open the Hard difficulty setting.

Difficulty determines where you must rank in order to qualify for the next Cup.

Easy – Place 1st, 2nd or 3rd to progress.

Medium – Place 1st or 2nd to progress.

Hard – Place 1st to progress.

If at any time you drop below the place standing required in the point total, you will fail to qualify.

PLAYER OPTIONS MENU

Both the 1- and 2-Player Modes have an Options Menu that give you different ways to race your favorite *Nicktoons*TM characters.

Cups

This is where you race against five other characters, of which one may be Player 2, in order to win a prize. The prize is a Cup. Each Cup race has four tracks, and each track has a three-lap race. At first



you may only race in the first Cup competition. Other Cups become available to you as you win each previous race and collect that race's Cup. Points are awarded after each race in the following fashion:

1st – 10 points

2nd – 7 points

3rd – 5 points

4th – 3 points

5th – 1 point

6th – 0 points

Upon completing the four tracks in a Cup race, the player with the most points wins.

If at any time you drop below third place in the point total, you will fail to qualify.

Time Trial

This mode allows you to practice your skills on any available track. Go for the high score without the other characters getting in your way!

Race for Fun

At first, the four tracks from the first Cup are open to you to practice your driving skills. You may race other available tracks once you've opened them, which you do by winning the other Cup competitions. In this mode you will be awarded with a trophy if you win the race. The trophy corresponds to the number of races won. So, the more races you win in a row, the more different trophies you are awarded. If you lose one race, the trophies are reset and you must start from scratch again.

Versus

This lets you have a head-to-head race with a friend. As with Race for Fun, four tracks are initially open. You may select any available track once each player has selected a character with which to race.

Relay

You may select up to three different characters with which to race. After each lap you switch drivers and continue on with the race.

Bonuses

See "Bonuses" on page 19.

CHARACTERS

In *Nicktoons™ Racing*, you can choose your favorite character from a wide selection of terrific *Nicktoons™* personalities. Have you ever wondered if Stimpy could beat Angelica Pickles in a race? Now you can find out!

The Mystery Rider

The Mystery Rider is, well, a mystery! The Mystery Rider (who you can call M.R. for short) is always lurking in the game, trying to beat you in the races. If you want to find out who he, or she, or it is, then you're going to have to make it to the end of the game. That means you need to win lots of races. Better get started!



Rugrats,TM Tommy



The Wild Thornberrys,TM Eliza



*SpongeBob SquarePants,TM
SpongeBob*



Rugrats,TM Angelica



The Wild Thornberrys,TM Darwin



*SpongeBob SquarePants,TM
Patrick Star*



Hey Arnold!,TM Arnold



CatDog,TM CatDogTM



*The Ren & Stimpy Show,TM
Stimpie*



Hey Arnold!,TM Helga



*The Angry Beavers,TM
Daggett & Norbert*



Aaahh!!! Real Monsters,TM Ickis



The Mystery Rider

CHARACTER SELECTION

Depending on which game you play (1 Player, 2 Player, Relay, etc.), a different player selection screen will appear so that you can choose which *Nicktoons™* character you want to control.

Selecting a Character for 1 Player

Use the left or right directional button to choose a character, then press the **X** button to confirm your choice.

Selecting Characters for 2 Players

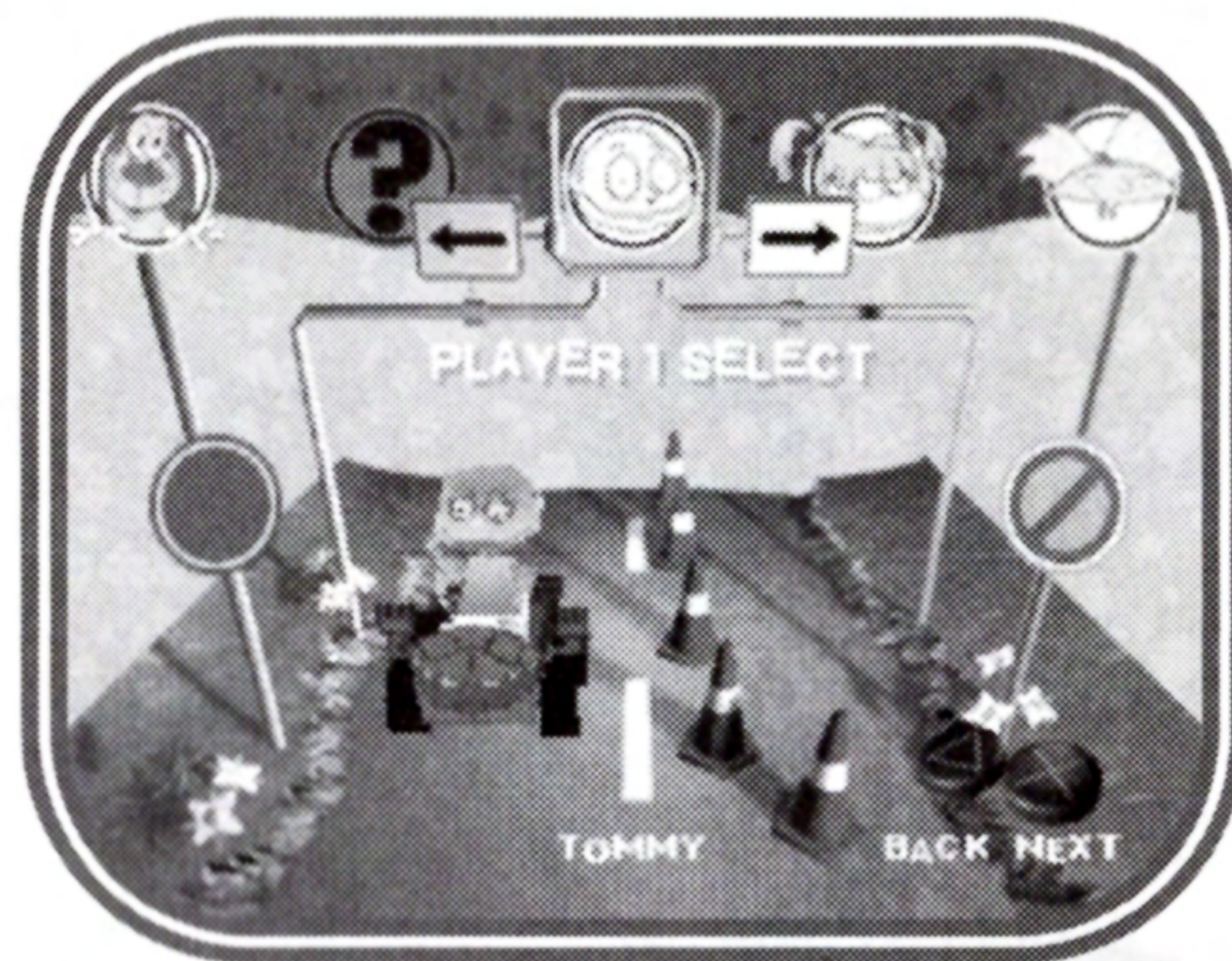
Player 1 has the privilege of choosing a character first. Use the left or right directional button to choose a character, then press the **X** button to confirm your choice. It is then Player 2's turn to select a character.

While Player 2 is choosing — but before he/she has pressed the **X** button — Player 1 may undo his/her own selection by pressing the **▲** button. If neither Player 1 nor Player 2 has a character selected, pressing the **▲** button will return you to the previous screen.

Selecting Characters for 1-Player Relay

When starting the relay races you may select up to three of your favorite characters with which to race. Use the directional buttons to cycle through the selection.

When you are ready, press the **X** button to confirm a choice. You may repeat the procedure to select two more characters. If you have characters selected, pressing the **▲** button will undo your selection. If you have no characters selected, pressing the **▲** button will return you to the previous screen.



Selecting Characters for 2-Player Relay

Both players take turns selecting up to three characters. Use the left or right directional button to choose a character, then press the **X** button to confirm your choice. You may repeat the procedure to select two more characters.

If you chose a character but want to change your mind, press the **▲** button, which will undo your choice. If you haven't chosen a character yet, the **▲** button will return you to the previous screen.

TRACK SELECTION

Selecting a Track for Cup Mode

Use the directional buttons to move the highlight up and down the available Cups. When you visit this screen for the first time, only the first Cup will be available in which to race. If you are placed high enough at the end of the Cup Tournament, the next Cup and the next four tracks will be available to race. Finish high enough again and the next Cup will be available.

Selecting a Track for Fun Mode

Use the directional buttons to move the highlight up and down the available track groups. Move the highlight left to navigate into and around the track selections. You will get more tracks in the Race for Fun Mode once you complete them in Cup Mode. When you are ready, press the **X** button to confirm your choice. Pressing the **▲** button will return you to the previous screen.



OTHER NEAT DRIVING FEATURES

Boost Bar

You can fill this bar by collecting 10 Speed Burst Tokens. The more tokens you collect, the faster your car can go. Blue tokens give you one burst, while red tokens give you five. Beware! Your boosts gradually leak from the boost bar, so you must keep collecting the tokens to keep your maximum speed high. You may at any time use all or parts of the boost in the boost bar by pressing the boost button.

Power Sliding

Power slide allows you to take tight turns with speed. To execute a power slide, jump while turning and hold the jump button down. (The default is the **R2** button.) You are now power sliding! Cool, huh? Releasing the jump button stops the power slide.

POWER-UPS

Collect power-ups by driving over wrapped gift boxes. Once collected, the power-up will appear in the upper right-hand side of the screen. To activate a power-up, you must press the **L1** button.



Speed Burst Token

During the course of the game you may collect these tokens to increase the boost bar at the top of the screen. Press the **R1** button to activate the boost stored in the boost bar.



SpongeBob SquarePants™ Bubble

This is launched forward and will capture your opponent and lift them into the air for a short while to delay them.



Jellyfish

These are easier to use as they are fired forward and home in on your opponent. When the jellyfish catches up with them they will be given a jellyfish shock, disabling them for a short time.



Darwin Coconut Launcher

This power-up launches coconuts forward, rolling them along the ground.



Powdered Toast Man Crouton Launcher

"Toaster-iffic" croutons are launched in an arc through the air toward your opponents. When one lands, it disables anything within a large area.



Tommy's Talcum Powder

Talcum powder is dropped behind the player. Not only does it keep Tommy dry, any opponent driving into the hazard will have a burst of powder cover them, causing them to slow down. Press the **L1** button and hold it down to activate the power-up. The power-up will be dragged behind your car. Release the **L1** button and the power-up is placed on the track.



Ickis' Trashcan

This is also dropped behind you on the track. If another player hits the obstacle, the trashcan will flip up and cover their head, making the steering heavier. Press the **L1** button and hold it down to activate. The power-up will be dragged behind your car. Release the **L1** button and the power-up is placed on the track.



Gritty Litter

Stimpý's favorite! Gritty litter is dropped behind you on the track. Players driving through it will be spun out of control, and recover after a short while. Press the **L1** button and hold it down to activate. The power-up will be dragged behind your car. Release the **L1** button and the power-up is placed on the track.



Goooze™

Goooze™ can also be dropped behind you. It will bounce around for a short while and then come to rest. Anyone colliding with Goooze™ will be bounced back and forth, rubber-band style, until they come to a stop. Press the **L1** button and hold it down to activate. The power-up will be dragged behind your car. Release the **L1** button and the power-up is placed on the track.



The Wild Thornberrys™ Totem Magic

The magical power of The Wild Thornberrys™ Totem allows you to sneakily take your opponent's power-up before they have a chance to use it.



The Angry Beavers™ Fish Egg

Collecting this power-up gives you a shield against all other power-ups. The egg surrounds your character, making it invulnerable. The egg also increases your top speed.



The Wild Thornberrys™ Camera Flash

Say cheese! The camera flash blinds all the other players when activated. Opposing racers will see the screen white out for a short while and will not be able to see the track.



Stumpy

No, not *Stimpy*. Big difference. The Angry Beavers™ best friend, Stumpy, causes all players to get Stumpified! Stumpy will drop down on your opponents' heads, causing them to spin out of control.



The Angry Beavers™ Time Machine

This will warp your character in front of the player that is in front of you.

Track Boost Arrows

Driving over these will automatically give your character a boost in speed. You will see arrows on the track. Each color will give you a different degree of boost.

Bonuses

There are secrets to be found! Try finishing the game on all difficulty levels to reveal bonus items!

DRIVING CONTROLS

Controller	Function
■ button	Brake
Right directional button	Turn Right
Left directional button	Turn Left
✕ button	Accelerate
Down directional button or ■ button	Reverse
L1 button	Activate Power-up
R1 button	Speed Burst
R2 button	Jump
R2 button + left directional button or right directional button	Power Slide

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- Technical Support
- Software Upgrades
- Interviews
- Community
- Hints and Tips
- Demos
- Competitions
- And much more

We are constantly updating our web sites, so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

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TECHNICAL SUPPORT

If you are having technical difficulties with the *Nicktoons™ Racing* PlayStation game, and need to call Technical Support, please have the correct name of the game available (and be ready to take notes).

For telephone technical support, please call **(978) 522-0100**. Support hours are from 12:00 p.m. to 8:00 p.m., Eastern Standard Time, Monday through Friday, holidays excluded. No game hints will be given through this number.

You may also communicate with our technical support via the Internet at:

<http://ina-support.com>

This site contains an up-to-date interactive knowledge base, and email contacts for technical support.

To find out more about the *Nicktoons™ Racing* PlayStation game or any other Infogrames product, please visit our main web site at:

<http://www.us.infogrames.com>

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If you or anyone in your family has an epileptic condition or has experienced symptoms like an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using this Software.

We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

FOLLOW THESE PRECAUTIONS WHENEVER USING THIS SOFTWARE:

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10- to 15-minute break every hour while playing.

Repetitive Strain Statement



Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10- to 15-minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

Motion Sickness Statement



This Software generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.

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