

PlayStation nicktoons unite inspired crossover game abilities so far.

By holding down r2 and pressing a button on the d pad characters can do special abilities here's some of them. (You collect purple energy to do them)

Crash: akano, akano makes crash spin around with purple energy dealing extra damage.

Invincible, crash gets a aku mask and can hurt enemies by touching them.

Nathan: I forgot the gun's name and had trouble looking it up basically in the uncharted games you can get a heavy gun with infinite ammo. (It's like the heavy's gun from tf2) He has that as a ability it gives some super armor but you can't jump with it.

Grenade launcher, self explanatory

Jak: dark jak, it deals double damage and yes the ground pound explosion is still there.

Aigis: orgia mode, it works like in the og game deals double damage but when it runs out aigis enters cool down and is really weak for a bit. Jumping is also nerfed so don't use it when platforming.

All out attack, yukari, koromaru, and male protag appear to help you out. (Sometimes the psp female protagonist appears instead, another character appears but i can't decide who it should be.)

Ratchet: mr zurkon, works like in the og game he'll fight by your side.

Ratchet: groovetron, it makes enemies dance leaving them open.

Sly: back up, bentley and murray appear to help.

Exploding hat, sly places down a bunch of exploding hats for enemies to step in.

Smoke bomb, sly throws a smoke bomb making it hard for enemies to see you and your friends.

Spyro: fire bomb, spyro shoots a fire bomb (it's from legend of spyro a new beginning)

Ice blade, spyro spins around with a blade of ice around him (it's from eternal night)

Sparx, sparx starts shooting energy at enemies like in year of the dragon.

Delsin: orbital drop, delsin jumps in the air and lands on the ground causing a explosion. (You can aim where you land just don't land off a cliff)

Boulder dash, delsin dashes while being covered in concrete dealing damage to enemies. (Try not to accidentally fall off a cliff by using it)

Sackboy: horrible hazards, sackboy places down hazards like fire, electricity, horrible gas, and spikes. (You and your buddies can still get hurt by them so be careful or be a dick whatever)

Leon: prl 412, it deals double damage and if you fully charge it it's a one hit kill.

Frenemie, ada appears to attack enemies for a bit.

Patapon: healing staff, it requires a mini rhythm thing to do it heals you and your friends if you have a team of however many.

Spike: super hoop, it works exactly like delsin's boulder dash but with a hula hoop.