

Nintendo Game Boy Advance

THE SpongeBob SquarePants MOVIE



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INSTRUCTION BOOKLET



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THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THE PRODUCT. ALWAYS LOOK FOR THE SEAL WHEN PURCHASING GAMES AND ACCESSORIES TO ASSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO SYSTEM.



THIS GAME SUPPORTS GAME PLAY USING ONE PLAYER AND CONTROLLER.



THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned on, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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CONTENTS



Controls	2
Bigger, Better, More Absorbent. . .	4
Beginning a New Game	5
Shell City or Bust	5
Macho Moves	6
Display Screens	8
Loot, Fruit & Booty	10
Plankton's Plan Z Supplies	11
Other Objects	12
Meet the Cast	14
Saving & Loading	17
Credits	18
Limited Warranty	21



CONTROLS

Set up your NINTENDO GAMECUBE system according to the directions in the NINTENDO GAMECUBE Instruction Booklet. Press the POWER Button and the status indicator light will light up. Press the Open Button and the Disc Cover will open. Place the The SpongeBob SquarePants Movie Game Disc in the Optical Disc Drive with the label facing up and close the Disc Cover. Follow all on-screen instructions and refer to this manual for more information about playing The SpongeBob SquarePants Movie Game.



SpongeBob SquarePants Controls

Control Stick:	Move SpongeBob SquarePants
C Stick:	Move camera, press to center camera
A Button:	Jump, Double Jump
Y Button:	Bash
X Button:	SpongeBowl
B Button:	Karate Spin
R Button:	Sonic Wave Guitar
L Button:	Access health & other meters, centers Camera
Z Button:	Macho Upgrade Window
START:	Pause Menu

Patrick Star Controls

Control Stick:	Move Patrick Star
A Button:	Jump, Double Jump
Y Button:	Tongue Swing
X Button:	Cartwheel
B Button:	Starspin, Smash
R Button:	Pick up, Throw

Patty Wagon Controls

Control Stick:	Steer left or right
A Button:	Accelerate
B Button:	Reverse
R Button:	Nitro
X Button:	Horn

SpongeBoarding Controls

Control Stick:	Steer left or right
A Button:	Jump, Double Jump

BIGGER. BETTER. MORE ABSORBENT.

In a diabolical effort to eliminate the Bikini Bottom restaurant scene, and consequently rule the world, Plankton has launched his most evil scheme yet, Plan Z! Step 1: Frame Mr. Krabs for the mysterious disappearance of King Neptune's crown. Step 2: Steal the secret Krabby Patty recipe. Step 3: Brainwash the citizens of Bikini Bottom using souvenir bucket hats, transforming them into mindless Chum Bucket minions! And let's not forget Step 4: Conquer the world!

Great galloping barnacles! What's a sponge to do? For SpongeBob SquarePants the answer is obvious. He and his best buddy, Patrick, must set out on a dangerous journey to Shell City to retrieve Neptune's crown and clear Mr. Krabs' name. Can SpongeBob and Patrick complete their mission in time to keep King Neptune from turning Mr. Krabs into... gulp... krab kabbas? Will our buoyant duo rise to the challenge and thwart Plankton's maniacal Plan Z? Will SpongeBob prove that he's sponge, er, man enough to be the manager of the Krusty Krab Z? The fate of Bikini Bottom hangs in the balance!



BEGINNING A NEW GAME

After the power is turned on, the corporate logo and title screen will appear. Press **START** to access the Main Menu screen. The four main menu choices are listed below.

New Game

Choose this option to start a new game.

Load Game

Select this option to load a previously saved game.


Options

This menu allows you to adjust sound and control settings.

Promotional Materials

This section is filled with trailers for other new video games, plus home videos from Nickelodeon.





SHELL CITY OR BUST

SpongeBob and Patrick have just six days to make it to Shell City and return with King Neptune's crown. It's going to be a treacherous journey, from the kiddie chaise of the Gooly Gooter ice cream party boat, to the rough and tumble Thug Tug bliner bar, and with Plankton's buckethead minions dogging the steps of our faithful heroes.

It's a good thing you've agreed to help them and fortunately King Neptune's daughter Mindy is also ready to lend a hand. She speaks to SpongeBob and Patrick through magic shells. She also offers advice and grants them special moves, provided they have enough Gooly Gooler Tokens. Tokens are earned by completing challenges in each level of the game.

Patty Wagon and SpongeBearding Challenges

- Time Challenge:** SpongeBob or drive the Patty Wagon through the racecourse within the time limit.
- Ring Challenge:** Drive through all of the rings without skipping any of them.
- Macho Challenge:** Complete the track within the allotted Macho Time.

Other Challenges

- Senic Wave Challenge:** Guide the sonic wave through a set of rings without hitting anything along the way.
- Floating Block Challenge:** Use Patrick to cross a set of moving blocks that shift to form a tricky path.
- Bungee Challenge:** Use SpongeBob's pants as a bungee to hit all of the targets.
- SpongeBall Challenge:** Transform SpongeBob into a SpongeBall and roll through an obstacle course.

MACHO MOVES

You'll play as both SpongeBob and Patrick during the game and there are times when you'll even get to play them together as a team! Each of our heroes has his own special talents, which can be upgraded to macho status once you've collected enough Manliness Points.

SpongeBob SquarePants

Karate Spin: With both hand extended to cow any bad guy. SpongeBob spins in a whirling circle of Kung Fu fury. Combine the spin with his jumbo shoes to damage bad guys and break open Plan Z supply crates.

Bash: SpongeBob draws on a boxing glove and rockets upward to bash enemies, break lenses, push buttons and flip platforms that are directly above him.

SpongeBowl: SpongeBob whips out a ball and bowl, knocking over enemies in the half's path. Strike!

Senic Wave Guitar: Are you ready to rock? SpongeBob is. He pulls out an electric guitar and plays a riff that becomes a sonic wave. Use the controls to guide the wave into Plankton's bucket head!

Wall Jump: SpongeBob can jump on to certain walls, stick to them briefly and then jump from that surface to gain extra height. Wall jumping is a great way to scale cliffs.

Bungee: If SpongeBob comes into contact with a bungee hook in mid-air, it'll snag his pants and they'll stretch like a bungee cord, sending SpongeBob plummeting downward. It's one barnacle of a wedge, but a great way to collect objects and smash targets.

SpongeBall: SpongeBob transforms into a round ball of spongy goodness at the start of a SpongeBall Challenge in order to roll through the course.

Patrick Star

Spin: This move is similar to SpongeBob's Karate Spin, only without the foam hand. Use the spin to damage bad guys and break open Plan Z supply crates.

Cartwheel: Patrick, a gymnast? Watch him cartwheel on a storm-defeating worm in his path!

Smash: From the air, Patrick smashes to the ground butt first, destroying anything he lands on.

Pick up, Carry & Throw: Patrick can pick up, carry and throw a number of objects ranging from Plan Z supply crates to stunned enemies. When Patrick is carrying an object, he can't jump. However, he can certainly throw. Throwing objects is an effective way to push buttons, open crates and defeat enemies.

Tongue Swing: When Patrick sees blocks of ice suspended from balloons, he can stick his tongue to them and use it as a rope to swing across gaps and over the heads of bad guys.

DISPLAY SCREENS

1 Health Meter: Health is measured in Krabby Patties, so keep this meter full. You wouldn't want to make the trip to Shell City on an empty stomach!

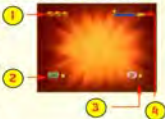
2 Treasure Chest Tally: Shows the number of treasure chests you've found throughout the game.

3 Goofy Goober Token Tally: Keeps track of the Goofy Goober Tokens you've earned.

4 Manliness Point Meter: Shows the current number of manliness points you've acquired, as well as the number of points needed for the next skill upgrade. When the meter is full, a flashing star will appear to let you know that you can upgrade one of your special moves.



On the extras screen, the player can see all the available extras that may be earned, what extras they've opened up, how many Treasure Chests they have, and how many treasure chests they need to open up for the next extra. The player may also activate these extras from this screen.



Pause Menu

The Pause Menu is a good way to keep track of what you've accomplished during the course of the game. You can access this window at any time by pressing **START**. It displays details for the current game level, but you can use **Left** or **Right** on the Control Stick or **+Control** Pad to select any level you've already visited. Press the **Y** button to return to the game.



1 Goofy Goober Token Tasks: show the number of Goofy Goober challenges completed, those that have been revealed but not completed, and those which have yet to be uncovered.

2 Warp: lets you visit any level you've already played.

3 Options: allows you to access the Save Game, Quit Game, Options or Extras menus.

Macho Upgrade Window

The Macho Upgrade Window allows you to upgrade moves when you've collected enough Manliness Points. Press the **Z** Button to access this window at any point during the game. Use **Left** on the Control Stick or **+Control** Pad to select a move and then press the **A** button to upgrade it. Remember, you'll only be able to upgrade moves after Mindy grants them. Use the **Y** button to **EXIT** and return to the game.



LOOT, FRUIT & BOOTY

Keep an eye out for the following collectible items:



Gooey Goober Tokens

Earn these tokens by completing the Gooey Goober challenges in each level of the game. Remember, Mindy will grant you special moves once you've collected a certain number of tokens.



Manliness Points

Maybe SpongeBob has to be a man in order to be a manager. Why else wouldn't he have been promoted at the Krusty Krab Z? Here's your chance to help SpongeBob prove his masculinity. Collect Manliness Points and use them to upgrade your special moves. You can also earn them by smashing Plankton's Plan Z supplies and defeating enemies.

Captain's Tip: Knocking enemies into each other or into buckets earns a "multi-smash" bonus of extra manliness points.



Krabby Patties

Mmmm, sweet krabby goodness! Each delicious Krabby Patty restores one point of health.



Treasure Chests

Arrr, there's nothing like a bit of booty to unlock extras. Be sure to collect any treasure chest in your path me matey!



Throw Fruit

Patrick can pickup, carry and toss this fruit, which explains the name. Use throw fruit to push buttons, defeat enemies and smash breakable objects. Once plucked, throw fruit begins to wilt, so use it quickly.



Freezy Fruit

A special kind of throw fruit, freezy fruit turns most liquids into solids so that you can walk on them.

PLANKTON'S PLAN Z SUPPLIES

World domination ain't easy. It takes a lot of preparation and a ton of supplies! Plankton's Plan Z scheme is no exception. If you plan on stopping him, you'll want to destroy the objects listed below.



Supply Crate

This is the basic supply container for Plankton's evil plot. Smash supply crates for Manliness Points.



Balloon Box

Look up in the sky! It's a bird, it's a plane... it's a Plan Z balloon box! Use SpongeBob's Bash or Patrick's Throw to break over this hovering menace.



Supply Computer

This supply computer is a little too smart for its own good. It can sense SpongeBob and Patrick if they get too close and warp out of sight. Defeating it is going to be tricky, but it's nothing your special moves can't handle.



Thunder Barrel

Like most Thunder Barrels, this one will explode if disturbed! But that's not necessarily a bad thing as long as you're clear of the blast...




Steel Safe

The bad news is that the steel safe can withstand your normal moves. Only a bit of macho mojo can crack them open. But who says you have to go smashing everything all the time? Try stacking safes to solve puzzles.




OTHER OBJECTS

Bungee Hooks




When SpongeBob comes into contact with a bungee hook, you can use his square pants as a bungee! Break all of the targets in the bungee pits to get a Goofy Goober Token.

Buttons




Do a variety of things from opening doors to lowering platforms. Use special moves, like the Karate Spin, to activate buttons.

Checkpoints



To activate a checkpoint, simply walk right past it. That way if your turn ends, you can restart from the last activated checkpoint.


Doors & Gates



Just remember that there's more than one way to open a locked door or gate. Sometimes it's as simple as pressing a button. Other times it's a bit more complicated. You may need to solve a puzzle or defeat all of the enemies in a given area.


Captain's Tip: Many objects may be destroyed, including seemingly solid walls or floors with tell-tale cracks that hide secrets.

Goo




Unfortunately, SpongeBob and Patrick are two undersea creatures who, oddly enough, can't swim. So, you'll want to avoid landing in goo and other mysterious liquids.

Ice




Slippery ice can be treacherous, so watch your footing!

Ice Blocks




Keep an eye out for these blocks of ice suspended from balloons. Patrick can use his tongue as a rope by sticking it to the ice and swinging across gaps.

Paddlewheel




Use SpongeBob's SpongeBowl move to turn the Paddlewheel, which will rotate objects in or out of place.

Bash Platforms




Use SpongeBob's Bash move on the underside of these platforms to flip them into new positions. It's a great way to access new areas in a level.

Port-O-Head




Step into a Port-O-Head to switch control from SpongeBob to Patrick or vice versa.

Springboards




Hop on to a springboard and launch yourself into hard to reach places.

Teleport Boxes




Use these boxes to teleport between two different points in a level. They'll allow you to skip areas you've already been to or go back and replay certain sections.

Time Extension Ring



In the Patty Wagon, Spongeboard, and Sonic Wave Guitar Ring Challenges, steer through all of these rings without missing one to earn a Goofy Goober Token. Move quickly though, because they disappear after a few seconds!

Wall Jump



When the wall jump sign appears, it means that SpongeBob can jump on to a wall, stick to it briefly and then leap off of the wall to gain extra height by pressing the A Button again.



MEET THE CAST

And now, introducing the stars. No autographs, please!



SpongeBob SquarePants

Even though SpongeBob has been passed over for a well-deserved promotion, as manager of the new Krusty Krab 2 restaurant, he doesn't hesitate to come to the rescue of his boss, Mr. Krabs. SpongeBob wouldn't dream of holding a grudge, thanks to his unshakable optimism.



Patrick Star

Patrick may not be the brightest bulb in the socket, but he's the best friend a sponge could have. He'll stick with SpongeBob through thick and thin, from the far reaches of the desert to dangers of the Great Trench.



Mr. Krabs

Mr. Krabs is the penny-pinching owner of the Krusty Krab and now, the new Krusty Krab 2. With his secret Krabby Patty recipe, he's managed to corner the Bikini Bottom fast food market. Things are looking up for Mr. Krabs until he's framed for the disappearance of King Neptune's crown and frozen into a block of ice!



Plankton

Plankton is the pitiful proprietor of the Chum Bucket and a longtime rival of Mr. Krabs. For years, he's been trying to steal the secret Krabby Patty recipe with no success. But now that he's hatched his evil Plan Z and framed Mr. Krabs, will he succeed in dominating the restaurant scene and bringing all of Bikini Bottom under his control? With an army of bucket-head minions to help spread his propaganda, this evil genius is well on his way to conquering the world.



Dennis

Dennis is the tough, motorcycle riding hitman hired by Plankton to stop SpongeBob and Patrick.



King Neptune

Without his crown, King Neptune is forced to wear a paper bag on his head (possibly to mask a receding hairline). How utterly humiliating, especially for a king! It's no wonder he freezes Mr. Krabs in a block of ice! The only problem is that Mr. Krabs is innocent and this frazzled king is being deceived by Plankton.



Mindy

King Neptune's mermaid daughter, Mindy, has a soft spot for SpongeBob and Patrick. She has agreed to help them on their journey to Shell City by offering them advice and granting them special abilities.

Enemies



Jellyfish: The thing to remember about jellyfish is this: they sting! Watch out for those tentacles!



Fogger: The Fogger breathes out a stinky gas that you'll want to avoid. Hold your nose and steer clear.



Slammer: The reason they're called Slammers has something to do with their pesky overhead stem attack.



Flinger: These bad guys hover and spit gas. Worse still, your spin moves bounce right off of them!



Turret: Turrets hide inside barrels waiting for you to come along and provide them target practice. So be careful, you never know when they'll pop up.



Spinner: When a Spinner is, well, spinning, it'll plow through anything in its path, including you! Nothing can hurt them while they're spinning...from the sides anyway.



Popper: Poppers will quickly disappear and reappear somewhere else if you get too close to them. It's best to try to stop these guys from a distance.



MERY: MERY is outfitted with a defensive laser system that'll zap you if you get too close! You'll have to think of a way to defeat MERY from far away.



Spawners and Bucket-O-Trons: Plankton uses these devices to teleport his bucket heads into your path. Bucket-O-Trons continue to generate enemies, as long as they are functioning. It's a good idea to destroy them right away. Careful though, they go out with a bang!

SAVING & LOADING



You can access a saved game from the Main Menu. You can also save your game at any time by selecting the Save Game option in the Pause Menu. To save your game, insert a NINTENDO GAMECUBE Memory Card into Slot A on the system. You can load your saved game from the same card, or from any Memory Card containing previously saved The SpongeBob SquarePants Movie Games.

Please refer to the NINTENDO GAMECUBE instruction booklet for directions on how to format and erase Memory Card files.

