

SpongeBob SquarePants: Revenge of the Flying Dutchman FAQ/Walkthrough

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This walkthrough was originally written for SpongeBob SquarePants: Revenge of the Flying Dutchman on the GC, but the walkthrough is still applicable to the PS2 version of the game.

SpongeBob SquarePants: Revenge of the Flying Dutchman (GC)
Walkthrough/Complete Guide

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[1] Introduction

[1.1] Game Overview/Intro

Hello and welcome to my walkthrough of the GC version of SpongeBob SquarePants: Revenge of the Flying Dutchman, made by Vicarious Visions, BigSky Interactive Inc., and THQ, and based off of the hit television series. This walkthrough will cover all of the basics of the game and then some. Good luck and enjoy the walkthrough!

SpongeBob SquarePants: ROTFD is an adventure game that revolves around SpongeBob and his friends, who get caught up in a scrape with the ghostly Flying Dutchman. As a result of disturbing his rest, SpongeBob finds the Dutchman is collecting his friends to add to his ghostly crew for all eternity. SpongeBob must find a way to rescue his friends and put the Dutchman back to rest.

There are three versions of the game, the PlayStation 2 version, the Game Boy Advance version, and the Gamecube version. This applies to the Gamecube version mainly and could be applied to the PlayStation 2 version, but does not follow the Game Boy Advance version of the game.

[1.2] Version History

Version 0.1 [12/31/13]

The guide was started on this date. Information was added to the Introduction, Brief Information, and Characters sections.

Version 0.2 [1/1/14]

The Bikini Bottom area was started and completed on this date.

Version 0.3 [1/25/14]

The Downtown area was started and mostly completed on this date. The Tree Dome area was started and entirely completed. The Jellyfish Fields area was started. Information was added to the Helpful Tips section.

Version 0.4 [1/26/14]

The Jellyfish Fields area was completed. The Chum World area was started and mostly completed on this date.

Version 0.5 [4/13/14]

The Goo Lagoon area was started and completed on this date.

Version 0.6 [4/14/13]

The Chum World area was completed on this date. The Dutchman's Graveyard was started and completed on this date. The guide was completed on this date.

[2] SpongeBob SquarePants: ROTFD Brief Information

[2.1] Plot

SpongeBob is prepared for another glorious day of work at the Krusty Krab, until he crosses paths with a treasure chest containing a mysterious muddy bottle. Upon rubbing the bottle, SpongeBob unleashes the nefarious Flying Dutchman, who is angered upon having his rest disturbed. As legend follows, the Dutchman must take the one who disturbed him and force him to be a part of his crew. However, he decides to take Gary, who is initially the one who dug up the bottle. SpongeBob soon finds the Dutchman will not cease and continues to come back for his friends one by one. He must rescue his friends and put the Flying Dutchman back to rest.

[2.2] Gameplay

The basic controls are as follows;

Control stick/Control pad - moves SpongeBob left, right, up and down, scroll (menu options)

C-stick - rotates camera direction

"A" button - Jump, Power Jump (pressed when in crouch position, cannot be done when an object is held), Glide (lasts for a few seconds, when held while in the air), Confirm (menu options)

"X" button - Belly Slam (when in the air), Decline (menu options)

"B" button - Attack

"R" button - Crouch, Roll (pressed while running)

"Z" button - Shows current game status

"L" button - Sneak

"Y" button - Look mode, Go back (menu options)

Start button - Pauses game, options menu, To Do List

SpongeBob's health is represented by the number of pants he has. Each time SpongeBob takes a hit, he loses one pair of pants. With only five pairs, SpongeBob's last pair is pretty much just his underwear. When his last pair of pants is gone, SpongeBob is defeated and must start over from a nearby spot. Luckily there are no set amount of lives!

[2.3] Menu Screens

Upon starting the game, you are brought to the main menu screen, which is set in the Krusty Krab's kitchen. The flowers on the floor bring you to four different game options.

=Red Flower=

New Game - starts a new game file.

=Yellow Flower=

Load Game - loads one of three previous game files.

=Purple Flower=

Options

Sound Volume: 0-10 - allows the game's voices and SFX volume to be changed.

Music Volume: 0-10 - allows the games' music volume to be changed.

Sound: Stereo/Mono - allows the game's sound to be heard in stereo or mono.

Rumble: On/Off - allows the controller's vibrations to be turned on or off.

=Green Flower=

Extras

Hints and Tips - a short video offering some hints and tips on the game. They are fairly basic tips and don't really offer much to the gameplay.

Still Gallery - a slideshow of SpongeBob concept art, character designs, and more from before the show's creation.

Credits - rolls the credits for the brilliant creators of SpongeBob and this game.

[2.4] Pause Menu

To Do List - shows the tasks that have been or are to be completed. Most of the storyline tasks do not appear until the foremost tasks are completed. Tasks in checkboxes are those that move the story along, whereas the letter tiles are specific tasks or challenges to gain said letter tile.

Options

Save Game - saves the game at your current position of progress.

Load Game - loads another game file to play.

Exit Game - exits the current game file.

Game Settings - works just as the Options menu does on the main menu.

*As a side note, make sure you save often! The game has no auto save feature and it is necessary for you to manually save your game. Try to do so after every task or letter tile to ensure that you don't lose your progress in the event that something abruptly stops your game!

[2.5] Hub Worlds

Bikini Bottom

The quaint city where SpongeBob and his friends reside. In Bikini Bottom is Resident Row (where SpongeBob, Patrick, and Squidward's houses are located), the Krusty Krab, and the Chum Bucket, as well as Sandy's Tree Dome. Bikini Bottom is the main hub world that connects to all of the others.

Downtown

The downtown area of Bikini Bottom accessed via bus stop next to the Chum Bucket. Downtown has a channel of streets and other interests. Located here is a construction site as well as the High Rise Apartment building.

Tree Dome

Sandy's Tree Dome where she resides while living in Bikini Bottom. It is accessed from a pathway behind the Resident Row housing. Inside is Sandy's tree.

Jellyfish Fields

A large area that is the habitat for many of the undersea jellyfish. It is accessed from a bus stop on Resident Row. With its size, there are three areas, Jellyfish Fields, Jellyfish Cliffs, and Jellyfish Clams.

Chum World

An amusement park opened by Plankton who hopes to be able to use its appealing entertainment factors in order to steal Mr. Krabs' business from the Krusty Krab. There is a Big Top, a Ride Area, and the mini-golf game Chum Putt. It is accessed from a bus stop outside the Chum Bucket.

Goo Lagoon

The local beach that is notorious for its oceans filled with goo. The area has a Boat Pier as well as a Lighthouse. It is accessed from a bus stop off of Resident Row.

Dutchman's Graveyard/Ship

The home of the Flying Dutchman and his ghostly crew. The area is riddled with ghosts and skeletons. It is accessed from a cannon later on.

[2.6] Enemies

Bikini Bottom

The only notable dangers in the area are jellyfish, permitted they sting SpongeBob.

Downtown

[1] Thugs: These tough guys roam the streets of Downtown and will try to take a bite out of SpongeBob if he comes too close. Two to three simple attacks should defeat them. Hits: 2-3

[2] Construction Lobsters: These lobsters work in the Construction Site and do not like their work being disturbed. They snap if they are approached too closely. Hits: 2

[3] Wild Snails: Though slow-moving, these snails are not sweet

and docile like the domesticated Gary. They will bite if approached. They cannot be defeated but a swift hit will cause them to retreat into their shells. Hits: N/A

Tree Dome

Typically the Tree Dome harbors no dangers, but a nest filled with wasps and bees would be the only dangers that arise eventually in the game.

Jellyfish Fields

The only notable dangers in the area are being stung by jellyfish, and various wild snails roaming the area.

Chum World

[1] Chum World Clowns: Clowns that work under Plankton at Chum World. They are very unpleasant angler fish that likely hate their jobs. Two simple attacks can defeat them. Hits: 2

Goo Lagoon

[1] Musclemen: These guys think that just because they have muscles that they can boss everyone around. Well, that isn't going to stop SpongeBob. Two simple attacks will defeat them. Hits: 1-2

[2] Lifeguards: Larger versions of the Musclemen. They seem to have a problem with SpongeBob just for being a weakling. These muscular foes take three simple attacks to defeat. Hits: 3

Dutchman's Graveyard/Ship

[1] Ghost Pirates: Ghostly pirates working as the Dutchman's crew. They seem scary, but actually are not much of a threat. Two simple attacks can take them out. Hits: 2

[2] Skeletons: Skeletons roam the Dutchman's Graveyard and will not hesitate to take a swipe at SpongeBob. Unfortunately, attacks will only cause them to fall apart, until they reassemble once again. Hits: N/A

[3] The Flying Dutchman: The game's antagonist and the final boss. The Dutchman's boss has a particular strategy that will be addressed later.

[2.7] Treasure Hunting and Puzzles

A large majority of this game involves treasure hunting, but before that can be done, SpongeBob must complete an eight-piece puzzle in order to locate the treasure. After all letter tiles for an area are completed, SpongeBob is placed in a puzzle zone. The eight pieces must be placed in order and spell out SpongeBob, in a 3x3 grid within the time limit. Once completed, the puzzle's pictures reveals the location of the treasure.

[3] Characters

[3.1] SpongeBob SquarePants

SpongeBob SquarePants is the main character of the game (and the show). He's a funny, generous guy that loves to have fun with his friends and thoroughly enjoys his job. His chipper nature often annoys others, but he's happy to be himself and have an optimistic outlook on life, regardless of any insults thrown at him. He works as a fry-cook at the Krusty Krab.

[3.2] Patrick Star

Patrick is SpongeBob's best friend and neighbor. While not the brightest star under the sea, Patrick is a loyal friend and is always there for SpongeBob when he needs honest advice. He does have his sheer strokes of genius and isn't shy to put his ideas out there, even if they can be rather idiotic.

[3.3] Mr. Krabs

Mr. Krabs is the greedy, penny-pinching boss of SpongeBob and Squidward, and is the owner of the fast-food establishment known as the Krusty Krab. He'll do anything to get a quick buck (even if it means scamming people or overpricing menu items!) and often will find cheap, unsafe ways to do things. Mr. Krabs never passes up anything that's free!

[3.4] Squidward

Squidward is SpongeBob's sarcastic and pessimistic neighbor and coworker. He has a good reason for his negative nature, after all, he's SpongeBob's neighbor. Squidward has a passion for the arts and is involved in nearly all forms of it. He dreams of becoming a famous clarinet-player and getting far away from the likes of SpongeBob.

[3.5] Plankton

Plankton is a miniscule creature of evil. Or so he says. Plankton has an obsession with the formula for the Krusty Krab's Krabby Patties, but has been unsuccessful in his attempts to get it. He wishes to sell Krabby Patties at his restaurant, the Chum Bucket, and steal all of his rival's business.

[3.6] Sandy Cheeks

Sandy Cheeks is a squirrel from Texas that lives in an air dome in Bikini Bottom. She's so fascinated with sea-life that she chose to live down there (of course, not without her astronaut suit and air helmet). Sandy is a good friend of SpongeBob and the others and provides them with more logical answers to their everyday problems. She practices karate and science.

[3.7] Larry the Lobster

Larry is a lobster that is usually found lifting weights at the local beach, Goo Lagoon. He's very muscular and tends to show off his strength to others, including ladies. While he's a friend to SpongeBob, he'd rather be viewed as an acquaintance, as being seen with SpongeBob could doom his reputation.

[3.8] Gary

Gary is SpongeBob's pet snail. He is understood by other characters despite only speaking in "meows". Gary's probably one of the smarter characters in the series, often assisting SpongeBob when he's down.

[3.9] The Flying Dutchman

The Flying Dutchman is a ghostly pirate that haunts the Seven Seas. He was encased in a muddy bottle where he was put to rest, until disturbed by SpongeBob. He has a habit of not playing fair and does

not hesitate to sentence anyone to his crew for eternities.

[3.10] Rusty Scupper

Rusty Scupper is a fish that owns a Snail Racing Ranch in Jellyfish Fields. He finds SpongeBob's antics to be troublesome, but he isn't above bargaining with him in exchange for something.

[4] Items/Collectibles

[4.1] The Dutchman's Doubloons

As part of SpongeBob's punishment, he must gather up all of the Flying Dutchman's Doubloons, gold coins that have been scattered throughout Bikini Bottom and local areas. There are usually set amounts required to collect letter tiles.

[4.2] Sand Dollars

These are currency that SpongeBob can pick up in the game and use to purchase certain things that are important to the storyline.

[4.3] Jellyfish

Jellyfish swim around the various areas in and around Bikini Bottom and come in various colors and sizes.

[1] Pink Jellyfish: Docile. Pink jellyfish tend to stay along their own paths. They only sting if SpongeBob is in the middle of their path.

[2] Yellow Jellyfish: Slightly aggressive. Yellow jellyfish stay along their own paths, but will come after SpongeBob if he comes too close. They sting if SpongeBob is within very close range.

[3] Blue Jellyfish: Shy. Blue jellyfish keep to their own paths and swim away from SpongeBob if he comes too close. They only sting if SpongeBob runs into them.

[4] Green Jellyfish: Very shy. Green jellyfish stay in one place, but will swim upward out of reach if approached briskly. SpongeBob must sneak up to them in order to catch them.

[5] Red Jellyfish: Very aggressive. Red jellyfish swim in their paths, but will give chase to SpongeBob if he comes within range of them. They sting if SpongeBob is within intermediate range of them.

[6] Giant Jellyfish: These jellyfish cannot be caught, but they can be ridden on if SpongeBob jumps onto their tops. Their stingers can still harm SpongeBob however.

[4.4] Costumes

Throughout the game, SpongeBob will come across various costumes with unique abilities that will be useful to his journey. Said costumes must be unlocked, but when unlocked, they can be accessed via Costume-Changing Tents. These colorful tents are located all over the game and allow SpongeBob to change quickly.

Jellyfishing Gear

A costume SpongeBob can use to catch jellyfish and hang from fish

hooks, complete with a handy jellyfish net. SpongeBob can attack using the jellyfish net. Unlocked after belly slamming a button outside of the Krusty Krab.

SpongeBob SquarePants

SpongeBob's regular dress. SpongeBob does a chop attack by default. This costume is default when the game begins.

Mermaid Man

A costume SpongeBob can wear in order to gain the abilities of his favorite superhero Mermaid Man. He is able to launch water balls as an attack. Unlocked after bringing Patrick food in Downtown.

Reef Blower

A costume SpongeBob can use when things need to be blown using the reef blower. SpongeBob cannot attack (save for the Belly Slam) in this costume. Unlocked after winning the 100 Jellyfish Competition in Jellyfish Fields.

Some costumes SpongeBob wears in the game are situational and cannot be changed into via Costume-Changing Tent.

Karate Gear

A costume SpongeBob can wear during karate matches. SpongeBob has some more unique attacks in addition to his basic chopping attack. Can only be worn during karate matches.

Treasure Hunting Gear

A costume SpongeBob wears to search for treasure. Included is a divining rod, which is handy for detecting treasure. Depending on the direction of the rod (accessed with the "B" button), the frequency effect will change. When directed at the treasure, the controller will vibrate.

[4.5] Health

It's a big bad world out there, and sometimes a sponge is bound to get hurt! SpongeBob's health is represented by 5 pairs of pants, but the last pair is pretty much SpongeBob in his underwear. That means a new set of pants should be found pretty quickly! SpongeBob's pants are located in every area and allow for a quick pick-me-up.

[4.6] Letter Tiles

For each area/hub world, there are 9 letter tiles which spell out S-P-O-N-G-E-B-O-B. As such, the only way to obtain these letter tiles are by completing specific tasks that can be viewed from the To Do List. When all pieces are collected, SpongeBob is able to complete the area's treasure puzzle. Letter tiles do not have to be obtained in any kind of order.

Some tasks are unable to be completed until a certain point in the game, whereas the rest can easily be completed for an area. As such, certain tasks will only appear on the To Do List when pre-requisite tasks are met and completed.

Tasks that are not readily available in an area; are marked by (~).
Tasks that require pre-requisite from other tasks; are marked by (*).

[4.7] Fish Hooks

Sometimes, SpongeBob can't access certain areas without getting a little help. Sure, fish hooks are dangerous, but in this situation, they prove very useful. SpongeBob can only use fish hooks if he is wearing his Jellyfishing gear. He can hook his net onto hooks by jumping up and swinging his net at them.

[4.8] The Dutchman's Treasures

According to legend, the Dutchman is weak to seven special treasures hidden in each area. These treasures are items that were dear to him when he was alive. When all seven treasures are gathered, the holder will be immune to the Dutchman's control and his attacks. Below are the treasures for each area;

Bikini Bottom - Old Sock

Downtown - Wig

Tree Dome - Dentures

Jellyfish Fields - Glasses

Chum World - Back Scratcher

Goo Lagoon - Corset

Dutchman's Graveyard - Photo of Mama Dutchman

Each time SpongeBob obtains a treasure for an area, one of his friends is hypnotized by the Dutchman and taken away to be part of his ghostly crew. SpongeBob starts back at his house each time a treasure is obtained to continue the adventure.

[5] Level 1- Bikini Bottom

[5.1] Bikini Bottom

Intro:

The game opens with SpongeBob waking up from a bad dream in which Mr. Krabs had to close the Krusty Krab. However, he's excited for another great day at work. But first, he must walk Gary.

Doubloon Total: 134

Jellyfish Total: 14

Sand Dollar Total: 0

To Do List:

- [S] Jump up to vista point
- [P] Get onto the Krusty Krab sign
- [O] Search through Krusty Krab storage
- *[N] Play hooky on the fish hooks
- [G] Get rid of the thug in the Krusty Krab
- [E] Power jump near the Chum Bucket
- [B] Fix Patrick's antenna
- [O] Gather 50 doubloons in Bikini Bottom
- [B] Catch 8 jellyfish in Bikini Bottom
- Find the Dutchman's treasure
- Leave for work
- Slam the button near the Krusty Krab

- Race Squidward to the Krusty Krab
- Cheer up Mr. Krabs
- ~-Meet Mr. Krabs in Downtown
- ~-Find Patrick in Downtown
- ~-Catch the jellyfish that has the bus ticket
- Visit Squidward at his house
- Borrow Squidward's book
- *-Bring 200 sand dollars to Squidward
- ~-*-Take the "acorn" to Sandy
- ~-*-Follow Patrick in Bikini Bottom
- ~-*-Get Chum World pass from Jellyfish Fields
- ~-Meet Larry at the bus stop
- ~-*-Take the bus to Chum World
- ~-*-Bring 50 jellyfish to Larry
- ~-Leave the house without getting squashed

*Before SpongeBob can leave his house, he's going to need a pair of pants. Walk over to the floating pants by Gary's bed to put them on. Exit through the door at the right to get to the living room. Gary is waiting by the door. SpongeBob winds up talking to him in which Gary tells SpongeBob (through meows I might add) that he's afraid something bad is going to happen. However, the conversation is kept vague. SpongeBob offers to cheer Gary up by getting his fetching stick for a few rounds. Walk into the kitchen which is the door to the left of SpongeBob's chair. Pick up the stick on the floor in the kitchen and SpongeBob will initiate a game of fetch.

Gary returns with a chest he dug up outside. SpongeBob's curiosity and naivety get the better of him and he winds up opening the chest, sending gold doubloons flying everywhere. SpongeBob finds a muddy bottle that he decides to clean off by rubbing it. As such, SpongeBob awakens the Flying Dutchman from his slumber, angering the pirate ghost. As ghost pirate protocol goes, SpongeBob must now be a part of his crew for eternity. SpongeBob winds up blaming Gary for finding the treasure, and the Dutchman decides Gary would make a better addition to his crew. With his decision made, the Dutchman will return to obtain Gary. In that time, SpongeBob must find a way to stop the Dutchman and rescue Gary before the Dutchman returns. Now, the game really begins. This area, pretty much a tutorial, allows you to get used to the game controls and utilize some of the skills necessary for harder areas.*

[S] Jump up to vista point

Outside of SpongeBob's house is a mountain directly across the road. On it are a few ledges. Utilize SpongeBob's Glide to jump the ledges. The farthest ledge has the "S" letter tile.

[P] Get onto the Krusty Krab sign

Outside of the Krusty Krab by the parking lot is a sleeping clam resting on a geyser. These clams can be used to launch SpongeBob to high places when they are jumped on. Use the clam to reach the Krusty Krab sign and the "P" letter tile.

[O] Search through Krusty Krab storage

Enter the Krusty Krab. At the very back at the restaurant is a shelf area that holds the Krusty Krab's storage. The first "O" tile is on top of a crate.

[N] Play hooky on the fish hooks

Enter the tent and change costumes. You can now catch jellyfish and hang from hooks. The first fish hooks are along the mountain to the right. Use the hooks to reach the top ledge of the mountain and the "N" tile.

[G] Get rid of the thug in the Krusty Krab

Enter the Krusty Krab. A thug is inside, likely scaring away business. Enemies like this are easier to take on from a distance. Use either a chop attack or SpongeBob's net to hit the thug three times. Afterward, you'll obtain the "G" tile.

[E] Power jump near the Chum Bucket

To the right of the Chum Bucket is a small ledge. Use the Power Jump to reach it and nab the "E" tile.

[B] Fix Patrick's antenna

Return to Residents Row and Patrick will be wandering around outside of his house. Talk to him and he'll tell you that his TV antenna doesn't work because something is stuck on top of the antenna and he can't reach it. Using SpongeBob's Power Jump, jump onto the top of Patrick's house and belly slam the barrel that is on top of the antenna. Despite getting his TV fixed, Patrick decides that he'd rather go Downtown to the Construction Site. With that he leaves, not listening to SpongeBob detailing his problem. Left behind by Patrick is the first "B" tile.

[O] Gather 50 doubloons in Bikini Bottom

This is pretty easy and self-explanatory. The second "O" tile is automatically obtained.

[B] Catch 8 jellyfish in Bikini Bottom.

Once again, pretty easy to find and self-explanatory. The second "B" tile is automatically obtained.

[Find the Dutchman's treasure]

After obtaining all the letter tiles, you must complete the first puzzle. It is easiest to start with the framework of the image and then move the middle tiles. Once all the pieces are adjusted, the image with the treasure is revealed. Using the Treasure Hunting costume, search for the treasure. Or if you want it the easy way, it's located near the building at the back left corner by Patrick's house. The treasure is revealed to be a disgusting old sock.

While Gary is asleep, the Dutchman appears to collect Gary. Using hypnosis, the Dutchman takes Gary and disappears.

[Leave for work]

Exit SpongeBob's house from the front door to complete this task. Head down the road to either the left or the right to reach the Krusty Krab. Enter the Krusty Krab.

[Slam the button near the Krusty Krab]

To the right of the Krusty Krab is a large button. Using Belly Slam, slam on the button and a Costume-Changing Tent will emerge. Now, SpongeBob can access costumes and change into his Fishing Gear.

[Race Squidward to the Krusty Krab]

Exit SpongeBob's house and approach Squidward, who is standing outside of his house. After a short-lived chat, Squidward tells SpongeBob that Mr. Krab has some important news and they need to get to the Krusty Krab urgently. Squidward's wording encourages SpongeBob to challenge him to a race to the Krusty Krab. Squidward complies to get SpongeBob off of his back.

This is easy, as Squidward does not really try. He will walk to the Krusty Krab at his own pace, which you can easily beat. Get to the Krusty Krab first and enter. Mr. Krabs notifies the two employees that business is slow lately and that he is going to shut down the Krusty Krab until it picks up again.

[Cheer up Mr. Krabs]

Mr. Krabs is really depressed that business is so slow. Go and cheer him up in the kitchen. Mr. Krabs explains that people don't want to leave their homes in order to get food. SpongeBob wishes the Krusty Krab could move into their homes. Mr. Krabs takes this as a brilliant idea and asks that SpongeBob meet him Downtown to execute this plan. He leaves behind a bus ticket to Downtown for SpongeBob.

[Meet Mr. Krabs in Downtown]

Self-explanatory.

[Find Patrick in Downtown]

Patrick is located in the Construction Site over by the drilling area. He can only be accessed after the area has been opened after delivering food in the Business District.

[Catch the jellyfish that has the bus ticket]

After completing the Tree Dome area, exit SpongeBob's house and change into the Fishing gear. Near the buildings by Patrick's house, a pink jellyfish is swimming around, carrying a bus ticket. Catch it and you'll have obtained the bus ticket to Jellyfish Fields.

[Visit Squidward at his house]

Return to Residents Row and go to Squidward's house. He appears to be having a yard sale in order to make some extra money with the Krusty Krab closed. The book Squidward is reading seems to strike some interest as it is called "How to Defeat Evil Spirits". SpongeBob asks to borrow the book, but Squidward is not finished with it yet. Might as well check out his yard sale. At the far left is an "acorn" making a strange buzzing sound. Squidward mentions it is a hive, but SpongeBob seems to disregard this notion as he wants to give it to Sandy as a gift. Squidward says SpongeBob can buy it for 200 sand dollars. You'll have to gather that money at a later time.

[Borrow Squidward's book]

After the exchange with Squidward, he'll have decided to take a nap, which means the book he was reading is available now! If you move too quickly, he'll wake up and you won't be able to get the book. Sneak past Squidward to get the book. SpongeBob skips to Chapter 8 of the book, which tells him that the Dutchman's seven treasures are his weakness and the holder of said items will be immune to the Dutchman and his powers. After the reading, a rumbling occurs. Sandy breaks the rocks blocking the path behind SpongeBob's house. Go to the path where Sandy is standing. SpongeBob explains his dilemma in few words, in which Sandy suggests a karate match would cheer him up. When you're ready head down the path to the arena. For the karate match, all that's needed to be done is to see who can smash more junk in 60 seconds. The key is to always go straight for the junk Sandy goes for and attack her to keep her from smashing things. After you win, you will have access to the Tree Dome.

[Bring 200 sand dollars to Squidward]

With the tips earned from food deliveries, you wind up with the right amount to purchase the "acorn" from Squidward. Go to his yard sale and buy the "acorn" to give to Sandy.

[Take the "acorn" to Sandy]

Pick up the "acorn" and go to the Tree Dome, preferably after plugging the leaks in the dome. Give the "acorn" to Sandy and she'll go put it up in her tree. Unfortunately, she quickly finds that said "acorn" is actually a hive filled with angry bees and wasps.

[Follow Patrick in Bikini Bottom]

Patrick could not be working as a delivery boy for Mr. Krabs. Follow Patrick at a safe distance around Bikini Bottom. Be careful, because if you come too close, Patrick will notice you and you'll have to get far away again. Eventually, Patrick will run to the Chum Bucket where a robot Mr. Krabs scolds Patrick for his incompetence. The robot explodes to reveal Plankton, who decides to stick with his previous plan of putting the Krusty Krab out of business. The opening of Chum World. Plankton then runs off to Jellyfish Fields.

[Get Chum World pass from Jellyfish Fields]

See the "Defeat the Clown for the Chum World pass" task in the Jellyfish Fields section.

[Meet Larry at the bus stop]

Head down the road towards Patrick's house. Larry the Lobster is by the bus stop by the Costume Changing Tent. SpongeBob asks Larry where this bus stop is for, in which Larry replies that it's Goo Lagoon's. He mentions he's waiting for his friend to arrive to take his extra bus ticket. SpongeBob begs to borrow the ticket, but Larry won't budge. Unless he's given 50 jellyfish to make his favorite snack.

[Ride the bus to Chum World]

Self-explanatory.

[Bring 50 jellyfish to Larry]

If you managed to catch all of Chum World's jellyfish, return to Larry and SpongeBob will talk about all the things he can make with the jellyfish. Larry caves in and gives SpongeBob the ticket, intercepting the jellyfish.

*Once you have the Reef Blower, make sure you blow the fan controlling the scare crow behind Squidward's house for the last 6 doubloons of the area!

[Leave the house without getting squashed]

The Dutchman is dropping his ship cargo down onto SpongeBob! Avoid the falling objects and get outside of SpongeBob's house quick!

Game Totals:

Doubloons: 134

Jellyfish: 14

Sand Dollars: 0

[6] Level 2- Downtown

[6.1] Downtown

Doubloon Total: 321

Jellyfish Total: 29

Sand Dollar Total: 210

To Do List:

[S] Up, up and alleyway

~[P] Shoot the bolts to cross the chasm

~[O] Pile on the pressure plate

~[N] To the top of the High Rise

~[G] Check the High Rise plumbing

[E] Complete all the food deliveries

*[B] Help Sandy clean up the trash

[O] Catch 10 jellyfish in Downtown

[B] Gather 75 doubloons in Downtown

-Find the Dutchman's treasure

*-Deliver food to 17 Seashell Street

*-Meet Mr. Krabs at the Construction Site

*-Deliver food to the construction foreman

*-Deliver food to the other foreman

*-Meet Mr. Krabs at the High Rise apartments

*-Deliver food to apartment 9

*-Deliver food to apartment 4

*-Deliver food to apartment 1

*-Meet Mr. Krabs back in the Business District

*-Deliver food to 88 Albatross Avenue

*-Deliver food to 24 Seashell Street

*-Deliver food to 10 Stormy Way

*-Deliver food to 11 Seashell Street

*-Get your final tip from Mr. Krabs

*-Deliver food to Patrick

Downtown Bikini Bottom is a larger place compared to the residential area of Bikini Bottom. The two subareas include the High Rise Apartment complex and the Construction Site. The main area of Downtown, the Business District, consists of three streets that all connect to one another. You start on Albatross Avenue. The street to

the right is Seashell Street, and the street up ahead is Stormy Way. As for venturing through this area, I highly recommend wearing the Fishing Gear or Mermaid Man costume (when unlocked), as some of the threats here may require the range attacks of said costumes.

[S] Up, up and alleyway

Head down Seashell Street. Around the corner from the movie theater, an alleyway is up ahead. Power Jump to the balcony to get the "S" tile.

[P] Shoot the bolts to cross the chasm

Once you've received the Mermaid Man costume, change into it via Costume-Changing Tent. Go through the area with the drills to reach the tin platform with the foreman on it. Using SpongeBob's water balls, throw them at the hot rivets. Sometimes, you'll have to change your distance or angle to be accurate. Beams fall with each rivet knocked down. Jump up the falling beams and hit the remaining rivets using the Power Jump. A tin platform is up above with a Lobster Construction Worker. Just past him is the "P" tile.

[O] Pile on the pressure plate

In the center of the Construction Site is a large pressure plate surrounded by four platforms. Pick up rocks one by one and throw them onto the pressure plate. Repeat this three more times to raise the platforms to varying heights. Jump up to the highest platform, being careful of the swinging wrecking ball. Grab the first "O" tile.

[N] To the top of the High Rise

From the platform used to reach apartment 9, jump from the platform at the height of its rightmost teeter. On this platform is a swinging pendulum. Jump onto it and nab the fish hook to ride upward. Jump to the metal platform and use the steam vents to spring upward. At the top is apartment 10. Continue to the right and jump onto the cog. From there, Power Jump to the left onto the arched platform. A wild snail is in the center with the "N" tile floating above him.

[G] Check the High Rise plumbing

Start from apartment 4. Hook the fish hook to raise the canoe platform. Jump up on it and ride up to the pipe above. Walk carefully along the pipe to avoid falling. On the other side is a steam vent and a pipe blowing steam. At the other end of this steaming pipe is the "G" tile.

[E] Complete all food deliveries

*See all food deliveries. The "E" tile is awarded upon completion of deliveries.

[B] Help Sandy clean up the trash

After you have obtained the Reef Blower costume from Jellyfish Fields, go to Downtown and head down Seashell Street. After the corner with the fruit stand, Sandy is standing near a dumpster by the Chum World billboard. Approach her and she says she's joined Operation Clean Sweep, where trash that falls into the ocean is

cleaned up. She offers SpongeBob an opportunity to lend a hand, which he helps. There are 6 trash balls which can be rolled into the sewers using the Reef Blower. There's one near Sandy on Seashell Street, one at the intersection near the bus stop, one at the intersection of Albatross Avenue and Stormy Way, one at the entrance to the High Rise Apartments on Seashell Street, one at the corner by the jailhouse on Albatross Avenue, and one by Building 87 on Albatross Avenue. Once all the trash balls have been removed, return to Sandy and you'll be given the first "B" tile.

[O] Catch 10 jellyfish in Downtown

Once again, this task is self-explanatory. You earn the second "O" tile.

[B] Gather 75 doubloons in Downtown

Another self-explanatory task. You earn the second "B" tile.

[Find the Dutchman's treasure]

After completing the puzzle, you're brought to the Construction Site. The treasure is located down the right path leading to the High Rise Apartments. It's located in the corner nearest to the bridge. The treasure is a disgusting wig.

*After finding the treasure, Sandy is approached by the Dutchman. Despite trying to fend the Dutchman, Sandy is no match for the Dutchman's hypnotizing. She is taken to join his ghostly crew.

[Deliver food to 17 Seashell Street]

After talking with him, Mr. Krabs has dubbed SpongeBob the Krusty Krab's delivery boy. SpongeBob must pick up the food bag and deliver it to the correct address within the time limit. If SpongeBob is attacked, he will drop the food and he will have to pick up a new bag from Mr. Krabs' food cart. SpongeBob's first food delivery goes to 17 Seashell Street. Head down Seashell Street until you reach the Costume-Changing Tent near the alley. Building 17 is across from the tent. SpongeBob gets a 5 sand dollar tip! Return to Mr. Krabs for the next delivery.

[Meet Mr. Krabs at the Construction Site]

Mr. Krabs says the next delivery is a little trickier. There are hungry workers at the local Construction site, waiting to get their food. Meet up with Mr. Krabs at the Construction Site, through the open gate nearby.

[Deliver food to the construction foreman]

Talk to Mr. Krabs and he'll give SpongeBob the next delivery. Two construction foremen put in orders for food. However, other workers might try to take the food. Pick up the food and head down the path at the right. The first foreman is on a platform across the bridge.

[Deliver food to Patrick]

Return to pick up another bag of food. Return to Patrick by the Costume-Changing Tent. Bring Patrick food and he'll willingly give you the Mermaid Man costume.

[Deliver food to the other foreman]

Return to the food cart and pick up another bag of food. This is a bit trickier. Over by Patrick is a pathway which has a lot of drills. As long as you keep jumping to the brick platforms, you can avoid the drills. The second foreman is on the tin platform.

[Meet Mr. Krabs at the High Rise apartments]

Return to Mr. Krabs food cart and he'll explain that the next deliveries won't be easy at all. Three different parties at the High Rise apartments ordered food. The fastest way to the High Rise is to head down the rightmost path and throw the gate at the far right. Talk to Mr. Krabs at the High Rise apartments.

[Deliver food to apartment 9]

For this, I recommend switching to the Fishing Gear. Pick up the bag of food. To the right is a giant jellyfish which works as an elevator. Ride the jellyfish up to apartment 8 and jump off. To the left is a teetering platform. Jump on it and go up to apartment 9 at the height of its leftmost teeter.

[Deliver food to apartment 4]

Pick up another bag of food from the food cart. Go to the left across the catwalk. A giant jellyfish elevator should be near the opposite exit. Ride the jellyfish up to apartment 3. The ramp to the left leads to apartment 4, but beware of the wild snail and the flower pot it rolls down the ramp.

[Deliver food to apartment 1]

Pick up the last bag of food from the food cart. Ride the jellyfish at the building on the left. At first it will go past your destination, but on its descent, it will stop by apartment 1. Afterward, return to Mr. Krabs.

[Meet Mr. Krabs back in the Business District]

Exit the High Rise apartment complex through the exit at the left to return to the Business District. From this exit, head back up to Albatross Avenue to Mr. Krabs' original spot. Talk to him and he'll give SpongeBob four more orders. He also mentions that he saw someone else who looked like a delivery boy, and to be careful. For these next four orders, you have roughly 240 seconds to reach the four destinations.

[Deliver food to 88 Albatross Avenue]

Pick up the bag of food and head down Albatross Avenue, which is the street you're currently on. Building 88 isn't too far and is the building over from the alleyway. Return for more food.

[Deliver food to 24 Seashell Street]

After picking up more food, go down Seashell Street until you pass both the movie theater and the fruit stand. Building 24 is right across from the sidewalk with the dumpster.

[Deliver food to 10 Stormy Way]

Pick up more food from Mr. Krabs. Go down Stormy Way and Building 10 is close with an arch over the door.

[Deliver food to 11 Seashell Street]

Pick up the last food order and turn down Seashell Street. Head for the movie theater. As you approach Building 11, you'll see a familiar-looking delivery boy at your destination. Patrick seems to think he's also a delivery boy for Mr. Krabs and scoffs at SpongeBob's notion that he isn't.

[Get your final tip from Mr. Krabs]

Return to Mr. Krabs and the food cart. SpongeBob receives his large tip from Mr. Krabs and asks if he hired another delivery boy. Mr. Krabs says he didn't hire another delivery boy, but suggests following said suspicious person to find out what was really going on.

*On your way back to Bikini Bottom, the Dutchman will come and take away Mr. Krabs to join his crew.

Game Totals:

Doubloons: 449

Jellyfish: 42

Sand Dollars: 210

[7] Level 3- Tree Dome

[7.1] Tree Dome

Doubloon Total: 142

Jellyfish Total: 0

Sand Dollar Total: 0

To Do List:

[S] Plug all the leaks

[P] Window jumping

[O] Take a birdbath

[N] Running on the wheel

~*[G] Defeat Sandy in a karate match

~*[E] Bring down the hive

~[B] Across the highest branches

~[O] Gather 100 doubloons in Tree Dome

~*[B] Catch 10 bees and wasps

-Find the Dutchman's treasure

[S] Plug all the leaks

Upon entering the Tree Dome, SpongeBob finds that he isn't drying out and doesn't need his water helmet at all. Talk to Sandy and she'll explain that she got fired up from their last karate match and busted holes in the Tree Dome. She needs help plugging the leaks. Around the dome are ten holes that can be plugged by the large acorns lying around. The acorns are a lot lighter than most objects picked up thus far and launch much farther. Some holes are higher than others and may require SpongeBob to have to stand further away for a better trajectory. After plugging all the holes, talk to Sandy. You will be

given the "S" tile.

[P] Window jumping

Starting from the entrance, head to the right of the Tree and hop onto the large root. From there, three windows will open and close in patterns. Jump across the windows when they open to reach the tall tree root. At the tip of it is the "P" tile.

[O] Take a birdbath

From the vantage point of where the "P" tile was, a birdbath is located on the ground. Jump into its jet and it will launch SpongeBob up to the first "O" tile.

[N] Running on the wheel

From the vantage point of the "P" tile, there are three leaves stemming from the tree. Jump across these leaves to reach a root with a Costume-Changing Tent. Next to it is Sandy's exercise wheel. Jump onto it when you're ready. For 60 seconds, you must stay on the wheel. You don't necessarily have to run, as jumping works better if you can keep up with the pace. The wheel will turn in one direction for some time and then reverse for some time. This will occur two more times before the wheel stops. You'll have obtained the "N" tile.

[G] Defeat Sandy in a karate match

After knocking the hive down and catching all the bees and wasps, head up to the highest branches of the tree and enter Sandy's room. SpongeBob engages Sandy in another karate match, which apparently she's practiced since the last match. Just like the last match, bust up as many objects as you can and stay ahead of Sandy. It's easiest to go and destroy the objects she tries to break first, deterring her progress. After defeating her, you will obtain the "G" tile.

[E] Bring down the hive

SpongeBob's "acorn" gift turned out to be a hive of angry wasps and bees. The hive is now up in Sandy's tree. Enter the tree. The hive is located up at the highest set of branches and can be knocked down with a belly slam. Return to the ground and obtain the "E" tile floating near the hive.

[B] Across the highest branches

On the second set of branches in Sandy's tree is the first "B" tile floating in the air. Jump to obtain it.

[O] Gather 100 doubloons in Tree Dome

Self-explanatory.

[B] Catch 10 bees and wasps

Along with the hive are nasty bees and wasps swarming the Tree Dome. Change into the Fishing gear and use the jellyfishing net to catch the stinging enemies. There are 6 bees in the branches, one on the first set, two on the second, one on the third, and two on the fourth. The bees will not go out of their way to attack SpongeBob. On

the ground are 4 wasps. Wasps are more aggressive and will charge SpongeBob until he is out of range, which isn't too far. One is by the picnic table, another is by the clothing line, another is by the birdbath, and the last is by the exercise wheel. After catching them all, talk to Sandy up in the branches. She will compliment SpongeBob on his work and head up to her room for a rest, leaving the second "B" tile.

[Find the Dutchman's Treasure]

Use the treasure hunting costume to find the treasure. The treasure is located on the second tree root, the one nearest the birdbath. The treasure inside is a pair of disgusting dentures.

*After completing the Tree Dome, the Dutchman comes to take Squidward to be a part of his ghostly crew. Squidward tries to argue his point of the Dutchman only being allowed to take those who disturb his rest, but finds himself hypnotized by a clarinet and taken away.

Game Totals:

Doubloons: 591

Jellyfish: 43

Sand Dollars: 10

[8] Level 4- Jellyfish Fields

[8.1] Jellyfish Fields

Doubloon Total: 267

Jellyfish Total: 84

Sand Dollar Total: 0

To Do List:

~[S] Win the Jellyfishing Competition

*[P] Herd the snails into the corral

[O] Foot race with Patrick

[N] On the prow of the ship

[G] Pearl switching puzzle

[E] Clam jumping

[B] Ride the Great White Jellyfish

[O] Into the hills

[B] Collect 225 doubloons in Jellyfish Fields

-Find the Dutchman's treasure

-Meet Rusty Scupper at the Bait Shop

-Defeat the Clown for the Chum World pass

-Bring 100 jellyfish (Game Total) to Rusty

Take the bus stop outside of SpongeBob's house to get to Jellyfish Fields. Although Downtown is large, Jellyfish Fields is double its size, thus making it and its subareas harder to navigate. Jellyfish Fields has 2 subareas, Jellyfish Clams and Jellyfish Cliffs. I will try my best to be as descriptive as possible in this area. It is also imperative that you have caught most of, if not all of the jellyfish in the first two areas.

[S] Win the Jellyfishing Competition

After bringing the 100 jellyfish to Rusty Scupper, SpongeBob will

have won the competition and earned the "S" tile.

[P] Herd the snails into the corral

Jump into the corral and SpongeBob will claim his Reef Blower. However, Rusty's racing snails are frightened out of the corral. Rusty will give you a few tips on using the Reef Blower. Using the Reef Blower, SpongeBob must herd the snails back into the corral. Press the "B" button to use the Reef Blower as you herd all 9 snails (2 yellow, 1 orange, 1 black, 1 red, 1 maroon, 1 blue, 1 purple, and 1 green) back into the corral. Once all the snails are herded, Rusty will praise you and leave behind the "P" tile.

[O] Foot race with Patrick

Head to Jellyfish Cliffs. Patrick is at the end of the very end of the long pathway. Go over to him and he'll complain of a stomachache. He thinks the source is a "square thingy" he ate. Use a belly slam or regular attack and Patrick will spit out the first "O" tile, which flies over to the cave at the opposite end of the area. Patrick seems to think it's another yummy square thingy. This prompts a race. Patrick moves rather quickly, so try to keep up with him and beat him to the letter tile. Power Jump to keep ahead and grab the tile. If Patrick gets to it first, he will eat it once again and return to his spot to complain of a belly ache and the process must be repeated. Once you win, you'll have obtained the first "O" tile.

[N] On the prow of the ship

In the second area of Jellyfish Cliffs, make use of the Giant Jellyfish at the top of the waterfall. As the last Jellyfish nears the cliff with the sunken pirate ship, Power Jump to reach the cliff. Power Jump to get to the top of the right side of the ship. The prow is on the left side of the ship. Power Jump to the left half and carefully walk across the prow, the point, of the ship. The "N" tile is at the end.

[G] Pearl switching puzzle

Head to Jellyfish Clams. In the first area, climb to the top of the first mountain by scaling the ledges and pick up the pearl that's by the picnic cloth. Use the clam at the bottom of the leftmost mountain and scale the ledges to reach the top. Place the pearl in the geyser to open the chest. Inside is a second a pearl. Pick up a pearl and hop on the top of one of the Giant Jellyfish. Hop to the next Giant Jellyfish to reach the ledges of the tallest mountain. At the top are two geysers. Place the first pearl in one geyser and repeat the process with the second pearl. With both geysers plugged, the chest opens, revealing the "G" tile.

[E] Clam jumping

Proceed to the clam area of Jellyfish Clams. Starting at the clam at the far end of the area, jump across the clams to get to the giant clam on the tallest cliff nearest the entrance. Above this clam is the "E" tile.

[B] Ride the Great White Jellyfish

This task requires some patience. In the second area of Jellyfish

Clams, hop on top of the Great White Jellyfish in the corner to the right of the entrance. You must stay on the Great White Jellyfish the entirety of the ride, but it will try to keep you off by going underneath platforms. You'll have to jump off onto the platform and quickly get back onto the Great White Jellyfish. Rotating the camera can be very useful for this task! If you fall off, you have 10 seconds to get back onto it. If you don't make it back onto its back in time, it will return to its nest and the process will have to be repeated. It will make its rounds around this whole area before it returns to its nest. Once you manage the ride, you'll be able to get the first "B" tile.

[O] Into the hills

Head to Jellyfish Fields at the top of the waterfall. Go down the straight path leading to the field of strange plants. While on the smallest plant, Power Jump onto the ledge across from the fish by the small waterfall. Jump across the ledges, being careful of the gaps. The second "O" tile is floating at the end of the ledge between the hills.

[B] Collect 225 doubloons in Jellyfish Fields

Self-explanatory.

[Find the Dutchman's treasure]

After completing the puzzle, you are brought to Jellyfish Cliffs. Proceed to the second area of Jellyfish Cliffs and use the same process used to reach the prow of the ship. Once at the prow, Power Jump to the large pathway at the edge of the cliff across from the ship. At the very end of the path is the treasure. The treasure is a pair of old, cracked glasses.

*After collecting the treasure, the Dutchman comes to take Patrick to be part of his ghostly crew. Patrick is so excited to not be alone that he doesn't even need to be hypnotized. The Dutchman takes Patrick.

[Meet Rusty Scupper at the Bait Shop]

At the entrance of Jellyfish Fields scale up the cliff either by using the clam on the incline at the left or scaling the platforms up the waterfall. Once at the top, head down the right path until you reach the corner. Up along this path leads to the Bait Shop. Talk to Rusty Scupper. He explains that the Jellyfishing Competition is sponsored by his Bait Shop and that whoever gathers 100 jellyfish wins the competition and a prize from Rusty's corral (except for his old racing snails). The prize is a Reef Blower 2500, aka the Reef Blower costume! Rest assured, the 100 jellyfish to be gathered are the game total, not the area total. If you've caught jellyfish up to this point, you should be a little more than halfway.

[Defeat the Clown for the Chum World Pass]

At the top of the waterfall of Jellyfish Cliffs is a mountain. Jump the ledges up the mountain to get to the top, where an angler fish clown, aka a Chum World Clown, is standing around. Approach him and SpongeBob will recognize him as a Chum World Clown. The Clown doesn't want Plankton to know he's there, so SpongeBob suggests he give the

Chum World bus ticket pass to him in exchange for keeping his location hidden. The Clown however, says he will give SpongeBob the bus ticket if he defeats him. The Clown will charge, but all it takes is one hit for him to give up. The Clown leaves you the bus ticket, grumbling about finding a new line of work. This task also fulfills the "Get Chum World pass from Jellyfish Fields" task for Bikini Bottom.

[Bring 100 jellyfish (Game Total) to Rusty]

Start making your rounds around the first area, as it wraps around from the entrance to Rusty's Bait Shop and all the way back. It's a big area to explore, but this area is condensed as Jellyfish Fields. There's the entrance area, which leads up to the waterfall. At the top of the waterfall are two paths which both wrap around to the other. Towards the right is a path leading to a couple of other meadow areas. Rusty's Bait Shop is along the path at the right of the waterfall. The left path leads to a field of strange plants, which leads back around to Rusty's Bait Shop. In Jellyfish Fields alone, there are 49 jellyfish (if all jellyfish prior were collected, the game total is at about 70). Head to the field of strange plants. These begin to shake, and bloom as they make a whining sound before settling down. The plants can only be jumped on in a settled state, as their bloom is harmful. These plants of varying heights lead up to a cliff area, which leads to Jellyfish Clams.

In Jellyfish Clams, you will see a large open area with Giant Jellyfish. These Giant Jellyfish can carry SpongeBob when he hops on their back. Simply power jump onto one when it's in its nest, or while it is swimming about as a platform. Watch out for the nests, as the sparks are an insta-death for SpongeBob. An indicator of a jellyfish nest is a ring of flowers! In this area are 11 more jellyfish (making the possible game total 81). The next part of Jellyfish Clams is at the far end through a large cave opening. This area has a multitude of giant clams, living up to its name, as well as the Great White Jellyfish. There are 16 more jellyfish in this area (bringing the game total up to 97).

To get to Jellyfish Cliffs, return to Jellyfish Fields and enter the meadow at the right of the top of the waterfall. The entrance to Jellyfish Cliffs is accessed by scaling the ledges up to the cliff itself. Plankton is roaming around. SpongeBob mentions wanting to see Chum World. Plankton says a bus ticket is needed for the Chum World bus stop, but he's given special instructions to all of his Chum World clowns to not give SpongeBob a ticket. He does mention something about one of the clowns being in Jellyfish Fields. Proceed to Jellyfish Cliffs.

Just as its name suggests, Jellyfish Cliffs has a lot of cliffs and platforms in this area. There are more than enough jellyfish in this area to bring the game total to 100. Once you have that 100, return to Rusty's Bait Shop. Jellyfish Cliffs also has one other area to explore, located down a path below the floating pathway where Patrick is located. This area has a larger waterfall to scale through use of the Giant Jellyfish and the Power Jump onto ledges. At the top of the waterfall is a large mountain and a sunken ship in the far back.

Game Totals;

Dobloons: 864

Jellyfish: 127 (27, after Jellyfishing Competition)

Sand Dollars: 10

[9] Level 5- Chum World

[9.1] Chum World

Doubloon Total: 314

Jellyfish Total: 40

Sand Dollar Total: 0

To Do List:

[S] Win the Porthole Plunge game

[P] Win the Inflato game

[O] On top of The Spinner

[N] On top of the Ferris wheel

~[G] Catch Plankton if you can

[E] Win the Chum Putt game

[B] To the tippy top of the Big Top

[O] Catch 25 jellyfish in Chum World

[B] Gather 225 doubloons in Chum World

-Find the Dutchman's treasure

The bus stop right across from the Chum Bucket takes you to Chum World. Take it to get to Chum World. This area is smaller than prior areas as far as exploration, but it's made up for with carnival game tasks.

[S] Win the Porthole Plunge game

From the entrance to Chum World, go left at the spinning Plankton statue and head onto the beach waterfront. At the left is a Chum World Clown operating the Porthole Plunge game. Talk to him and he'll give you instructions. The key is to pick up the three beach balls and throw them at the three portholes. The moving anchor moves in front of the portholes, so you'll need to time your throws. Once all three portholes are plugged, talk to the Clown and he'll give you the "S" tile.

[P] Win the Inflato game

At the right of the spinning Plankton statue is a boardwalk leading to a roller coaster. Follow the path around the roller coaster and go up the ramp to another Clown. In order to win the Inflato game, the Inflato balloon must be popped. To do so, SpongeBob has to belly slam on the 4 buttons to keep inflating the balloon. However, the longer it takes, the more the balloon will deflate. Once you win, you receive the "P" tile from the game.

[O] On top of The Spinner

At the right of the roller coaster is a boardwalk path leading to the Carnival Games area. In this area is the Ferris wheel and The Spinner, but the path behind The Spinner wraps around to another area that has a boat ride and the back entrance to Chum Putt. The Spinner is a tower of spinning platforms. The bottom and top sets spin counterclockwise, while the middle set spins clockwise. Simply Power Jump at the appropriate times to scale to the top of The Spinner. The first "O" tile is on the platform at the very top.

[N] On top of the Ferris wheel

From either the top of the Spinner or from below the Ferris wheel, Power Jump into one of the Ferris wheel cars. Once the Ferris wheel car is at the top, the "N" tile is floating there.

[G] Catch Plankton if you can

In order to find Plankton in Chum World, you have to have finished, as in find the Dutchman's Treasure, in ALL of the 5 other areas (Bikini Bottom, Downtown, Jellyfish Fields, Sandy's Treedome, and Goo Lagoon). Before, by the Midway Carnival Games, you may have noticed the Plankton statue in the sand with the message "I'll be back later - Plankton". This is where he is located for this task. After finding the 5 required treasures, go back to Chum World. Meet Plankton where the Plankton statue at Midway Carnival Games. He is holding the "G" tile. Talk to him and he will run off with the letter tile. Just jump on him or touch him to grab the tile. He will run off around the Midway Games, but he shouldn't get too far before you nab the "G" tile.

[E] Win the Chum Putt game

The entrance to Chum Putt is located to the left of the spinning Plankton statue. Enter Chum Putt and talk to the Clown. The goal of Chum Putt is to roll the golf ball up the incline of the course and to hit all the buttons with it along the way. There are 9 buttons on the course's entirety. Change to the Reef Blower costume. This task is one of the more challenging, as there are multiple objects to deter your progress along the course, such as jellyfish and clowns. Head up along the incline, hitting the first goal at the start of the course and the second along the incline. The ball will roll down to the start unless it is blown or is on flat ground. Hit the third button at the top of the incline, but do not blow the ball too hard or it will fall into the waterfall of green goo and float back down to the start. Blow on the pinwheel nearby to lower the drawbridge to the next part. Blow the ball along the drawbridge and through the Plankton statue, watching out for its teeth that emerge and retreat. The fourth button is after the Plankton statue.

In front of a building ahead are pillars that risk pushing the ball into the goo waterfall. You can get it across with speed and precision, but otherwise, you can push the ball along the back of the building, weaving it past the tires. Return to the path and hit the fifth button after the building. Power Jump to the wood platform with the pinwheel on it. Blow on it to enable it to rotate over and create a bridge. Blow the ball along into the next area. Time yourself as the pillars push up out of the ground ahead. Push the ball through and hit the sixth button. Roll the ball up the incline ahead and hit the seventh button at the top of the incline. The eighth and ninth buttons are up the ramp at the top, leading to the exit. Upon winning, you receive the "E" tile.

[B] To the tippy top of the Big Top

The Big Top entrance is in front of the spinning Plankton statue. Approach the Clown and he'll not let you in as he has orders from Plankton to not let SpongeBob into the Big Top. However, he makes a deal. If SpongeBob can extinguish five targets lit by the Clown, he will let SpongeBob in. Change to the Mermaid Man costume. Use water

balls to extinguish the targets! The first target is to the right of the spinning Plankton statue, the second target is inside the mouth of the spinning Plankton statue. The last 3 targets move, making them harder to hit. Go to the ferry area and the third target is doing figure eights. Stand at a distance to hit it. To hit the fourth and fifth targets which cross each other and make arches over the ferry, stand on the barrel and hit both targets as they approach. Return to the Clown and make your way into the Big Top. Change to the Fishing gear.

Head to the opposite end of the Big Top and jump into the cannon. Aim it at the pillar above to ensure you land on the platform. Hang on the fish hook as it travels the zip line. Jump onto the narrow platform and take the next fish hook to the higher level. With precision timing, jump from the two swings at the height of their swing to reach the next platform. From there, take the next fish hook zip line and ride the next fish hook up to the highest level. Cross either bridge with the Clowns walking around. Carefully ride the swing and jump onto the narrow platform. Jump up the narrow platforms to the wide platform with the cannon. Jump into the cannon and aim a little above where the "B" letter tile is on the platform.

[O] Catch 25 jellyfish in Chum World

Self-explanatory.

[B] Collect 225 doubloons in Chum World

Self-explanatory.

[Find the Dutchman's treasure]

After completing the puzzle, the Dutchman's treasure is located near the Chum Putt exit, on the ledge at the left by the pillars pushing upward. The treasure is a disgusting backscratcher.

*After obtaining the treasure, SpongeBob is returned to his home. But he isn't within safety, for the Dutchman has begun to drop cargo from his ship onto the poor Sponge!

Game Totals;

Doubloons: 1178

Jellyfish: 67

Sand Dollars: 10

[10] Level 6- Goo Lagoon

[10.1] Goo Lagoon

Doubloon Total: 307

Jellyfish Total: 37

Sand Dollar Total: 38

To Do List:

[S] Umbrella jumping

[P] Top of the juice stand

[O] Light up the lighthouse

[N] Lighthouse shows the way

*~[G] On the pier
~[E] Defeat Larry in a karate match
[B] To the crow's nest
[O] Catch 30 jellyfish in Goo Lagoon
[B] Gather 250 doubloons in Goo Lagoon
-Thank Larry for the bus ticket
*~-Talk with Larry at the lighthouse
*~-Talk with Larry at the shipwreck
*~-Meet and greet the ship
-Find the Dutchman's treasure

The bus stop near the Costume Changing Tent on Resident Row, SpongeBob's street, leads to Too Lagoon. Once you have obtained the ticket from Larry the Lobster, you can access the area. Goo Lagoon has the Beach, the Pier, and the Lighthouse District. The Beach itself wraps entirely around in a circle, while the Pier and Lighthouse District are subareas accessed from the Beach. From the start, the Pier area is closed off until SpongeBob A) fixes the broken lighthouse AND B) places an order for a magic bottle for 300 sand dollars.

[S] Umbrella jumping

Head to the left along Goo Lagoon's beach. For this, you CAN wear the Reef Blower costume, but it isn't required. Near each umbrella is a fan that can be blown with the reef blower, which thus allows the umbrella to spin and oscillate. At its lowest cycle, SpongeBob can jump onto the umbrella with a Power Jump. Otherwise, other objects in your vicinity can make this possible without the use of the reef blower. Likewise, continue to the left, heading down onto the bridge. At the right is the dock leading to the pier. An umbrella is in front of the large rock formation and can be reached using one of the tires packed in the dirt. From there, jump onto the ledge of the rock formation. Another umbrella is on the other side, with the "S" tile floating above it.

[P] Top of the juice stand

From the Pier entrance, continue to the other side of the beach. Walk to the center of the sand, and one of the mean Musclemen will jump down from his lifeguard stand. SpongeBob asks if he can sit on his lifeguard stand, but the Muscleman declines rather rudely. Defeat him, and another larger Lifeguard will appear from a taller lifeguard stand. Repeat this three more times, and the five remaining lifeguard stands will provide platforms to reach the juice stand at the far end of the beach. Jump across the two rocks formations to reach the lowest lifeguard stand. Jump along the lifeguard stands and jump onto the roof of the juice stand, where the "P" tile floats above.

[O] Light up the lighthouse

To access the Lighthouse District, head down the pathway on the far end of where you entered Goo Lagoon. The base of the lighthouse must be activated by the hook connected to the power switch. Change into the Jellyfishing Gear and take the winding path up to the lighthouse's base. Activate the switch. The lighthouse is back on! But the first "O" tile is at the very top and the entrance to the lighthouse is boarded up. We'll have to reach the top in the unconventional way. Near the boarded entrance is a rock formation you can Power Jump onto. From there, is a ledge with a window on the

lighthouse. Beware of these windows, as a fish will open them at a rapid speed and cause harm to SpongeBob. Just time your movements past these. As long as you are not directly in front of the window, you won't take harm. Take the winding ledges upward, being careful not to fall back to the ground. It can be tedious to have to keep climbing back up. Along the top are thin plank pathways that span across the tall rock formations. Cross carefully until you reach a walkway on the lighthouse. The elevator leads to the Upper Floor, so take it. From this point on, a fall means death, so be extra careful. Take the winding pathway up to the elevator for the Upper Upper Floor. From here, take the winding path, scale the ledges, and jump on the sleeping clam to propel onto the top of the lighthouse. The first "O" tile is floating in the center. Once you've collected this tile, the boarded up entrance at the bottom is now opened.

[N] Lighthouse shows the way

It's a good idea to complete this task after the first "O" tile task. From the top of the lighthouse, Power Jump onto the closest Giant Jellyfish. For whatever reason, the Giant Jellyfish like to congregate in a circle around the lighthouse beacon. Power Jump across the Giant Jellyfish and the lighted rock formations. The "N" tile is floating on the very last rock formation. A lone Giant Jellyfish waits and will give you a ride back down to the door to the Upper Floor.

[G] On the pier

After fixing the lighthouse beacon AND obtaining 300 sand dollars, talk with Rusty Scupper over by the pier entrance. He mentions previously that the Dutchman's release has prompted people to buy magic bottles to capture him. The cost for an order is 300 sand dollars. Additionally, the captain of the boat needs the lighthouse beacon to be operational despite the clear weather. He has bad eyes and the lighthouse guides him. After placing the order, Rusty will let you onto the Pier. Make your way to end of the pier where the "G" tile awaits. However, it won't be that easy. The Dutchman appears to take over the ship, destroying the pier as he drives through it. Once you escape back to the entrance, Rusty Scupper says he has no reason to stick around with the demolished pier, but that he would rummage through it for valuables if he were younger. That means, we should return for the "G" tile.

Return to the pier. Although destroyed, the pier is still accessible. With careful navigation through the wreckage, you can make it back to the end. Power Jump and gliding will be useful to cross the rotating or spinning platforms. There are multiple ways to get through and plenty of loopholes, but it depends on what is easiest for the player. The obstacles marked with the Dutchman's doubloons indicate the basic path. Near the end, the "G" tile is on a lone plank out in the open. You can return back using the same path you took.

[E] Defeat Larry in a karate match

After annoying Larry three times about his belt, at the juice stand, the lighthouse, and the shipwreck, he will prompt you to battle him in the tough man arena if you want the belt so badly. When you're ready, take the anchor up to the arena. Talk with Larry over by the cabin entrance. The battle with Larry works exactly like the prior two battles with Sandy. Smash more things than Larry in 60 seconds to

win. Keep ahead of Larry or attack him to hinder his progress for an easy win. After defeating Larry, he will give you the "E" tile and a Championship title.

[B] To the crow's nest

With access to the shipwreck, you can reach the first "B" tile. Make sure you know your pirate lingo, there's a quiz later! I kid. The crow's nest is the round platform on the ship's mast where the navigator observes and gives direction. The mast is just the wooden pole with the sails attached to it. Power Jump up the platforms and along the various masts to reach the crow's nest at the very top. The first "B" tile is on the tip of the pole. The crow's nest rises and falls, and at the height of its rise, Power Jump to obtain the tile.

[O] Catch 30 jellyfish in Goo Lagoon

Self-explanatory.

[B] Gather 250 doubloons in Goo Lagoon

Self-explanatory.

[Thank Larry for the bus ticket]

You never got a chance to really thank Larry for the bus ticket! Fortunately, he's right here at Goo Lagoon! At the far end of the beach is the local juice stand. He is at the counter. Approach him and SpongeBob will thank him for the bus ticket. Larry engages in conversation, but then says he doesn't want his friends to see them talking to each other. SpongeBob complies, but asks where Larry got the belt with the oddly familiar letter tile. Larry mentions he won it in a karate championship, but he won't give up the belt. SpongeBob instead suggests he sing, to which Larry quickly retreats, hoping to find solace at the lighthouse.

[Talk with Larry at the lighthouse]

As you take the path for the "N" tile task, Larry is located on the second rock formation. Talk to him and Larry refuses to give up the belt with the tile. SpongeBob chooses to add another verse to his delightful song. This prompts Larry to leave, fleeing to the old shipwreck.

[Talk with Larry at the shipwreck]

After pestering Larry at the lighthouse, meet with him at the shipwreck, exactly where you entered Goo Lagoon. Talk with him and he quickly rejects any talking, singing, or giving up his belt. SpongeBob prepares his song again. Thoroughly frustrated, Larry tells SpongeBob he has to win the belt the same way he did: in the tough man arena. When you're ready, take the lowered anchor up to the shipwreck for the karate match with Larry.

[Meet and greet the ship]

After placing a magic bottle order, Rusty Scupper will tell you to meet with the ship at the end of the dock. The dock has a lot of plank walkways, but it really is a straight shot to meet with the ship. Upon reaching the end, SpongeBob sees the ship approaching, but

not slowing down. The Flying Dutchman appears to take control of the ship. He starts to drive the ship into the pier. Quickly run back to entrance to avoid being run down.

[Find the Dutchman's treasure]

After completing the puzzle, the Dutchman's treasure is located on Goo Lagoon's Beach. Head over near the Pier entrance and the treasure is located on the sand near the umbrella by the small waterfall. The treasure is a nasty corset.

*Upon returning and exiting SpongeBob's house, the Dutchman finds his powers are now weakened towards SpongeBob. However, there are still 2 treasures left to obtain.

Game Totals;

Doubloons: 1485

Jellyfish: 53

Sand Dollars: 80

[11] Level 7- The Dutchman's Graveyard

[11.1] The Dutchman's Graveyard

Doubloon Total: 176

Jellyfish Total: 17

Sand Dollar Total: 0

To Do List:

[S] Bring back the booty

[P] In the smokestack

[O] Bring back more booty

[N] You guessed it, more booty

[G] Atop the Dutchman's head

[E] Booty, booty, booty

[B] On the deck of the last ship

[O] Catch 10 jellyfish in the graveyard

[B] Gather 75 doubloons in the graveyard

-Find the Dutchman's treasure

Once outside after escaping the fallen debris, a cannon will be on the ground, having survived the wreckage. This will take you to the Dutchman's Graveyard. However, make sure you've done everything you need to in any of the 6 other areas, because you will not be able to leave the Dutchman's Graveyard. Jump into it, aim and fire, and you will be launched to the Dutchman's Graveyard. The Graveyard is one large area split into sections. For the majority of this area, I recommend using the Jellyfishing Gear or the Mermaid Man costume, as there are some enemies and obstacles present that will be more difficult to tackle in Squarepants. Be careful of ghosts, skeletons, and other harms that will come your way!

[S] Bring back the booty

In the first section, walk up the path and cross the bridge at the far right to reach a small boat with a cannon and a pirate on it. He accuses you of stealing his booty, which SpongeBob discloses and says he's looking for his friends. The pirate mentions the Dutchman's new

crew and that they get to be on the ship while his old crew is stuck in the Graveyard. On top of that, he is without pay. SpongeBob desperately needs to get past the large ship across the way to reach the next section of the Graveyard. The pirate says he will let you use his cannon to cross if you bring him a sack of booty. There is a winding path that leads to a shipwreck with a stash of booty. But first, I recommend clearing the path of any jellyfish and ghosts. This will make SpongeBob's return to the pirate easier. SpongeBob will drop the booty if he gets hurt. Skeletons cannot be defeated, but they only stand still and watch you if you come too close. They can cause damage nonetheless. Take the far left path and head down the winding path until you reach a pirate ship. Inside is a sack of booty. Pick it up and return the booty to the pirate at the ship. You will obtain the "S" tile. The cannon is now ready for use! Jump in and aim yourself at the deck of the shipwreck where you found the booty. Aim high and fire.

[P] In the smokestack

On the deck of the shipwreck in the first section, Power Jump and go into the smokestack to obtain the "P" tile.

[O] Bring back more booty

Travel through the ship's cabin to reach the second section of the graveyard. Talk to the pirate at the front of the ship and he will request some booty. Repeat the task as you did for the first pirate. This route is longer, but with fewer enemies. However, a shack pushing rolling barrels down the path act as a tougher obstacle. Along the path are rounded sections that you can go to for cover as you proceed. Return the booty to the pirate and he will leave you with the first "O" tile. Jump into the cannon and launch onto the deck of the shipwreck where you found the booty.

[N] You guessed it, more booty

Pass through the ship's cabin to reach the third section of the graveyard. Talk to the pirate and he'll request, of course, some booty. This path is the long and tedious. There are ghosts, skeletons, and the rotating Flying Dutchman rock in the middle of the area spews a harmful green mist. However, there are rounded "safe spots" that you can stand in to avoid the green mist as it passes. Pick up the sack of booty in the shipwreck and return it to the pirate. If you have to repeat this a few times, don't feel bad; it's tedious and a bit difficult. After giving the booty to the pirate, he will leave the "N" tile.

[G] Atop the Dutchman's head

Jump into the cannon and aim yourself just a little above the rotating Dutchman head. Try to aim at his head, but be careful, as you can miss and fall into the lava. Aiming too high, you might sail over his head. Launch when you see one of the notches on the Dutchman's hat. It may take a few tries, but when you manage to get atop his head, Power Jump to collect the floating "G" tile.

[E] Booty, booty, booty

From the cannon, launch yourself at the shipwreck you took the booty from. Pass through the cabin into the fourth and final section of the

graveyard. This is the longest and most difficult path. Talk to the pirate and he will give you your booty-fetching task but not without some SpongeBob-sass. This path features skeletons, moving crate platforms, and swinging anchors to knock you off your path. Cross when safe of course. Otherwise, you can shortcut, but at your own discretion. Give the pirate the booty and he'll leave the "E" tile.

[B] On the deck of the last ship

Fire yourself from the cannon when the anchor holes line up during their swing. The first "B" tile is floating on the deck of the ship.

[O] Catch 10 jellyfish in the graveyard

Self-explanatory.

[B] Gather 75 doubloons in the graveyard

Self-explanatory.

[Find the Dutchman's treasure]

After finishing the puzzle, the treasure is revealed to be located on the deck of the last ship. The treasure is a picture of Mama Dutchman.

Game Totals;

Doubloons: 1661

Jellyfish: 70

Sand Dollars: 80

[12] Final Boss

[12.1] Final Boss

Before we can face the Dutchman, SpongeBob must rescue his friends from the ship. Launch from the cannon onto the ship and rescue SpongeBob's friends. Once rescued, the friend goes to a lifeboat. Gary is on the bow, the very front end of the ship. Squidward is on the deck. Patrick is on the lower crow's nest. Scale the ledges on the mast. Sandy is on one of the upper crow's nest. Mr. Krabs is in the other upper crow's nest. After all the friends have been rescued, the battle ensues! As it turns out, we no longer have that great of an advantage over the Dutchman. Squidward's book on spirits wasn't entirely accurate, and was, in fact, a little out of date. The seven treasures of the Dutchman do not make you completely immune but MOSTLY immune to his powers. Some effort will have to be made to defeat him.

The Strategy:

The Dutchman can be a very simple boss if you know the strategy to defeat him. The Dutchman has an array of attacks. Initially, he will follow SpongeBob and shoots green mist at you. As long as you keep moving, you can avoid this attack. Next, he will appear in one of the ship's corners. He will drop a few bombs from the sky. This is your chance to attack. Pick up a bomb and throw it at the Dutchman. However, a ghost is always released to try and make you drop the bomb. The ghost is easily avoidable however. Finally, the Dutchman's

green portal will follow underneath SpongeBob. It will seem unnerving to have it right under you, but as long as you keep moving, you won't be harmed. He will eventually summon the undefeatable skeletons to additionally hinder your progress. A bomb will need to be thrown at the Dutchman three times to defeat him. This cycle repeats until the Dutchman is hit three times. On the final hit, SpongeBob reseals the Dutchman into his magic bottle and SpongeBob and his friends take the lifeboat back home to resume their comfortable lives. The game's credits then roll.

[13] Helpful Tips!

[13.1] Helpful Tips!

Below, I have enclosed a few tips that might make the gameplay easier on the player!

General tips:

- Power Jump is your friend! Use it whenever you can, as it is key to reaching places you couldn't with a normal jump, and it is prime when seeking out loopholes or shortcuts.

- In situations where you will need to attack enemies or obstacles, the best costumes to wear are the Jellyfishing Gear and the Mermaid Man costume. Both outfits have unique abilities and offer the range attacks that the regular Squarepants outfit does not. Regular SpongeBob requires you to be within close range of an opponent, and that isn't always wise if you want to reserve health!

- It is really wise to collect all doubloons, sand dollars, and jellyfish in a single area before proceeding to the next. Some areas require the use of a designated amount of jellyfish or sand dollars to proceed, and it can alleviate later hassle if you tackle all items from the start.

- For the treasure puzzles, start by identifying where the frame of the puzzle is and begin working from there!

- It's a good idea to get to know the areas well. It can make treasure hunting go a lot faster. Although, the divining rod works just as well.

- If you are having a hard time finding doubloons, remember that some things are breakable and contain doubloons! Barrels, sand castles, and other things can often go unnoticed, so check thoroughly! Also, be sure you use the Reef Blower costume, as it can also be essential to finding doubloons.

- In karate matches, the key is to smash more objects than your opponent. The best things to do to stay ahead are to look for objects that spawn in clusters. These clusters rack up easy points fast. Additionally, go for the objects that the opponent is heading for and beat them to it. Attacking your opponent as you smash objects will slow their progress and allow you to get an easy lead!

[14] Final Word

[14.1] Final Word

It took me awhile, due to other priorities in life, but I finally finished this walkthrough and fine-tuned it as best as I could for optimum clarity! As one of my favorite SpongeBob titles, I have to say this game is one that doesn't fail to entertain for a few hours and it certainly offers a fair amount of replay value. This game is definitely one that keeps true to its SpongeBob roots and really captures the essence of the show! I hope you enjoyed the walkthrough, and the game, as much as I have! Until next time!

~SuperOtakuAlex

[A] Email/Contact Information

Below is my e-mail, which you can contact me at if you have any questions or something to add to the guide. *However, read through the ENTIRE guide before you send me an e-mail. If I've already answered something in the guide, your e-mail will be ignored.*

superotakualex@yahoo.com

When you e-mail me, don't be rude, inconsiderate, or use profanity. Also, have a subject for your e-mail so I know what it's about. Don't send me spam, something unrelated to the guide, technical difficulties regarding the game and/or console, or something already answered in the guide.

I speak English primarily, so I won't be able to understand an e-mail written in Spanish, Italian, French (I only know the basics of the language), German, or any other language. The e-mail should be straight-forward and to the point. I don't want an e-mail that is off-topic. I also don't want the e-mail to be written in horrible English. Nobody is going to understand someone that types like this, "so how you paly gaem. Am stuk. Hallp meh." You don't have to be formal with the e-mail, but simple, casual writing will do.

If you send me an e-mail with any information to add to the guide, you will be credited in the Credits section in the guide.

[B] FAQs

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"Hey, I noticed something about the game that wasn't listed in this guide! May I submit the missing information?"

If you notice anything I failed to mention in the guide, it would be much appreciated to have that information submitted! Send me the information via email, and I will be glad to review it and add it to the guide, permitting it was indeed missing!

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This section is where credits towards this guide and any other information will go. Your name used on the site will be used to credit you on your information.

Thanks goes to;

Vicarious Visions, Big Sky Interactive, Nick Games and THQ, for the development of SpongeBob SquarePants: ROTFD.

Stephen Hillenburg and Nickelodeon, for creating and developing the show and character SpongeBob SquarePants.

Me, for making this guide.

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