

Cheat Happens	www.cheathappens.com
GameFAQs	www.gamefaqs.com
GameSpot	www.gamespot.com
IGN	http://faqs.ign.com
Neoseeker	www.neoseeker.com
Supercheats	www.supercheats.com
Yahoo! Games	http://games.yahoo.com/games/front

I choose these sites because they do not take advantage of anyone's FAQs (I've checked them before.), and because they are recommended by other GameFAQs Users.

Note 5: The most recent update of any FAQs I have are always at GameFAQs.

Note 6: Whenever I have a word in all caps I'm not yelling, I'm just stating something important.

2. Table of Contents

1. Game/Author Info
2. Table of Contents
3. Introduction
4. Main Menu
5. Controls
6. The Game Screen
7. Pick-Ups and Power-Ups
8. Items
9. Tips
10. Walkthrough
 - 10.1 Chapter 1: Bikini Bottom
 - 10.11 Level 1: Jellyfish Fields
 - 10.12 Level 2: Sandy's Tree Dome
 - 10.13 Level 3: Fish Hooks Park
 - 10.14 Level 4: Downtown Bikini Bottom
 - 10.15 Bonus Level 1: Six Clams Adventure Land, Big Wheel
 - 10.2 Chapter 2: To The Center Of The Earth
 - 10.21 Level 1: Cavernous Canyons

- 10.22 Level 2: Thermal Tunnels
- 10.23 Level 3: Acrid Air Pockets
- 10.24 Level 4: Lava Fields
- 10.25 Bonus Level 2: Six Clams Adventure Land, Roller Coaster

10.3 Chapter 3: Bikini Bottom Prehistoric Times

- 10.31 Level 1: Precipice Canyon
- 10.32 Level 2: Desert Wasteland
- 10.33 Level 3: Kelpazoic Jungle
- 10.34 Level 4: Inside The Whale
- 10.35 Bonus Level 3: Six Clams Adventure Land, Tunnel of Love

10.4 Chapter 4: Rock Bottom

- 10.41 Level 1: Road To Rock Bottom
- 10.42 Level 2: Lonely Souls
- 10.43 Level 3: The Graveyard
- 10.44 Level 4: The Last Stop
- 10.45 Bonus Level 4: Six Clams Adventure Land, Ghost Train

10.5 Chapter 5: Industrial

- 10.51 Level 1: Jellyfish Fields
- 10.52 Level 2: Man Ray's Lair
- 10.53 Level 3: The Oil Rig
- 10.54 Bonus Level 5: Six Clams Adventure Land, Snail Race
- 10.55 Level 4: The Tuna Canning Factory

11. Game Script

12. Copyright/Trademark Information

13. Version Information

14. Thanks

3. Introduction

Hoppin' Clams!

Welcome to Bikini Bottom! It's Patrick Star's birthday and SpongeBob would like to get him the best birthday present ever. This present is autographs from their favorite superheroes, Mermaid Man and Barnacle Boy. But when SpongeBob goes to ask them, they send him away on many difficult challenges. If you can complete all of the challenges, you'll win the autographs.

4. Main Menu

Press Start to get to the Main Menu.

Start Game

Choosing this option starts your quest for the birthday present.

Options

When you choose this you can customize the Controls, Screen Position, Sound, Controller Vibration, and Save/Load game data.

5. Controls

Menu Controls

Button	Action
Directional Buttons	Adjust Setting
X Button	Select
Triangle Button	Go Back

Game Controls

Button	Action
Up Directional Button	Look Up
Down Directional Button	Look Down
Left Directional Button	Move Left
Right Directional Button	Move Right

Note: For all three control styles the direction buttons are the same. For the Circle, Square, X, and Triangle Buttons the controls are different. But I'll be listing all of them.

Control Style A

X Button	Jump
Square Button	Use Equipped Item/Karate Chop
Circle Button	Catch Jellyfish with Net/Suck up Shells with Coral Blower
Triangle Button	Equip/Unequip Item

Control Style B

X Button	Use Equipped Item/Karate Chop
Square Button	Jump
Circle Button	Equip/Unequip Item
Triangle Button	Catch Jellyfish with Net/Suck up Shells with Coral Blower

Control Style C

X Button	Jump
Square Button	Use Equipped Item/Karate Chop
Circle Button	Equip/Unequip Item
Triangle Button	Catch Jellyfish with Net/Suck up Shells with Coral Blower

Special Moves

Button	Action
X Button + X Button	Butt Bounce

Note: This move is used to kill enemies.

6. The Game Screen

Spatulas

The number of Spatulas you have is in the top left-hand corner.

Item

Your item and the number of uses left is in the top right-hand corner.

7. Pick-Ups and Power-Ups

Golden Spatulas

These are just what they are, Golden Spatulas. You need to collect these to keep going. What I mean is, if you get hit with some or all spatulas collected you lose them, and after a few seconds they disappear. If you get hit with no spatulas, you lose a life and have to start the level over from your last checkpoint.

Underpants

Represented as Underpants, if you collect this pick-up you earn an extra life.
:)

Glove

This is represented as a red glove. When you collect this power-up, you can use it to kill enemies. Be warned, it lasts a short amount of time.

Squeaky Boots

These are represented as a pair of boots. If you get this, you can walk on dangerous surfaces without being harmed.

Jellyfish Jam/Bubble Mixture

These are represented either as a jar with a bubble picture on it, or a jar with a jellyfish on it. Collect these to use the Bubble Wand and Jellyfish Launcher. But the supply will go down while you use it so collect it when you see it.

Checkpoints

These are represented as Phone Booths. Pass by one and if you die you restart at your last checkpoint.

Quest Items

These are represented as what you have to collect on the level. They are at the end of every level and sparkle.

8. Items

Note: I'll be using the Style A controls to list how to use the Items.

Balloon

These, represented as a glove-shaped balloon, are used to jump higher or remain

in the air longer.

Jellyfish Net

This is represented as a butterfly net. Use the Circle Button to catch a Jellyfish. To throw a Jellyfish use the Square Button.

Coral Blower

This looks a lot like a Vacuum Cleaner bag. Hold the Circle Button to turn on the Coral Blower. Hold the Square Button to suck up a nearby seashell. Then hold the Square Button and use the Up and Down Directional Buttons to aim, and release the Square Button to throw a seashell at an enemy.

Bubble Wand

Represented as a Bubble Wand you need Bubble Mixture to use this. Press the Square Button to blow a bubble. After that press the X Button to jump on it.

Jellyfish Launcher

Use the Jellyfish Jam to use this Item. To launch Jellyfish out hold and release the Square Button when it pulsates and reaches it's maximum size.

9. Tips

Here are a few tips to help you beat the game.

Tip 1: Since it is tough to collect all the Spatulas on a Level because of those evil enemies, collect as many as you can, and try to kill as many enemies as you can before losing any.

Tip 2: To unlock the bonus level of each chapter, you need to collect a certain number of Golden Spatulas. Listed below is the percentage and amount you need to collect to unlock each.

Chapter 1: 60% or 60 Golden Spatulas.
Chapter 2: 70% or 70 Golden Spatulas.
Chapter 3: 80% or 80 Golden Spatulas.
Chapter 4: 90% or 90 Golden Spatulas.
Chapter 5: 100% or all 100 Golden Spatulas.

Tip 3: Save your game after you complete a level.

Tip 4: If you collect all 100 Spatulas in a level you earn an Extra Life.

Tip 5: In order to help you unlock the bonus levels, I'll give you the names of the easiest levels where you can get them. I don't know if it'll be easy for you, but it was for me.

Chapter 1: Jellyfish Fields
Chapter 2: Cavernous Canyons
Chapter 3: Precipice Canyon
Chapter 4: Lonely Souls
Chapter 5: Man Ray's Lair

10. Walkthrough

10.1 Chapter 1: Bikini Bottom

For your first task you have to find the ingredients to make a Sandwich. These ingredients are: Bread, Jellyfish Jelly, Lettuce, and Sea Nut Butter. You have to travel through Jellyfish Fields, Sandy's Tree Dome, Fish Hooks Park, and Downtown Bikini Bottom.

10.11 Level 1: Jellyfish Fields

Quest Item: Jellyfish Jelly

When you start go forward and talk to Squidward. Then pick up the net and kill the crab up ahead. Climb up the hill, and attack the slug at the bottom. Go up the next hill and go to the Checkpoint.

Checkpoint

First jump on the rock shaped like a snail shell and then jump on the hill and get the Golden Spatulas. Then go back to the Checkpoint, throw a Jellyfish at the three crabs and continue until you reach the edge. Then go to the bottom of the hill and kill the slug. Continue down the hill to get more Golden Spatulas and jump on the jellyfish. When you reach the top jump off, attack the two crabs, and continue to the bottom to get more Golden Spatulas.

Jump from jellyfish to jellyfish until you reach the next hill, jump off, kill the slug and go to the next Checkpoint.

Checkpoint

Go down for an Extra Life and more Golden Spatulas, but remember to kill the four crabs. After that jump each jellyfish and when you reach the end jump on the hill and get some more Golden Spatulas. Then go down to the lower hill, attack the slug, and get the Jellyfish Jelly.

Jump on the jellyfish, throw a jellyfish at the next slug, and cross the finish line.

End of Jellyfish Fields Level

10.12 Level 2: Sandy's Tree Dome

Quest Item: Sea-Nut Butter

Talk to Sandy at the start and get your helmet. Now when you enter the Tree Dome your health (represented as the helmet) will decrease. To restore your health jump into the gray pools filled with water. Collect the Golden Spatulas the ground and climb the tree stumps. Then jump on the branch, getting the Extra Life and Spatulas, and continue climbing, while avoiding the acorns.

Then jump on the next branch and into the next pool of water. Continue climbing

and jump another branch to reach another pool of water. You'll reach the next pool of water after jumping two branches and climbing more Tree stumps. Continue climbing until you reach the next pool of water (watch out for the acorn). When you jump the next branch grab the Extra Life and enter the tree.

I will classify these as checkpoints so... Checkpoint. :)

Quickly go down avoiding the barrels and you'll eventually reach another pool of water. Then continue going down and across until you come back outside.

Checkpoint

Collect the Spatulas and go down to the next branch to the last pool of water. Now hurry down, get the Sea-Nut Butter, and pass through the next finish line.

End of Sandy's Tree Dome Level

10.13 Level 3: Fish Hooks Park

Quest Item: Kelp Lettuce

Right when you start jump on the snail shell shaped rock, attack the crab, and get the Golden Spatulas. Then grab your jellyfish net and continue down. Cross the bridge, kill the crabs and get the Spatulas. Jump on the jellyfish and when you reach the top attack the crab and go to the first Checkpoint.

Checkpoint

Keep going down and kill the fish and crabs. Then jump each jellyfish until you reach the clams. When you reach them jump on them when their mouths are CLOSED. Get the next Checkpoint when you reach the top.

Checkpoint

Now unlike the Episode where these appeared in (Hooky) they won't take you up to the surface. Instead when you reach a certain height you fall off. So jump from hook to hook until you reach the third Checkpoint.

Checkpoint

Jump every hook until you reach the Kelp Lettuce. However, if you explore a little there is an extra life at the bottom of where the jellyfish is. Then cross the finish line.

End of Fish Hooks Park Level

10.14 Level 4: Downtown Bikini Bottom

Quest Item: Bread

Collect your net and kill all crabs at the start. Then get the Spatulas until you reach the first Checkpoint.

Checkpoint

Jump the steam pit and kill the two crabs. Then jump some more steam pits and attack more enemies until you reach the next Checkpoint.

Checkpoint

Continue along, dodging the three cars and jump the pit. Then go to the next Checkpoint.

Checkpoint

Jump the next pit and kill the two crabs. Attack the two slugs up ahead and pass through the finish line to start your first Boss Battle.

Boss Battle: Mother Jellyfish

:O That is one big Jellyfish.

To defeat this boss throw as many jellyfish and Butt Bounce on it as much as possible. The boss attacks by zapping you with electricity. Once you defeat her, get the Bread to end the level.

End of Downtown Bikini Bottom Level

10.15 Bonus Level 1: Six Clams Adventure Land, Big Wheel

In this Bonus Level you have to jump on, and use the balloons to collect the 25 Kelp Tokens on and around the Ferris Wheel. Collect as many as you can and then if 5 to 10 seconds are left cross the finish line. If you don't collect them all then just exit the shop and retry the level. When you cross the finish line you go to the shop. You can buy Party Favors for Patrick's Birthday Party here.

Now if you want to buy every single Party Favor you have two possibilities. You can either 1.buy once you collected the levels amount, or you can 2.buy after beating each Bonus Level. I recommend number two, as you have a lot of money to spend.

End of Six Clam Adventure Land, Big Wheel Bonus Level

10.2 Chapter 2: To The Center of the Earth

In this Chapter you have to find beauty products for Mermaid Man. These are: Kelp Cream, False Teeth, A Loofah Sponge, and A Mud Pack. You have to travel through Acrid Air Pockets, Thermal Tunnels, Cavernous Canyons, and Lava Fields.

10.21 Level 1: Cavernous Canyons

Quest Item: Kelp Cream

Start by heading in the direction of the Spatulas and jump on the jellyfish. Once you reach the bottom head right, pick up the Coral Blower, and talk to Mr. Krabs. Then suck up the seashell and break the wall. Jump on the jellyfish and get the Extra Life. Then go back to first jellyfish, and now go left and down.

Kill the crab when you reach it, and jump on the jellyfish to reach the first Checkpoint.

Checkpoint

Skip the jellyfish, attack the crab, and get the Coral Blower and coral. Then jump on the jellyfish and break the wall. Kill the next crab and continue down to quickly reach the next Checkpoint.

Checkpoint

Head right and break the two rocks above you and the enemy that throws spikes at you. Attack the crab and break the next rock and wall. Then back-track to the second checkpoint and break that wall. Talk to Gary, then follow him to his food bowl. Grab the Extra Life and go to the Checkpoint.

Checkpoint

Grab a seashell, head down and break the next spike-throwing enemy. Then jump the gaps (avoiding the large Skeleton Heads) and continue down. When you go past the third Skeleton Head go to the next Checkpoint.

Checkpoint

Jump on jellyfish and follow it down. Then jump the two gaps and go on to the next jellyfish. Ahead of the jellyfish is the fifth Checkpoint.

Checkpoint

Jump on the three jellyfish straight across and go to the next Checkpoint.

Checkpoint

Go up and down the stairs and jump on the two jellyfish. When you reach the top for the second one, get the coral blower, and go down to the ground from the first one. Head right and go down the hole. Then kill the crab and jump on the jellyfish to the right. Jump off to the right, get the seashell, and go back to the hole.

Break the wall and kill the crab ahead of you. Then break the next wall and go to the Checkpoint.

Checkpoint

Jump onto the two jellyfish, then onto the "stairs" and kill the crab at the bottom. Then grab the Kelp Cream and cross the finish line.

End of Cavernous Canyons Level

10.22 Level 2: Thermal Tunnels

Quest Item: Loofah Sponge

Talk to Patrick and go to the edge of the cliff. Then jump to the ground, onto the jellyfish and then the gap. Jump on the jellyfish, get the coral blower and coral you passed earlier and smash the wall. Grab the Extra Life, jump back on jellyfish, and then the bubbles. Attack the slug at the top and go to the Checkpoint.

Checkpoint

Continue down, kill the slug, and then jump onto the bubbles. Go to the right, jump the next gap, and bounce on the next slug. Go on the bubbles, kill the slug at the top, and use the two balloons to get back down to where you went right. Now go left, jump on the jellyfish, then go to the ground (it has the spatulas on it). Jump on the bubbles, the balloon, and then back on the bubbles.

When you reach the top kill the slug, and jump the gap to the next Checkpoint.

Checkpoint

Jump on the jellyfish, then the first platform, and then the next jellyfish. Continue right to the next Jellyfish and get the Extra Life. Then go back to the first jellyfish that was after you got the Checkpoint and jump on the highest platform. Jump to the next jellyfish, then the balloon, and then the bubbles. Follow the balloons to the other side and go to the Checkpoint.

Checkpoint

Jump on the small platform, and then straight down but once you land kill the two slugs. Grab the coral blower and go to the Checkpoint.

Checkpoint

Smash the three walls ahead of you and jump on the bubbles. Then get the Loofah Sponge, and go back on those bubbles to end the level.

End of Thermal Tunnels Level

10.23 Level 3: Acrid Air Pockets

Quest Item: Mud Pack

Jump on the rock and look down. If you can see at least a part of the two bubbles jump on the one closest to you. Once the moving rock is past you quickly go to the second bubble and jump on the path. Then jump to the next two bubbles, and once you jump back to the path kill the crab and octopus. Then get your jellyfish net, and attack the second octopus. When he's gone go down to reach the first Checkpoint.

Checkpoint

Keep going along the path, kill the octopus, and jump the three pairs of bubbles. Attack the two octopus, then jump the next three bubbles down to the next Checkpoint, killing the crab when you get there.

Checkpoint

Jump down to the rock, kill the crab, and get the Extra Life. Then after you jump the two pairs of bubbles go to the third Checkpoint.

Checkpoint

After jumping the four bubbles, grab the bubble wand and make your way up to the next Checkpoint.

Checkpoint

Kill the Crab and octopus, then jump on the rock and make some bubbles up to the Extra Life at the top. Then go back down, kill the other octopus, and make your way to the other part of the path. Skip the third octopus and jump each bubble until you reach the Mud Pack. Cross the finish line after that.

End of Acrid Air Pockets Level

10.24 Level 4: Lava Fields

Quest Item: False Teeth

Go left when you start and jump the first three gaps. Then climb the stairs, and jump the next gap. Jump on the tire and grab the Extra Life. Once you get it head back to where the level started. Now go right and jump the small rocks to the next platform.

Jump the next two rocks, kill the crab, and go to the first Checkpoint.

Checkpoint

Go past the large Skeleton Head and onto the barrel. Then run the opposite way to reach the next platform. Jump the next four gaps, while avoiding the Skeleton Head and Lava Balls. Then jump the next gap to reach the second Checkpoint.

Checkpoint

After jumping the two rocks, go on the barrel to reach another rock. From that rock jump to the platform and then jump the gap. Go on the next barrel and again, head to the other side of the lava to reach the next Checkpoint.

Checkpoint

Attack the crab and, after avoiding the next Skeleton Head, go down. Jump the gaps and kill the crab. Climb the stairs to your next Boss Battle.

Boss Battle: The Robotic Sub-Shark

This boss attacks by throwing down mines and charging at you. When the battle starts run to the other end of the area grabbing the Jellyfish Launcher and ammo, while dodging the mines and jumping the gaps. Then charge up the Jellyfish Launcher and fire when the Sub-Shark charges at you. You should get at least two hits on him. If you run out of ammo, jump on the nearby tire and Butt Bounce on him.

Either way when he's gone get the False Teeth to end the second chapter.

End of Lava Fields Level

10.25 Bonus Level 2: Six Clams Adventure Land, Roller Coaster

This Bonus Level consists of you riding on a Roller Coaster, collecting all 25 Kelp Tokens. You use the X button to jump, the Left Directional Button to slow down, and the Right Directional Button to Speed up. A good thing about this

this Bonus Level is if you die, it isn't subtracted from your amount of lives left. Since it's difficult for me to tell you where the Kelp Tokens are, I'll provide you the Roller Coaster route.

At the start you'll go down a hill. At the bottom is a barrier so jump over it. You'll go up a hill and there's another barrier at the top so jump over that. After you go down the hill, jump the barrier, and speed up to clear the jump at the top. When you reach the bottom of the next hill, jump the two barriers, the jump, and the three barriers after that. As soon as you go down the hill jump the barrier.

Now speed up as there's another jump at the top. Then there is another barrier and jump so jump over it, and then speed up as before. There are three barriers followed by a jump so jump over all three, plus the jump. There's just one more jump so speed up and once you pass that you've reached the shop.

End of Six Clams Adventure Land, Roller Coaster Bonus Level

10.3 Chapter 3: Bikini Bottom Prehistoric Times

You now have to find new Uniforms for Mermaid Man and Barnacle Boy. You have to find Shell Slippers, a Clam Bra, a Starfish Mask, and a pair of Superhero Pants. In this chapter you have to go through Precipice Canyon, Desert Wasteland, Kelpazoic Jungle, and Inside The Whale.

10.31 Level 1: Precipice Canyon
Quest Item: Superhero Pants

Bounce on the unstable floor while avoiding the glass sickle and then the next one. Then go on the platform after falling on the jellyfish and jump on the jellyfish at the end. Jump onto the small platform and then the bubbles until you reach the first Checkpoint.

Checkpoint

Jump on the jellyfish and when you reach the end kill the slug. Next bounce on the unstable floor and take the balloon down to the next Checkpoint.

Checkpoint

Go onto the jellyfish and talk to Mr. Krabs, while getting Squeaky Boots. Then jump on the next jellyfish and get the Extra Life. Go back down and head left, starting from Mr. Krabs. Jump the two jellyfish, grab the Coral Blower and Coral passed earlier, and head back to Mr. Krabs. Now head Right from Mr. Krabs and break down the wall to reach the next Checkpoint.

Checkpoint

Grab the balloon and jump on the bubble. Then jump, while still having the balloon, over the spikes, and head into the next area. You have to do this two more times. Once you jump over the final set of spikes get the Superhero Pants to finish the level.

End of Precipice Canyon Level

10.32 Level 2: Desert Wasteland

Quest Item: Clam Bra

Talk to Sandy and grab the Glove. Then jump on the jellyfish and kill the crab when you reach land. Continue and kill the crab and fish. Collect the Jellyfish Launcher and ammo and attack the next crab and fish. When you reach the top of the hill go to the Checkpoint.

Checkpoint

Head down and jump to the two tires. Then jump to the box and quickly jump to the next tire until you get to land. Attack the next three crabs while going up and down the hill, and jump on the box. Now jump to next box and when you reach land grab the next Jellyfish Launcher. Launch one at the next crab and go across the bridge to the Checkpoint.

Checkpoint

Jump to the next part of land from the box and kill the next crab. Get the Launcher ammo and go through the bone cage. Attack the next crab and jump the two boxes. Now kill crab ahead of you and climb until you reach the third Checkpoint.

Checkpoint

You have to be quick on this next part. Run down the hill, jump the small platform, and run across the bridge. Jump the next four gap and kill the crab. Climb up the hill and go to the fourth Checkpoint.

Checkpoint

Head down and jump the spike-filled gap. Now jump on the hole and get the next Jellyfish Launcher ammo on the other side. Skip the crab and run to the prehistoric water. Jump on the tire and when you're back to land attack the crab. Jump the two clams and kill the crab at the top.

Head to the Checkpoint after that.

Checkpoint

Jump to the platform and use the balloon to jump the gaps. Then kill the crab and jump the next platform. Jump on the two holes and when you reach the top launch a jellyfish at the next crab. Jump the spikes and use the holes to get over the next few spikes. Get the Extra Life and jump the next gap to grab the Clam Bra.

Cross the finish line to end the level.

End of Desert Wasteland Level

10.33 Level 3: Kelpazoic Jungle

Quest Item: Shell Slippers

Jump on the bubbles, then the path, and then on the leaf. Grab the Bubble Wand,

and talk to Patrick. Make some bubbles to get to the other side, kill the crab, and jump on the leaf. Collect the Jellyfish Launcher and ammo, and jump on the hole. Attack the crab and two fish, and jump to the bubbles.

When you go back to land, kill the crab and go to the Checkpoint.

Checkpoint

Jump the bubbles until you get to the leaf and jump on the bubble hole. Attack the next crab and jump onto the leaf below. Kill the nearby fish and jump the leafs until you reach the logs. Jump on them and when you reach the end jump off. Pass the Skeleton Head and kill the crab.

Now jump on the bubble hole and get the Bubble Wand at the top. Create some bubbles to reach the pair of bubbles and create another to reach the top. Pass the two Skeleton Heads, while killing the crab and get the Checkpoint.

Checkpoint

After passing the next Skeleton Head, jump on the leaf and ride it until you reach the jellyfish. Jump on it, and make some bubbles to get more Bubble Wand ammo and to get to the next Checkpoint.

Checkpoint

Create more bubbles until you get to the dirt path again and pass the Skeleton Head. Kill the next crab and after passing the next Skeleton Head attack the fish and crab at the bottom. Make some bubbles and jump through each clams' mouth until you reach the bubble hole. Use it to continue up and go past the Skeleton Head. Kill the crab if he's still there and jump down to get the Shell Slippers.

Head inside the whale to end the Level.

End of Kelpazoic Jungle Level

10.34 Level 4: Inside The Whale

Quest Item: Starfish Mask

Once the level starts jump the two gaps and get the Glove. Climb the boxes and jump to the next set of boxes near the next platform. Fall in the hole, collect the Golden Spatulas, and jump out. Then head to the next platform and jump the two gaps. Head for the Checkpoint after that.

Checkpoint

Jump on the Jellyfish, then on the one next to it and get the Extra Life at the top. Now jump on the Bone and get the Bubble Wand. Make some bubbles to get from bone to bone until you reach the last bone. Jump on the jellyfish and head into the the same thing you got the Extra Life for another Extra Life. Then head to the bottom to get to the next Checkpoint.

Checkpoint

Go down and into the hole at the end. Head down the stairs, get the balloon, and head to the nearby platform with another balloon. Get that and jump to the next platform. You should see the Checkpoint ahead of you. Just jump on the platform you're on and go to the third Checkpoint.

Checkpoint

Head down until you reach the barrel. Run the opposite way to get to the platform. Do the same for the next one, climb the crates, and fall in the hole for your third Boss Battle.

Boss Battle: Parasitic Worm

This boss attacks by heading at you and biting you. There is only one way to defeat this boss, and that's by jumping on a tire and using the butt bounce. It may take a while but eventually you've beaten him. Once he's defeated get the Starfish Mask to end Chapter 3.

End of Inside The Worm Level

10.35 Bonus Level 3: Six Clams Adventure Land, Tunnel of Love

This Bonus Level is a lot like the Roller Coaster one. You use the same controls to use the cart. You use the X Button to jump, the Left Directional Button to slow down, and the Right Directional Button to Speed up. In addition to the logs you have to jump, you also have to avoid the swinging hearts that act a lot like swinging blades. Once again you do not lose any lives when you die, and once again I will provide the route.

When the level starts you have to jump two logs and dodge a swinging heart so do so. Now jump the next three logs and dodge the swinging heart. You'll now go down a long hill and go up two short ones, dodging a swinging heart along the way. At the top dodge another swinging heart, and jump the log at the bottom. Dodge the next Heart and jump the next log at the bottom.

Climbing up the next hill there's another Heart and at the bottom a log, so jump and dodge. Once again there's a heart at the top so dodge. Now you will go down two long hills, with a swinging heart in the middle and another while going down the second hill. When you reach ground level, there's another heart. After dodging that one you'll go up a small hill.

Jump the log after you reach the bottom and then you'll go on a tiny hill. After that hill there is a straight that will lead to the shop.

End of Six Clams Adventure Land, Tunnel of Love Bonus Level

10.4 Chapter 4: Rock Bottom

For Chapter Four you have to find Barnacle Boy's favorite snack, a Kelp Bar. The levels you go through are Road to Rock Bottom, Lonely Souls, The Graveyard, and The Last Stop. In each level you have to find a Token for the Machine.

10.41 Level 1: Road to Rock Bottom
Quest Item: Token

Jump the gaps and grab the Squeaky Boots. Then head down from the barrels and boxes and when you reach the platform after the boxes keep going. Continue down, dodging the spike-throwing enemy and enter the door at the end.

Checkpoint

Grab the Bubble Wand, and now head right, jumping on the boxes and barrels, and get the ammo. Then create some bubbles and when you get to the top jump down. When you reach the ground follow the rocks until you get to the next door.

Checkpoint

Collect the Squeaky Boots and head along the path. When you reach the barrels and boxes get the next pair of Squeaky Boots and jump on the jellyfish. Get the Extra Life and head down. Follow the path and jump on the tire to reach higher ground. Then follow the path and get the Token at the end. But...it's empty :(

End of Road to Rock Bottom

10.42 Level 2: Lonely Souls

Quest Item: Token

Once the level starts get the Jellyfish Launcher and kill the crab. Run over bridge and jump on the clam. Jump on the higher part of the path and attack the two crabs. Then run over the next bridge and kill the fourth crab. Attack the next crab and go to the Checkpoint.

Checkpoint

Jump on the logs and then on the clam when you're back on land. Go back on higher ground and kill the next crab. Jump on the logs and then on the wooden planks until you reach the Checkpoint.

Checkpoint

Jump the wooden plank and then on the logs. Then keep jumping on wooden planks until you reach land. Jump on the clam, kill the crab, and go to the Checkpoint.

Checkpoint

Go over the brown part of the path when the spikes are DOWN. Kill the crab, jump the two wooden planks and kill the next crab. After going over the next pair of spikes and attack the next crab while getting to the Checkpoint.

Checkpoint

Go over the two spike pairs, kill the crab, and go across the bridge. Attack the next crab, and jump the two wooden planks. Then jump on the logs and the wooden plank. Then jump on the bottom part of the two plank pairs and watch the barrel and platform movements. Go on the second one and go to the Checkpoint when you reach the top.

Checkpoint

Jump the moving plank, climb up the hill, and go on the second platform as

before. Kill the crab, and climb up the next hill. Then jump on the moving plank and get the Token to end the level.

End of Lonely Souls Level

10.43 Level 3: The Graveyard

Quest Item: Token

When the level starts climb the stairs, kill the fish, grab your Jellyfish Net, and fall into the tombstone below you. In this new area, get the Spatulas and Jellyfish Launcher, and then jump out. Continue on the path, kill the fish and ghost and get the ammo for the Launcher, jumping over the tombstone with green bubbles coming out. Keep going along the path, killing the ghost and grabbing more Launcher ammo. Now if you want to, fall into the tombstone before the ammo pick-up to get an Extra Life.

Attack the three small Skeleton Heads, and the five octopus when you get to them. Then while going along kill the next small Skeleton Head until you reach the Token. Once you collect it you've ended the level. Surprisingly no Checkpoints, unless falling into those tombstones were Checkpoints.

End of The Graveyard Level

10.44 Level 4: The Last Stop

Quest Item: Token

Once the level begins follow the path until you reach the balloon. Now although there is a Candy Machine ahead of you, you are forced to go down so do so. You'll reach a Checkpoint when you land.

Checkpoint

Head right, jumping the bubbles and platforms, while dodging spike-throwing enemies, and kill the fish during the travel. Jump onto the jellyfish and when you get to the bottom go to the Checkpoint.

Checkpoint

Follow the path still jumping and dodging things and jump on the first jellyfish you see. Jump on the next two jellyfish, and then on the bubbles. Get the balloon and follow it down to the next Checkpoint.

Checkpoint

Go left and grab the Jellyfish Launcher, and then head right again and jump on the jellyfish. Jump onto the next one and then get the Launcher ammo ahead. After going onto the next jellyfish, jump each platform until you reach the fourth Checkpoint.

Checkpoint

Go down, grab the Extra Life, and jump the bubbles. When you reach the fish, kill him, and jump on the jellyfish. Go left when you reach the top to get to the next Checkpoint.

Checkpoint

Jump on the bubbles, getting the Launcher ammo before you do, and follow the path. Kill the fish when you reach him and jump on the next Jellyfish. Head to the area to your right and head down to your fourth Boss Battle.

Boss Battle: Flying Dutchman

He attacks by appearing, throwing a spike enemy at you, and then sometimes charging at you. As soon as the battle starts get the Jellyfish Launcher, and head to any place that makes bubbles appear. Once you see him appear, fire one jellyfish at him. Repeat this until he is dead. Once he is you might wonder where the Token is...?

Well, remember the Candy Machine you couldn't get to. Follow all the bubbles until you reach the top, get the Extra Life to the right, and now head left to get the Token and move on to the Final Chapter.

End of The Last Stop Level

10.45 Bonus Level 4: Six Clams Adventure Land, Ghost Train

The Ghost Train Bonus Level is just like the Roller Coaster and Tunnel of Love Bonus Levels. The only difference is you have to dodge swinging pumpkins, and jump over blades and electrical barriers. You don't lose any lives when you die, and you use the same Controls. In case you've forgotten, those are the Right Directional Button to speed up, the Left Directional Button to slow down, and the X Button to jump. Again I'm providing the route so you know what to expect.

As soon as you go down the hill dodge the swinging pumpkin and jump over the blade at the top of the next one. At the bottom is a electrical barrier so jump over that and the next one straight ahead. A blade is expecting you at the top with a pumpkin ahead of that so jump and dodge them both. There's another blade followed by a gap (a.k.a., missing track) so jump over both. Once you pass the electrical barrier up ahead immediately jump to clear the gap.

After that is a jump which leads to another pumpkin that you must dodge. Do so and then jump over the three electrical barriers at the top of the hill. Quickly jump over the two gaps after that, one of which has a swinging pumpkin, and jump the next electrical barrier. Jump the next two gaps, again one having a pumpkin, and the jump the electrical barrier after them. You'll reach The Shop after jumping two blades, a gap, and an electrical barrier.

End of Six Clams Adventure Land, Ghost Train Bonus Level

10.5 Chapter 5: Industrial

The final Chapter Consists of you finding things to fix the Shady Shoals T.V. or Mermaid Man will miss his favorite T.V. show. You have to find a Monkey Wrench, a TV Aerial, an Oil Can, and a Hammer. For this Chapter you'll travel through Jellyfish Fields, Man Ray's Lair, The Oil Rig, and The Tuna Canning Factory.

10.51 Level 1: Jellyfish Fields

Quest Item: Hammer

Start the level by Butt Bouncing on the clam at the bottom, get the Glove, jump on the clam ahead of you, and jump on the path ahead. Attack Man Ray and jump on the next path. Jump on the clam, grab the Glove, and jump to where the Spatulas are. Now jump to where the crabs are, kill them and the fish, and jump to the tire. Go to the first Checkpoint after that.

Checkpoint

Head down and grab the Jellyfish Launcher. Now pass the Oil geysers only when they aren't shooting out Oil. Jump on the clam, attack the five crabs, and jump on the next one. Collect the Launcher ammo, go on the clam, and jump the gap to go to the second Checkpoint.

Checkpoint

Kill Man Ray, jump onto the jellyfish, and jump on the top platform. Now if you want to, get the Coral Blower and smash all walls. You'll reach a Checkpoint after a while and then reach the Hammer. But I'll be showing the top route. Attack Man Ray and fall off the ledge to get to that same Checkpoint I mentioned on the below route.

Checkpoint

Jump the gap, then on the tire, and kill Man Ray. After jumping on the jellyfish, attack the crabs and fish. Then fall down. kill the crab, jump to the Hammer, and jump on the tire you passed earlier. Then go to the finish line ahead of you.

End of Jellyfish Fields Level

10.52 Level 2: Man Ray's Lair

Quest Item: T.V. Aerial

Grab the Glove and head down. Jump the gap when oil isn't coming out, and kill Man Ray. Jump on the rocks that are on top of the Oil Geysers and jump each until you reach the first Checkpoint.

Checkpoint

Go across the bridge and jump each tire until you reach the crabs. Attack them, and head to the next Checkpoint.

Checkpoint

Jump onto the bubbles, then back on the path. Go onto the next set of bubbles, jump onto the Pipe, and kill Man Ray. At the end of the pipe is the third Checkpoint.

Checkpoint

Jump on the barrel, and run the opposite way to reach the submerged head. When

you get there, jump on it, and jump each tire until you reach the next barrel. Roll to the Bubble Wand and ammo, and make some bubbles up back to the path. Run across the bridge, jump onto the jellyfish, and get the Jellyfish Launcher. Now jump on the TV and pass each clam when they go down, killing the crabs along the way, until you reach your fourth Checkpoint.

Checkpoint

Collect the Launcher ammo, and Butt Bounce your way up the hill and across the bridge (so as to not lose Spatulas). Then kill the crab up ahead, jump on the TV, and then on the Jellyfish. Go onto the next jellyfish and wait until it brings you to the T.V. Aerial. Grab it and go into the pipe to end the level.

End of Man Ray's Lair Level

10.53 Level 3: The Oil Rig

Quest Item: Oil Can

Go forward and jump on the small platform when fire isn't coming out of the pipe. Head left and kill the crab, then head right and jump past the three fire pipes. Grab the Jellyfish Launcher, go past the next two fire pipes, and jump on the jellyfish. Head up first and kill Man Ray on the right and the two crabs on the left. Now going down, kill Man Ray and get the Launcher ammo on the right, and on the left attack Man Ray and go to the Checkpoint.

Checkpoint

Jump to the small pipe for more Launcher ammo. Then after jumping to the next pipe, jump the holes in the pipe to reach the second Checkpoint.

Checkpoint

Jump to the jellyfish and then go into the pipe. Grab the next Launcher, head down, and jump each tire on the bottom-left to reach the small platform. When you reach the bottom head right on each small pipe and the barrel and jump on the jellyfish to collect an Extra Life. Then head left on each small pipe and when you finally reach the end jump on the small platform and head right as soon as you can at the top to reach another Checkpoint.

Checkpoint

Head right jump on the jellyfish, and head right at the top to get Launcher ammo. Now head left at the top to get more Launcher ammo and go back to the Checkpoint you were at. Go back onto the platform and go on the one to the left of you. Jump the two tires and go into the pipe to get to the fourth Checkpoint.

Checkpoint

Go straight left to get the Oil Can and head into the pipe to end the level.

End of The Oil Rig Level

10.54 Bonus Level 5: Six Clams Adventure Land, Snail Race

NOTE: You may have noticed that I put this before the final level. Well that's

if you choose what I told you do on the first bonus level then completing this will give you 125 Kelp Tokens. Also once you complete the final level you are immediately thrown into the Birthday Party. Once again I'll show you the route.

The last Bonus Level of the game, and it's a hard one. :(
This Bonus Level is very unique. You have to be VERY fast during this level. Also you lose no lives when you die, and you use NORMAL level controls to play this bonus level.

Talk to Gary and get the Jellyfish Launcher and ammo. Then run before the gap but DON'T jump it, jump straight up and repeatedly hit the Bulls-Eye that says 'Hit This!'. Now run, hit TWO balloons, and hit the pulley that SpongeBob mentions (it's the wheel that's holding the weight, also if the weight is on ground and Gary hits it he doesn't die, but if SpongeBob hits it he does.)

When you enter the Fun House it's not a Checkpoint, just to let you know.

Start in this area by running to the jump pad, (the red and white thing, don't worry about the tokens under the very low mats, Gary will get them.) jump on it, and go onto the wooden plank on the right to bring Gary up. Now repeat but head left to bring yourself up. For the elevator at the end it's all about timing but don't worry, Gary won't die if he falls off. Do you see the switch on top of the mat on top of the Conveyor Belt? Butt Bounce on it and as soon as Gary has passed the Conveyor Belt Butt Bounce on the switch again, then jump on the elevator.

Follow Gary up the Conveyor Belts and elevators and when you reach the next jump pad do what you did before. Quickly get to the top before Gary and stand on the silver platform at the top to bring Gary to his food and to go to The Shop.

Buy all the items for Patrick's Party, exit, save, and get ready for the last level in the game.

End of Six Clams Adventure Land, Snail Race Bonus Level

10.55 Level 4: The Tuna Canning Factory

Quest Item: Monkey Wrench

Head right and Butt Bounce on the wooden floor. On the elevator, go right and jump on the wooden floors when they are thick. Continue down past the Conveyor Belt, and go through all three elevators and jump the gap for an Extra Life. Then fall off the gap, go back the way you came, break the wooden floor, and fall down. Go left, jump on the wooden floors for another Extra Life, and head down.

Follow the Conveyor Belt to the second one, and when on the second one, jump on a Tuna Box, and jump to the platform above you. Go through the door at the end as it acts as a Checkpoint.

Checkpoint

Continue down and right until you reach the second set of thick and thin wooden floors. Jump on them, then Butt Bounce the next wooden floor. Head left and when you reach the four thick and thin wooden floors jump on them, then climb up and when you reach the top go to the door at the end.

Checkpoint

Head up, right, and up from the fans until you reach the Conveyor Belt where the wind keeps blowing you up. Jump on the Conveyor Belt and go up and right, and then down until you reach the balloon. Grab it and go down and left until you reach the elevator. When you go on the elevator go right to another wooden floor. Break the two wooden floors for your final Boss Battle.

Boss Battle: Iron Dogfish

The Iron Dogfish attacks by firing lasers at you. To defeat him jump on a jump pad, and step on a button that has a down arrow on it. This will freeze him, so butt bounce on him. Repeat this until he is dead and get the Monkey Wrench on the far left. Now watch the ending Cutscenes and credits and you've Won!

Congratulations! :)

End of The Tuna Canning Factory Level and Game!

11. Game Script

At the start of the game

French Narrator: Ahhh, 'ere we are at Bikini Bottom... and today we will be following my favorite creature SpongeBob SquarePants on his adventures around Bikini Bottom.

French Narrator: Today he is in search of the Best Birthday Present ever, for his best friend Patrick. The question is how far will he go for his best friend?

SpongeBob and Gary run to Shady Shoals Rest Home.

SpongeBob: Gary, I just had a great idea about what to get Patrick for his birthday!!

Barnacle Boy: Ohhh no, not you again. Just keep the noise down. What do you want?

SpongeBob: It's my best friend Patrick's birthday and a signed photo of his favorite superheroes would be the best thing ever!

Barnacle Boy: Well we are a bit busy right now, no rest for super heroes!!!! Well I know that Mermaid Man might consider signing one for a superhero snack.

Mermaid Man:sea-nut butter....tomatoes....jelly....

SpongeBob: Like a calculator, you can count on it!

SpongeBob and Gary begin to run back home.

Gary: Meow!!

On the Jellyfish Fields Level

(When you talk to Squidward)

SpongeBob: Hi Squidward!!! Ready for another great day together, friend?

Squidward: Today's Sunday, SpongeBob. Forget the Krusty Krab. Hey moron, why don't you take your net and go waste somebody else's time!

(When you pick up the net)

SpongeBob: Hey, I can use this net to catch jellyfish and throw them at those annoying critters!

(When you collect the Jellyfish Jelly)

SpongeBob: Yippee... Now to find the Jar of Sea-Nut Butter!

On the Sandy's Tree Dome Level

(When you talk to Sandy)

Sandy: SpongeBob you silly 'ol sponge, try using your helmet!!!

(When you get the Sea-Nut Butter)

SpongeBob: Yippee... Now to find the Kelp Lettuce..... Off to Fish Hooks Park!

On the Fish Hooks Park Level

(When you collect the Kelp Lettuce)

SpongeBob: Now to find the Bread. But where? I know! Bikini Bottom has loads of bread!

At the end of Chapter 1

Mermaid Man: ZZZZZZZZZZ

Barnacle Boy: ZZZZZZZZZZ

SpongeBob runs into Shady Shoals Rest Home, sandwich in hand

SpongeBob: I'm ready, I'm ready, I'm ready, Oops!

SpongeBob trips and the sandwich flies into Mermaid Man's lap. Barnacle Boy wakes up.

Barnacle Boy: Back already?... That is definitely a sandwich fit for a super

hero!! Gonna need to think of something to test your super hero potential, and keep busy! Look MM is not in great super hero condition at the moment and he could really do with some pampering!! Some Kelp cream and a facial! Not for me you understand!

SpongeBob: I'm on my way!!

SpongeBob runs off.

On the Cavernous Canyons Level

(When you pick up the Coral Blower)

SpongeBob: With this coral blower, I can suck up all those sea shells laying around, and use them to break the rock walls.

(When you talk to Mr. Krabs)

Mr. Krabs: SpongeBob!!! Now listen Boy! I'm countin' on ya to use this ere coral blower to make your way around Bikini Bottom!!! And watch out for that skurvy Plankton he is up to his old tricks again!!!

(When you go to the rocks to help Gary)

SpongeBob: HmMMM, using the coral blower on those rocks up there should cover up those spikes! Then Gary Can Walk over them. Te-heee-hee!

(When you find Gary)

SpongeBob: Now Gary, follow me. I'll protect you!! Just head for your food Gary!!

Gary: Meow!!

(When you find the Kelp Cream)

SpongeBob: Yippee... Now to find the Loofah..... That has to be in Thermal Tunnels!!

On the Thermal Tunnels Level

(When you talk to Patrick)

Patrick: Hey SpongeBob, I got an extra balloon for my birthday. Want it? Ooooo, you're floating away! Hey, where'd my balloon go? SpongeBob!

(When you go near the edge after talking to Patrick)

SpongeBob: Bubbles! Hey, I wonder if I can jump on them...

(When you get the Loofah Sponge)

SpongeBob: Now to find the Mud Pack.... off to those nasty Acrid Air Pockets, better make sure I'm nice and moist!

On the Acrid Air Pockets Level

(When you get the bubble wand)

SpongeBob: I can make bubbles! And what do you know, I can jump on them!

(When you collect the Mud Pack)

SpongeBob: Now to find the False Teeth.... only in the Lava Fields, better pack some ice - it's gonna be a hot one!

On the Lava Fields Level

(When you grab the False Teeth)

SpongeBob: Right! Now back to Mermaid Man to receive my new orders!!!

At the end of Chapter 2

SpongeBob: AAAH!!!

SpongeBob runs to Mermaid Man and Barnacle Boy.

Barnacle Boy: That is amazing, how did you manage that!! Reflecto has nothing on you kid, you must really love your mate Trevor!

SpongeBob: Patrick!

Barnacle Boy: Whatever! Look we could do with some new uniforms? So how about you pop back to pre-historic Bikini Bottom to see what you can find!!!!

SpongeBob: By the power of Neptune, and the use of Plankton's Time Machine, I shall go through time!

SpongeBob heads to the Chum Bucket.

On the Precipice Canyon Level

(Before you enter the level you're in Plankton's Lab)

Plankton: Blast you SpongeBreath, you have found my secret time machine! Whatever you do make sure you fill it up before you bring it back!!!!

SpongeBob runs into the Time Machine.

(When you approach the unstable floor)

SpongeBob: This floor doesn't look too stable. A good ol' Butt Bounce should do the trick.

(When you talk to Mr. Krabs)

Mr. Krabs: SpongeBob!!! Now listen Boy! There are dangerous surfaces that none shall pass unless they have Squeaky Boots. I happen to have a pair. You can owe me.

(When you get the Superhero Pants)

SpongeBob: Now to find the Scallop Bra, the only place is Desert Wasteland. But what if I get stuck in quicksand? Like that's gonna happen!!

On the Desert Wasteland Level

(When you talk to Sandy)

Sandy: Hai yah!

Sandy: Excellent! You'll be able to use this move on most of the enemies you encounter, as well as special objects.

(When you grab the Clam Bra)

SpongeBob: Now to find a pair of Shell Slippers..... and into Kelp Jungle!

On the Kelpazoic Jungle Level

(When you get the Bubble Wand)

SpongeBob: A few bubbles should get me up there...

(When you talk to Patrick)

Patrick: DA DA DA DA DA DUM DUM DUM DUM.... Here you go SpongeBob! One bubblewand dipped and ready to go!!!! Up, down, and all around! I don't know what that means.

(When you get the Shell Slippers)

SpongeBob: Uh Oh, those plants are moving! They're not trees.....
Helllllllllppppppp!

On the Inside The Worm Level

(When you get the Starfish Mask)

SpongeBob: Alright, lets get out of here and back to Shady Shoals!! What is that smell!!

At the end of Chapter 3

SpongeBob is standing outside Shady Shoals Rest Home.

SpongeBob: Surprise! I'm Back!

Mermaid Man: Gasp!

Barnacle Boy: Gasp!

SpongeBob runs into Shady Shoals, Mermaid Man and Barnacle Boy try to disguise themselves. Barnacle Boy takes off his disguise, and SpongeBob gives him the Uniforms.

SpongeBob: Look what I have got for you!

Barnacle Boy: Look kid you are beginning to bug me now! One of my favorite Kelp Bars would be great. Hey kid, you can only get them in Bikini Bottom!

SpongeBob: I'm on my way!!

He runs off to Rock Bottom.

On the Road to Rock Bottom

(When you get the Token)

SpongeBob: Tartar sauce! It ate my coin. Double Tartar sauce, it's empty!!

On the Lonely Souls Level

(When you grab the next Token)

SpongeBob: This one is empty too?? They really should refill them more often... or at least once....

On The Graveyard Level

(When you collect the third token)

SpongeBob: This one too? Who could be eating all these Kandy bars...?

On The Last Stop Level

(When you get the final Token)

SpongeBob: I've got a kandy bar for my favorite Super hero!

At the end of Chapter 4

The door to Shady Shoals is locked.

SpongeBob: Mmhh that's funny? Oh I know!

SpongeBob throws it in the window. Barnacle Boy walks up to the window.

Barnacle Boy: Mmhh! Thanks kid. Look Kid MM has had a turn, the TV has broken and unless you get the right tools he is going to miss his favorite cartoon. Can you help?

SpongeBob: Does a snail meow? You bet!

SpongeBob runs off again.

On the Jellyfish Fields Level

(When you get the Hammer)

SpongeBob: Right, now to find an aerial?????!!!

On the Man Ray's Lair Level

(When you get the T.V. Aerial)

SpongeBob: I need to find an oil can, but the only place is that abandoned oil rig. Hmmm. That gives me an idea.

On The Oil Rig Level

(When you collect the Oil Can)

SpongeBob: Now, I need a monkey wrench!!!

On the Snail Race Bonus Level

(When you talk to Gary)

SpongeBob: Now Gary, follow me. I'll protect you!! Just head for your food Gary!!

Gary: Meow!!

(When you reach the weight)

SpongeBob: I can't lift that.. hmmm. Those pulleys should do the trick.

On The Tuna Canning Factory Level

(When you get the Monkey Wrench)

SpongeBob: I got it! Well, celebration time is over! Now back to Bikini Bottom to add the finishing touches for my Birthday surprise!!!

At the end of Chapter 5

SpongeBob: Anybody around here need a TV fixed??!!

SpongeBob is fixing the TV.

SpongeBob: Nope, just force that there, hit that, twist that, erm put that there!!

Barnacle Boy: Congratulations SpongyBlob you earned this. Patrick is lucky to have a friend like you!

SpongeBob: Gee thanks!!!

Barnacle Boy: Well, I have learnt today that friendship is something that is priceless! SB is not such a bad sponge after all!

Mermaid Man and Barnacle Boy give him the Autograph. SpongeBob runs home, and the T.V. explodes.

Mermaid Man: SpongeBob SquarePants!!! Wait until I get my hands on that porous Freak!!!!

Epilogue

Everyone is at SpongeBob's House for Patrick's Birthday Party.

SpongeBob: Happy Birthday Patrick from all your friends in Bikini Bottom!

Patrick: Today's my birthday? Hmm. I thought I was born a long time ago in a hospital. Thanks for the signed photo of my favorite superheroes anyhow. This is the best birthday ever!!

SpongeBob: Happy Birthday!

Mermaid Man: Happy Birthday!

Barnacle Boy: Happy Birthday!

Gary: Happy Birthday! (or Meow Meow Meow Meow!)

Plankton: Happy Birthday!

Patrick: Happy Birthday!

Mr. Krabs: Happy Birthday!

Squidward: Happy Birthday!

Sandy: Happy Birthday!

French Narrator: Stand Still while I take your picture.

He takes their picture.

12. Copyright/Trademark Information

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders.

This may not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

Copyright (c) 2008 Brian Hinkle

13. Version Information

Version 0.0 (Wednesday, June 11, 2008) Started Table of contents, and finished Game/Author Info, and Copyright Trademark Information.

Version 0.10 (Thursday, June 12, 2008) Did an Introduction, Main Menu, Controls, The Game Screen, Pick-Ups and Power-Ups, Items, and Tips.

Version 0.20 (Friday, June 13, 2008) Finished Chapter 1 of the Walkthrough.

Version 0.22 (Saturday, June 14, 2008) Did the Cavernous Canyons Level.

Version 0.28 (Sunday, June 15, 2008) Wrote the Bonus Level, and the Thermal Tunnels level.

Version 0.30 (Monday, June 16, 2008) Today I only did the Acrid Air Pockets Level.

Version 0.34 (Tuesday, June 17, 2008) I did the Lava Fields level, and MOST of the Precipice Canyons Level.

Version 0.54 (Wednesday, June 18, 2008) Finished the Precipice Canyons level, and I did the rest of Chapter 3. Also I wrote the first two levels of Chapter Four.

Version 0.85 (Thursday, June 19, 2008) Completed Chapter 4 and did the first level of Chapter 5.

Version 0.99 (Friday, June 20, 2008) Almost finished the FAQ.

Version 1.00 (Saturday, June 21, 2008) Completed the FAQ.

Version 1.01 (Friday, August 22, 2008) Small Update, shouldn't be that hard to notice.

14. Thanks

I'd like to thank these people.

Me ~ For writing this FAQ.

You ~ For reading this FAQ.

CJayC ~ For creating GameFAQs.

SBAllen ~ For doing a great job running the site since CJayC has left.

My Grandma ~ For buying my PlayStation One.

Sony ~ For making the PlayStation One.

The Game Manual ~ For most of the Information I put in my FAQ.

<http://www.network-science.de/ascii/> The ASCII Generator ~ For the ASCII.

THQ Inc, Nickelodeon Interactive, and Climax Group ~ For creating this game.

Thank You for using this FAQ, and I hope you use any FAQs I've made in the past or make in the future. :)

Copyright 2008 Brian Hinkle
~ Brian Hinkle

This document is copyright GTADriver1 and hosted by VGM with permission.