

SpongeBob SquarePants: Creature from the Krusty Krab FAQ/Walkthrough

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This walkthrough was originally written for SpongeBob SquarePants: Creature from the Krusty Krab on the GC, but the walkthrough is still applicable to the DS version of the game.

SPONGEBOB SQUAREPANTS: CREATURE FROM THE KRUSTY KRAB

A Walkthrough by DarthNightmaricus

VERSION HISTORY

0.1) The first version. You don't get to see this version, but I do.

0.2) The version with the rest of the walkthrough finished.

1.0) The semi-complete, submitted version.

INTRODUCTION

I am writing the first ever walkthrough for this game as part of my GameCube FAQ Completion Project on GameFAQs. I happen to own the game for GameCube and I am curious as to how nobody has written a walkthrough for this game yet. It's a great game, weird though it may be, and is one I definitely recommend. I guess people liked the dream levels from Battle for Bikini Bottom, because we got a whole game full of dreams! I would rate this an 8/10.

STORY

This is all about a Krabby Patty that Plankton, SpongeBob, and Patrick ate part of right before they went to bed. Because of the fact that the Krabby Patty is impure, they start having weird dreams. Plankton dreams about being chased by a giant Krabby Patty. Patrick dreams about being a superhero named Patrick Starfishman. SpongeBob dreams about being a racecar driver (but his car is actually his bed on wheels).

FAQ

Q: Is this like BFBB and SBSP:TM?

A: No and yes. The Controls are different to a degree, and the enemies are not at all the same. There are no Goofy Goober Tokens or Golden Spatulas. There are simply Green and Purple Sleepy Seeds and Points. Oh, and there's a Z Shop now. Collect all 27 Purple and/or green Sleepy seeds for a reward. Oh, and there are some bonuses to unlock as well.

Q: Why is this game so weird?

A: Again, it seems everybody wanted more dreaming in the SpongeBob games. BFBB and SBSP:TM both had a dream level, and this game took that one step further and made the whole thing a series of crisscrossing and intersecting dreams.

Q: Are there other versions of this game that this walkthrough would apply to?

A: Perhaps the Wii version could use this walkthrough, but I have the GameCube version (I have a Wii, however. You'd know this if you read my first ever walkthrough, one of the launch titles for GameCube: Star Wars: Rogue Squadron II: Rogue Leader, by far one of the best games I've ever played. But I digress...)

GAMECUBE FAQ COMPLETION PROJECT

Anyway, this game is very fun. I will easily be able to knock this one out and so lower the number of walkthroughs left in the completion project. GameFAQs has a thread about the GameCube FAQ Completion Project that I started, and it has yet to become a sticky since I haven't made a website for it yet. I don't know how to make a website for it... :(. If you would like to join the project, you may. I am handling this game, Nicktoons Unite!, and Disney/Pixar Ratatouille.

WALKTHROUGH

DIESEL DREAMING

This is part one of SpongeBob's Dream. You are racing in... a racecar version of SpongeBob's bed. Only, the mattress is what's left and it's green. No blankets. All there is, is the mattress and the bed itself.

PART ONE - DIESEL DREAMING

This is a race. The course is two laps around your neighborhood... a weird version of your

neighborhood. Reaching a checkpoint increases the amount of time you have left, and this is a fairly easy race. At the end, SpongeBob pulls out his driver's license (he's dreaming, remember?) and Plankton (driving a tiny hot-rod) drives through it, sending it flying (but still in one piece) to some random area in the dream.

PART TWO - LICENSE TO JIVE!

You're on foot now. Make your way to the first winch. After turning it, enter the next area and go the top left corner of the area. Follow the incline to the left until you see a purple glowing thing. Grab it to get your first Patrick Sleepy Seed. Getting all 27 Purple Sleepy Seeds allows you to play as Patrick in the Hypnotic Highway level. Continue your trek in pursuit of your magical living drivers' license. Once you get it, Piston Patrick will challenge you to race him.

PART THREE - SOME LIKE IT HOT-ROD!

The track begins to fall apart even more as one of the windmills goes flying into one of the shops on the left, creating a new path as rubble blocks the original path. After this, there is a Purple Sleepy Seed in the middle between the two acceleration slides. Once you win, Plankton again crashes into you, this time smashing your car to bits. You're going to have to get some replacement car parts...

PART FOUR - GREASE-MONKEY BUSINESS!

You must gather the car parts back up. It's easy. On the first building, ground-slam that button to open up the far-left door. When you come back outside, you should go over to the door and grab the Green Sleepy Seed. Getting all 27 Green Sleepy Seeds allows you to play as Plankton in the Hypnotic Highway level. Continue as normally, since this level is extremely easy.

PART FIVE - DEEP-SEA DRIVE!

You're getting revenge on Plankton now. Mwhahaha. On the second lap, part of the chrome and orange building collapses and creates a new path. On the lower level of the new path, in the middle, lies a Green Sleepy Seed. Once you beat Plankton, you are smashed into again... but by Gary!

PART SIX - MOTOR MIRTH!

This time, you have to collect Turboes. This is getting out of hand. I'm not going to explain this part, since it's so long, but there are both Purple and Green Sleepy Seeds in this level.

PART SEVEN - SNAIL TRAIL!

This is the last race. I don't think there's a Sleepy Seed here. At the end, SpongeBob beats Gary, but falls into an abyss at the end of the track. That wasn't there a minute ago... Huh? What shall become of DREAM SPONGEBOB?!

STARFISHMAN TO THE RESCUE!

Well, you'll have to wait two more levels to find out. You're switching to Patrick's Dream right now, and you are... Patrick Starfishman! Oh, and your archenemy is Dreaded Patrick, who is terrorizing the town.

PART ONE - THE GIRTH OF A HERO!

The enemies are made of paper in this level. Yes, paper. You heard that right. Anyway, this level is also simple, and there is a Purple Sleepy Seed and two Green Sleepy Seeds in this level. It is relatively easy. The next part is not so easy.

PART TWO

The loading screen does not give us a title for this thing, but it does give us a date for the events: October 26, 2006 (they say Octopusober, but it's October.) The first part is very difficult if you don't know what to do. In addition to mashing the A button, you also have to push the control stick all the way to the left. Otherwise, it's not doing any good. Once you save the citizen from the train, you have to find his clothes. Once that is over with, (it takes a while) you have to defeat the remaining goons and at the same time pick up 4 boxes of laundry detergent. Starfishman, when the Mayor said clean up the town, I don't think that was what he meant... Once that's over with, you are challenged by Dreaded Patrick to battle him at his secret hideout!

PART THREE

Dreaded Patrick has strapped a man to a rocket in his hideout, and you must ride four floors up and save him! This goes slower than you think, and each floor has about 3 waves of goons. Once that is done, you reach the top to rescue the citizen, but are knocked out by more of Dreaded Patrick's goons and strapped to the rocket. It doesn't say what happened to the citizen. You get launched into space, smash through an asteroid, creating

a ring out of that asteroid, which falls into the hideout and lands around Dreaded Patrick, trapping him. WHAT WILL BECOME OF STARFISHMAN? Find out... in 3 more levels. SUPER-SIZED PATTY!

Now for the start of Plankton's Dream. He's trying to make a giant Krabby Patty, but it starts chasing him around.

PART ONE - SUPERSIZE PATTY!

The entire level follows a pattern. Oh, and Plankton grew to normal size, but the patty is still dangerous for him. Anyway, each level consists of a path of twists and turns and throughout are 3 Blueprints and 5 Machinery pieces. Collecting all of these per level gets you a sleepy seed at the end of the level. At the end, Plankton heads back to the Chum Bucket, escapes by hiding behind some coral, and brags about it after the Patty gives up. However, the Patty notices his antennae, and jumps on him. :D. What will happen to Plankton now?! Find out... in three more levels.

ALASKAN BELLY TROUBLE

PART ONE - BELLY TROUBLE!

You're back to SpongeBob again, and it picks up where he left off. He fell asleep and wakes up, thinking it was all a dream, but then it turns out that he wasn't dreaming! You are free-falling. There are no Sleepy Seeds here. Just dodge all the falling debris and make it to the bottom. You escape that part... but land in the mouth of an Alaskan Bull Worm. Out of the frying pan and into the fire, eh?

PART TWO

You land in its stomach and find Old Man Jenkins and a group of people who have been there for weeks. You must rescue the chief. It's simple enough and so is the next step: rescue the villagers (and the chief's wife, which is an ironing board). Once that's done, the chief lets you have the ironing board for you to repair the plane. Time for the second minigame you will unlock.

MINIGAME

I can't seem to master the controls to this level, oddly enough, so there is not much I can do for you here. Just make sure the colored parts make it to the right colored vats.

PART THREE

Old Man Jenkins sends you to the inventor next, and the inventor wants you to find his three jellyfish power cells so that his machine will work again. Again, this is extremely easy. You may be starting to wonder why I wrote this guide. I'll tell ya why. There are certain levels (such as the first Plankton one) that typically take several tries to beat the first time around unless you have a walkthrough. Anyway, once you get the power cells, the inventor reveals the machine they're for... makes the perfect cup of tea. Why is it always a ridiculous task in these games with a stupid function? For example, the power crystals in the Kelp Caves in BFBB, the power towers in the Mermalair in BFBB... etc. Why is it always a stupid result?

MINIGAME

I finally got it. You have to rotate the Control Stick and C-Stick the same direction at the same time to control the magnet.

PART FOUR

Old Man Jenkins tells you the only thing left to do before they can leave is to find out why the bull worm is having stomach issues. The cause is a can of chili. It's easy getting there. Oh, and the Purple Sleepy Seed is in plain sight: right to the right and behind the can of chili. Once you do that, you and Old Man Jenkins take off in the plane. Just when you reach its mouth, however, the Bull Worm closes its mouth. What will happen next? You'll have to wait until the third-to-last level.

ROCKET RODEO

PART ONE - ROCKET RODEO!

Yay! The parts have titles again! Anyway, we're going to discover what happened to Patrick now. The Sleepy Seeds are easy to get here, and it's very easy to avoid running out of fuel and crashing.

MINIGAME

This is easy. Just don't shoot the UFOs, Satellites, or things that don't have any symbols on them. Unless they're a meteor.

PART TWO - METEOR CHUNKS!

Again, sleepy seeds are easy to find and the energy crystals and items you have to destroy are relatively easy to find and destroy. At the end of this part, you encounter the Krabby

Patty UFO again, and Patrick says to take off its wings.

PART THREE - UF UH-OH!

You somehow are now in another asteroid. When you exit the asteroid, destroy the two wings. Then, destroy the laser on the bottom. Once that's done, you're done! There are no Sleepy Seeds here. Once that's over with, you enter Earth's atmosphere and arrive back home in Bikini Bottom!

REVENGE OF THE GIANT PLANKTON MONSTER!

Plankton wakes up in bed with the Krabby Patty (sounds weird, doesn't it?) and attempts to sneak away from the Patty, but Karen screams "GOOD MORNING, PLANKTON!" waking up the Krabby Patty. Plankton enlarges himself to giant size, and starts chasing after the Krabby Patty!

PART ONE - REVENGE OF THE GIANT PLANKTON MONSTER!

Firstly, destroy Mr. Krabs' house (the anchor-shaped building). Man, Plankton must be very happy now... You'll slowly make your way to a skyscraper that the Patty hides in.

PART TWO - THE THING WITH NO MANNERS!

This is actually just a minigame. You have a limited amount of time to destroy the skyscraper. To do this, press the buttons that appear on each floor in order. If you do it in time, you can continue on.

PART THREE - SEE THIS AT YOUR PERIL!

Just destroy all the obstacles in your way in pursuit of the Krabby Patty. Every Sleepy Seed in the entire level is hidden behind a spiked chunk of a wall. They're in different spots, however.

PART FOUR - THE THING WITH NO MANNERS!

Again, do the same thing as you did in part two. Once you complete it, the Alaskan Bull Worm from before comes out of a drain on the side of the area, yawns (the yawn is what traps SpongeBob and Old Man Jenkins two levels ago), and then experiences extreme discomfort as the two fly through its teeth and out of its mouth. The Krabby Patty grabs onto the bottom of the plane. Now Plankton is chasing the duo.

IT CAME FROM BIKINI BOTTOM

PART ONE - IT CAME FROM BIKINI BOTTOM

Time to fight Plankton. Just avoid his attacks, following the commands that flash on-screen. That's all there is to this entire level.

THE REMAINING PARTS

There are so many parts to this level that I'm lumping them all together into one level. Gah! Anyway, just use the same strategy as the first part. The final part is a showdown against Plankton that is set in a King Kong-esque scene. Plankton manages to trick you into flying too close to him and he grabs your plane!

ROOFTOP RUMBLE

This is it. The Final Showdown against Plankton! It's Starfishman vs. Giant Plankton! I'll add this in later. However, there are mini-Planktons as enemies.

LEGAL SECTION

The only sites that can use this FAQ are:

GameFAQs

MyCheats.1Up.com

My website (once I make one)

IGN

GameSpot

Neoseeker

THE FOLLOWING SITES CANNOT USE MY WALKTHROUGHS AT ALL. NO MATTER WHAT YOU DO, IF I FIND ANY OF MY WALKTHROUGHS ON ANY OF THESE SITES, I WILL SUE THEM!

Cheat Code Central and its proxy sites (CheatMatrix, Cheat Index, etc.)

Dirty Little Helper

CheatsGuru

Any site on Meowthnum1's list of banned sites.

SITES THAT I'M PENDING A DECISION ON

Just because I haven't decided whether or not to allow these sites to use my walkthrough, doesn't mean they can right now.

SuperCheats (every time I visit that site, there's an ad I have to sit through).

END NOTES

I really enjoyed making this walkthrough and I hope that you enjoyed it. I'd like to thank

the following people:

My mom (for allowing me to stay on my GameCube for six hours or more each day of the weekend while I make these walkthroughs)

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