

SpongeBob SquarePants: Creature from the Krusty Krab FAQ/Walkthrough

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SpongeBob SquarePants: Creature from the Krusty Krab (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: Creature from the Krusty Krab*, made by Blitz Games, WayForward Technologies, Nick Games, 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: CFTKK is an adventure game that revolves around the escapades of *SpongeBob*, *Patrick*, and *Plankton* as they venture through various dream-worlds.

There are five versions of the game, the PS2 version, the GBA version, the Wii version, the Nintendo DS version, and the Gamecube version. This guide directly applies to the Gamecube version, but could easily be adapted to the PS2 and Wii versions of the game.

[1.2] Version History

Version 0.1 [11/23/13]

The guide was started on this date. The Introduction, Brief Information, Character, Collectibles, Bonus Games, and Extras sections were completed.

Version 0.2 [11/24/13]

Diesel Dreaming and *Starfishman to the Rescue* were completed.

Version 0.3 [11/25/13]

Super Sized Patty Chase and *Alaskan Belly Trouble* were completed.

Version 0.4 [11/30/13]

Rocket Rodeo was completed.

Version 0.5 [12/21/13]

Revenge of the Giant Plankton Monster, *It Came From Bikini Bottom*, and *Rooftop Rumble* were completed.

Version 0.6 [12/22/13]

Hypnotic Highway was completed.

Version 0.7 [12/25/13]

Edits were made to the guide itself; information was added regarding *Sleepy Seed* locations.

Version 0.8 [12/27/13]

The guide was completed on this date.

[2] SpongeBob SquarePants: CFTKK Brief Information

[2.1] Plot

Within their dreams, SpongeBob, Patrick, and Plankton find themselves in nine different dream-worlds, in much they must navigate their ways through.

[2.2] Gameplay

The basic controls are as follows;

Control stick - moves the character left, right, up and down.

C-stick - rotates camera direction

"A" button - Jump, Double Jump, Accelerate (racing), Punch (Giant Plankton)

"B" button - Attack, Use Objects, Use Laser (flying), Brake (racing)

"X" button - Grapple, Blow, Stomp (Giant Plankton)

"Y" button - Ground Slam, Make Noise, Roar (Giant Plankton)

"R" button - Sprint, Turbo (racing)

Start button - opens up Pause Menu.

There are three playable characters in the game, SpongeBob, Patrick, and Plankton, each with their own unique moves.

(SpongeBob)

Racing:

"A" button - Accelerate

"B" button - Brake

"R" button - Turbo

Platforming:

"A" button - Jump, Double Jump

"B" button - Attack, Use Objects

"X" button - Grapple

"A" button + "Y" button - Ground Slam

"R" button - Sprint

Flying:

"B" button - Use Laser

(Patrick)

Platforming:

"A" button - Jump, Double Jump

"B" button - Attack, Use Objects

"X" button - Blow

"A" button + "Y" button - Grand Slam

"R" button - Sprint

Flying:

"B" button - Use Laser

(Plankton)

Platforming:

"A" button - Jump, Double Jump

"B" Use Objects

Rampaging:

"A" button - Punch

"X" button - Stomp

"Y" button - Roar, Make Noise

Each character's health is represented by hearts in little bubbles in the top right corner of the screen. The character starts out with 5

hearts, however, each time they take damage, they lose a heart. After losing all 5, you start back at the last spot you were at before you lost the life.

Hearts can be added via Snooze Z Shop sold as items.

Throughout each level is usually a checkpoint/save point. Save points are blue safes with coral sticking out of the top. They save your spot in case you die at any point. By hitting them, you can save your game at any time. Neat!

[2.3] Levels

SpongeBob SquarePants: CFTKK features four unique level types, within the nine levels featured. The four types are;

Racing: One of the characters must complete 2-3 laps around a race course, hitting checkpoints in a time limit.

Platform: One of the characters must navigate a platforming world while completing puzzles and getting past various obstacles.

Flying: One of the characters must fly using a plane/rocket, while avoiding obstacles and maintaining fuel.

Rampaging: One of the characters must spread mass destruction.

[2.4] Enemies

-Diesel Dreaming-

[1] Thug; Mechanic baddies armed with only their tools. They are the most basic enemy. Hits: 1

[2] Armored Thug; Stronger mechanic baddies. They arm themselves with a car door as a shield and can't be beaten with a simple attack. They must be rammed into with the Super Charge, and then attacked. Hits: 2

-Starfishman to the Rescue-

[1] Dreaded Minion; Dreaded Patrick's basic minions. They come in a variety of sizes and colors. Their amount of hit points varies and can be determined by the number on their shirts. Hits: 1-3

[2] Armored Dreaded Minion; Larger scale Dreaded Patrick minions. They are garbed in protective armor. Don't let their size intimidate you, as they only require basic attacks to remove their armor. Hits: 4

-Super Sized Patty Chase-

[1] Jellyfish; Jellyfish sting! They have a habit of blocking the path and will attack when approached. They can be frozen with Plankton's freeze ray. Hits: N/A

[2] Giant Krabby Patty; Plankton's pursuer, a giant monster Krabby Patty. This menace cannot be stopped and is constantly chasing the miniature fiend. Hits: N/A

-Alaskan Belly Trouble-

[1] Crustacean Parasite; Crustaceans that infest inside the belly of the Alaskan Bull Worm. They are basic enemies. Hits: 1

[2] Armored Crustacean Parasite; Larger crustaceans armed with shells. They must be hit with a Super Charge and then attacked. Hits:

[3] Unicycle Crustacean Parasite; Regular Crustaceans riding atop unicycles. Their unicycles must be knocked away before they can attack. Hits: 2

[4] Acid Spitters; Strange creatures that pop out of hiding and spit acidic goo. Their goo can be deflected back at them with a spin attack. Hits: 1

-Rocket Rodeo-

[1] Jellyfish; Jellyfish can be a real pain. They block Patrick's rocket path and usually stay in clusters. They can be shot down by the rocket lasers however. Hits: 1

-Revenge of the Giant Plankton Monster-

[1] Defense Helicopters; Bikini Bottom's Defense Force's helicopters. They are armed with either large nets or their guns that fire pink goo. They can only be defeated with the eye laser. Hits: 1

[2] Tanks; Small tanks that are part of the Defense Force. They fire slow-moving missiles with poor accuracy. They can be stomped on or walked over. Hits: 1

[3] Mobile Tanks; Small tanks that are part of the Defense Force. They fire missiles with better accuracy. They can be stomped on or walked over. Hits: 1

[4] Pop-Up Turrets; Large turrets that fire missiles. They can be defeated by any attacks. Hits: 5-6

-It Came From Bikini Bottom-

[1] Jellyfish; Annoying little buggers. Once again, they prefer to block paths and form clusters. They can be shot down by the plane lasers. Hits: 1

[2] Giant Plankton; Plankton's monstrous size allows him to destroy Bikini Bottom with ease. As such, he is the largest menace in the game, literally and figuratively. Hits: N/A

-Rooftop Rumble-

[1] Plankton's Army; Planktons are better in numbers, right? There are three variations of these planktons, and they all support their leader. They are easily subdued with basic attack. Hits: 1

[2] Plankton's Snipers; Planktons that are in control of turrets. They fire pink goo with the turrets. Their attacks can be deflected back at them. Hits: N/A

[3] Giant Plankton; Plankton's monstrous size allows him to destroy Bikini Bottom with ease. As such, he is the largest menace in the game, literally and figuratively. Hits: N/A

-Hypnotic Highway-

[1] Monsters; Various neon-colored monsters that mess around on the racetrack. Some attack with objects such as mallets or throw projectiles during the race. Their attacks can be avoided. Hits: N/A

[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. His levels typically consist of racing, platforming, and flying.

[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. This game features him as the notorious superhero, Starfishman, who faces his nemesis Dreaded Patrick. His levels typically consist of platforming and flying.

[3.3] 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. This game features Plankton being pursued by a giant Krabby Patty monster of his own creation. When not being chased, he is eventually transformed into Giant Plankton, his own monstrous form. His levels typically consist of platforming and rampaging.

[3.4] Karen

Karen is Plankton's computer wife. She provides Plankton with blunt opinions on his plans and tends to lack faith in him because he often neglects her and her help.

[3.5] Mrs. Puff

Mrs. Puff is SpongeBob's stressed and paranoid driving instructor. She has been driven (oh, the puns!) to the edge by SpongeBob's inability to pass his boating exam, and as such, harbors an immense dislike for him. However, in this game, she is a lot more docile and kinder than is normally portrayed.

[3.6] 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.

[4] Levels - Story Mode

[4.1] Diesel Dreaming

The game enters with the French Narrator detailing the restful night SpongeBob is having... when suddenly his bed turns into a racecar and he is propelled into a racetrack world that is Bikini Bottom fused

with Stanley Mouse's style. You will have to drive 2 laps around the racetrack. The goal is to get to the checkpoints within the time limit. This race is more of a practice race. After 2 laps, SpongeBob stops to admire his lovely new driver's license, until he gets run over by Plankton. He loses his brand new license.

SpongeBob must retrieve his license, as it comically hops away and escapes. Mrs. Puff advises that SpongeBob must unleash the speed demon inside to retrieve his license. Now that you're on foot, you can navigate SpongeBob through the level. This level, although level 1, also works as a tutorial, in which you must meet up with Mrs. Puff towards the end. Up ahead is the license, however, it won't be that easy getting it. The license hops away as you approach it. Jump across the platforms up ahead to reach the other side of the road. SpongeBob does a victory dance every time he completes a task. The license escaped through the gate ahead, which is now closed. A red winch is in front of the gate. Grab it with the B button and use the Control Stick to crank the gate open. Crank it quickly, until it stays open.

In the next area, the license escapes through the door up on the ledge, which closes quickly. This door requires a winch as well. But first walk over to the red building ahead of you and turn down a path on the left behind the building. A Patrick Sleepy Seed is located behind the building. Return to where the red building is and crank the winch down on the ground in front of the building. This moves the awning further out, allowing you to access the ledge. Hop up the platforms to the awning, and jump up the remaining platforms to reach the ledge.

Inside the license hops through another gate, this one locked with TWO winches. Double jump across the next two platforms. Then, crank the two winches by the gate. Enter again to find more platforms and swinging tire obstacles. You must time your jumps in order to get across. On the other side of the road is a large red button stopping you from opening the gate. By jumping and pressing "Y", SpongeBob can perform a Ground Slam technique on the button. If you want some extra Snooze Z's go up the platforms to the left and crank the winch. A garage door will open, revealing another button. Ground Slam the button to reveal some Gold Snooze Z's. In the next area, oil spills are the obstacle. You can jump over them, go around them, or time your run across. Another winch is in front of the door. Inside the final room, Mrs. Puff awaits. She introduces the Sprint attack. Hold "R" in front of the large spark plug and SpongeBob will charge and push it into its socket. The door to the right opens, finally leading SpongeBob to his license.

On the racetrack below, SpongeBob is challenged to a race by the great Piston Patrick. Contrary to what is believed, it isn't necessarily a race. It works exactly like the practice race, in which you need to get to the checkpoints in time. However, the only things that change are that there are speed pads for acceleration, the track falls apart and changes, and Patrick drops bombs to stunt your speed. A Patrick Sleepy Seed is in the center of the improvised race route. Complete 3 laps "against" Patrick. In the end, SpongeBob is once again struck by Plankton, destroying his entire racecar.

SpongeBob must retrieve his car parts from the pits. Use Sprint on the car engine to launch it into the telephone pole. The pole creates a bridge across the chasm. Grease monkeys wander about this level, spelling trouble for SpongeBob. Use the "B" button to use SpongeBob's

Sand Slap attack on them. They are defeated in one hit. After the first batch, 2 more hordes of them appear. Take all of them out. The open door is the only way to go for now. Avoid the oil spills and tire obstacles. In the next room, SpongeBob must collect 10 fuel cans. The first 3 are down on this level. The remaining 7 are up along the platforms leading to the upper level. The door opens down below, revealing a winch and a few grease monkeys. Take out all the grease monkeys and enter the little room. Behind the crates at the left is a button that opens a garage door back at the entrance. Use the winch to raise a platform in the center of the room.

Return to the upper level and jump on the platform to reach the ledge on the other side. Pick up the canister to get 1/3 car parts needed. Return to the entrance. New baddies! Armored enemies cannot be taken out easily. They must be stunned with a Sprint attack and THEN defeated with a regular attack. Hitting them from behind won't do any good, as they attack. Defeat the few armored baddies that appear. In the garage at the far left is a Plankton Sleepy Seed and a red button. The button reveals some Gold Snooze Z's. Enter the newly opened door, avoiding the oil spills. The next room is filled with crates. Another car part is on the upper level, but first you must smash all 50 crates. There are 37 crates on the lower level, while the other 13 are on the way up to the upper level. The door below opens, but there are a few baddies to be taken care of. The button inside the opened room raises the platform in the middle of the room. Go up to the upper level, and hop across to get the second car part on the other side.

Return to the outside and defeat the enemies. The last door on the right lets a few more enemies out. Defeat them all and enter that last door. Avoid the oil spills and tires. The very last room, the car part is once again on the upper level. However, you must collect 20 tools from the 20 baddies that emerge from the door in front of you. Inside the little room are two winches and a button that power the three platforms in the room. Activate all three to raise the platforms.

However, a heavy car engine drops onto the last platform. Use Sprint to get the engine to budge. Raise the platform once more and make your way to the upper level. Hop across the platforms to get to the last car part.

SpongeBob is challenged to a race against Plankton. Just like the race with Patrick, your goal is to hit checkpoints within the time limit, while also watching out for bombs left by Plankton to deter your speed. Be on the lookout for a Plankton Sleepy Seed in the new tunnel! After the race, SpongeBob is hit by Gary on his vehicle. For the final race against Gary, SpongeBob will have to collect a few turbo boosts from the pits.

Back on foot again, walk up the pit with the floating anchors above it. Using the X button to grapple, SpongeBob can swing from anchor to anchor to get to places normally unreachable. Stand on the pad with the anchor and grapple across. Turn the winch to open the garage door to get the truck to move. On the other side of the path way are some baddies. Take them out. At the left are some platforms leading up to a ledge. Swing from the anchors to get to the next platform. Press the button with Ground Slam to open the door. Inside the warehouse is a turbo booster up on a ledge. First you must get rid of all the enemies in the area. Anchors will appear. Swing from the anchors to reach another button. Activate the button and door after door will open with enemies. Defeat them all. The last door contains a winch.

This raises a car that makes a bridge to cross up above. Climb up the platforms by the entrance and grapple from the anchors to reach the turbo booster on the platform. Grapple back to the previous platform and exit out of the opened door.

Crates are preventing the platform elevator from moving. Smash all the crates to ride the elevator up. Exit through the door at the right. SpongeBob will need to activate a button down below. Get rid of the enemies and head down the ramp at the far right. Ground Slam the button. This raises a bridge, but unveils a few enemies. Get rid of them and cross the bridge. Ground Slam the next button to activate a satellite that powers the next bridge. You guessed it though, more enemies. You can defeat them or ignore them and just cross the bridge to the second turbo booster. Exit through the door, taking the elevator down to the ground. More enemies wait at the bottom. As you turn down the path at the left, the ground begins to crumble and your only platforms are screw platforms. Hop across them, avoiding the swinging tires. A crane appears to be blocking SpongeBob's path to the right.

Proceed to the end of the path into the open area. Sprint at the 3 spark plugs to push them into their sockets. Follow the arrows to see which way the plugs are to be pushed. Once all three are plugged, the crane clears the pathway. Head back along the screw platforms and detour onto the path on the left. Pick up the turbo booster and proceed down the path, being cautious of oil spills and tires. In this area, you'll need to plug for spark plugs into their sockets to activate the giant engine. Take out the few enemies and start plugging the spark plugs. Afterward, head up the platform elevator in the far corner, up the ramp. At the top is a winch and a button. First turn the winch in one of the directions the arrow is facing. The button powers the engine. Do so with the arrows pointing to the right to break the wall, revealing a few baddies and a Plankton Sleepy Seed. Doing so on the arrows pointing up breaks the wall and reveals the last turbo booster. Go down the path while avoiding oil spills, tires, and enemies. Grapple the anchors at the end of the path to cross the chasm and reach the other ledge.

Through the door is another large area. Spark plugs need to be powering the towers or the winches won't work. Take out the baddies on the ramp and then jump down below. Sprint at the spark plugs to put them in the sockets. The winch will now activate and anchors can get you across. But first, a few truck loads of enemies will come. Get rid of them all. Plug in the next spark plug to summon more anchors over the next platform and to activate the button on the tower. Go up to the ramp and get to the tower with the winch. Crank the winch to move a crane holding a truck. The truck becomes a bridge to get to the ledge across. Go up onto the truck and grapple the anchors to reach the tower with the button. Activate the button to initiate a trash smasher, which becomes another bridge. Cross to that ledge and behind the crates at the right is a button. This activates another spark plug leading to the third tower, which has a Patrick Sleepy Seed on top. Return to the ledge and exit through the door. The last turbo booster is on a pedestal, within your grasp! Until the pedestal rises. Four sets of baddies will emerge from the doors at the left and right. Defeat them all to lower the pedestal. Collect the last turbo booster!

Now, SpongeBob must have his final race against Gary. Just like with Patrick and Plankton, hit the checkpoints in time, and avoid Gary's bombs. Also, make use of the turbo boosters by hitting the "R"

button. You can boost up to five times in one lap before the amount resets. Use it wisely! After the race, SpongeBob finds he's drove himself into a pit as a result of his low attention span!

[4.2] Starfishman to the Rescue

Patrick is sleeping in his bed comfortably when his TV awakens him with an urgent broadcast. The Dreaded Patrick is plotting to take over the city, with no one to save the day! Patrick assumes the persona of Patrick Starfishman or "Starfishman". He exits his home and enters a Bikini Bottom made of paper that heavily resembles the style of a comic book, including all background objects being in two dimensions. The phone appears to be ringing. Go and answer it. On the other line is "Patrick", acting as a Commissioner. He asks if you can do the Turbo Twist Attack, which is simply the B button. A few of Dreaded Patrick's (Dreaded Patrick) henchmen appear. Dreaded Patrick's henchmen come in a variety of a colors and sizes, but most only require one hit. The amount of hits they take to defeat are denoted by a number on their shirt, ranging from 1 to 3. Attack them. Dreaded Patrick escapes from behind the closed gate. The phone begins to ring nearby. By the end of this level, you will definitely be sick of ringing phones. Answer it and speak to Patrick Commissioner (PC). He reminds you of the Super Charge ability, or the R button.

The gate opens. Go through it and charge into the thin paper wall. There's that phone again... answer it and PC will remind you of the Ground Slam attack, or A and Y button for buttons and enemies. Some buttons in this level require being slammed multiple times. Take out Dreaded Patrick's henchmen in this next area and then slam the button at the far left 3 times to raise the manhole platforms. Jump up on the food cart and then proceed to hop up the platforms to the ledge. Cross the platform with the crates and then cross the billboard to the next ledge. Behind the thin paper wall is a Plankton Sleepy Seed. Press the button on the ledge 3 times to activate the other manhole platforms. Dreaded Patrick escapes, that blasted phone rings again, and more henchmen!

Defeat the henchmen and answer the phone on top of the building. PC warns to avoid the noxious green gas or turn it off somehow. Ground Slam the button to temporarily turn off the gas. Time yourself as you travel through the alley. At the construction site, the phone rings, with PC reminding about the Bluster Puff Attack or the X button. It is useful against enemies, paper things, and fans/propellers. Use it on the propellers around the construction site to catch up with Dreaded Patrick. Activate the 3 propellers in the area to lower the bridge platforms. Across from the bridge is a cage with a Patrick Sleepy Seed inside. Cross the bridge and fight off the henchmen and the remaining henchmen down the pathway. Exit through the door at the end of the path.

Dreaded Patrick is putting up posters in the retail center. The phone rings once more. Use the Bluster Puff attack to get rid of all of Dreaded Patrick's posters. The first is on the S.O.S. Donut shop. The second is on the Bilge Nation building in an alleyway. The third is on the yellow building near the exit door. Sprint into the car by the manhole and slam the button 3 times to raise the manholes. The fourth poster is above the Patty Paradise restaurant. Blow the fan while standing on the platform to get it to move to the other rooftop. Use blow on the paper wall to reveal the fifth Dreaded Patrick poster.

Cross the billboard, looking out for the henchman. Proceed to the other rooftops by crossing the planks. On the last rooftop is the final Dreaded Patrick poster. Break through the paper wall nearby to get a Plankton Sleepy Seed. With all the posters gone, exit through the door on the other side of the retail center.

Blow on the fan to adjust the gas pipes. Time yourself as you walk through. Beware of the cardboard dogs up ahead. They can be blown over with the Blow attack, but they only stay down for a temporary time. Proceed to the end of the path, entering the city park. The phone rings. Answer it and PC will advise you to blow on all the trees in the park as Dreaded Patrick is hiding something. After blowing all the trees, Dreaded Patrick summons four henchmen to attack. Defeat them, and the phone will ring again. PC advises that the blue tabs that pop up in areas can produce useful stairs when pulled. Enter the park again and pull the tab by tapping the B button repeatedly. Go up the stairs to the rooftops. Ahead are gas pipes and cardboard dogs. Blow the fan to adjust the gas pipes. Time yourself and proceed. Take out the sets of henchmen as they appear before walking past the tower of gas pipes. Enter the next area and answer the phone. PC advises you to use the Super Charge attack on the tall flat buildings in order to create bridges and ramps. Charge into the building, blow and walk up the ramp. Take out the henchmen on the rooftops and get down to the ground. Blow on the fan if you want a Gold Snooze Z. Otherwise, continue down the path to the ringing phone.

PC advises you to use the "hot and cold" ability. A meter appears in the bottom right, which detects temperature. The colder Starfishman gets, the further away he is from something important. The hotter he gets, the closer he is to the important object. Break the crates in the area to find a red button in the far corner. Activate it and it will flatten the cardboard snails. Unlike the dogs, the snails won't get back up. Continue through the alleyway and answer the phone. PC warns about cardboard box dogs, which are snappy and chase after you. They are chained to red buttons, which release them when slammed. Enter the next area and take out Dreaded Patrick's henchmen. You will start to see higher level henchmen from this point on. Take out all the henchmen and then go to release the three cardboard dogs. With the dogs released, the manhole platforms also activate. Follow Dreaded Patrick up to the rooftops and continue down the path into the next area.

In the city hall area, Dreaded Patrick has tied a poor starfish to the train tracks to await the incoming train. With Starfishman's super strength, push the train away from the man. Press A repeatedly using your thumb and index finger to push the train. Once it's reached the left end of the meter below, it will explode, saving the civilian. Dreaded Patrick unleashes a few henchmen, but they're easily subdued. The civilian, seems to still be in peril... He refuses to go anywhere without his clothes. So you will have to find 5 clothing pieces for the man. You also might want to dispose of 5 Dreaded Patrick posters scattered in the next few areas.

Exit through the gate at the right of the city hall. Go through the alleyway and level 2 henchmen will attack. Get rid of them. The level 1 henchmen lining the alley will be stationary for a bit. Go up the stairs at the right to enter the next shopping center. This area's a bit busy. First, release all the cardboard dogs using the buttons. This clears the area of dangers for a while. Next, use the Turbo

Twist attack on the Dreaded Patrick statues holding the giant spatula up. After all the statues are gone, the spatula falls. A stinky sock lands on the clothing piece up on the ledge of the sock building. Climb up on the platforms to reach the giant spatula. Blow the fan to make the spatula platform spin. Find the button near the sock building that requires 3 slams. Activate it to raise the manhole platforms nearby. Climb said platforms and blow the fan at the top. The stinky sock is removed! Jump up on the spinning spatula platform and grab the clothing piece from the ledge! However, some henchmen appear. Get rid of them and then exit from the door you entered.

A few henchmen in the alley will appear, but not all are ready to come out yet. Proceed back to the train tracks with the man's clothes. He's not going to budge until you've got his whole outfit. A few higher level henchmen roam about. Once they're gone, the man mentions a tab near city hall. Activate it and climb the stairs to the rooftops. Dogs are all over the alley, so just blow them down and get through quickly. In the next area, you'll need the crane to get to the clothing piece. First, dispose of the henchmen and the box dogs. Blow on the fans to activate the cranes, then use the Super Charge to move them. Climb up the beam on the crane at the far side to get to the platforms. Look out for the box dog up ahead. Once cleared, slam the red button. Some more henchmen appear, now with level 3 guys out there. Defeat them all. Use the cage they entered in as a platform to reach the beam on the other crane. Grab the clothing piece and exit through the opened door, taking out any remaining henchmen. Exit through the alleyway, being cautious of the gas pipes. In the next alley, more henchmen appear to try and apprehend you. Defeat them and continue. You wind up on the ledge in the previous area! Beware of the box dog and grab the Patrick Sleepy Seed at the top of the Odd Sock City building. Leave through the entrance door and rid the alley of the remaining henchmen. Return to the city hall area. Dispose of the henchmen and enter through the next gate.

A train is passing by at a constant rate, blocking the path in front of you. Break the crates and slam the button to temporarily stop the train. Pass through and break the crates on the other side to find a button. This will get you back across later. Proceed and enter the Dreaded Patrick "Employment Fair", where he's recruited some new henchmen. Some HUGE henchmen will appear, dressed in armor. They may seem intimidating, but they're just paper! First, blow or slap their armor off, and then attack them as you would any other henchmen. They take 4 hits to defeat. Get rid of the three hordes of henchmen, then tackle the box dogs. With all enemies gone, make use of the Ground Slam on weak paper floors. Activate all the buttons to move the beams up above. Make your way up and get the clothing piece. Exit the secret base and return to city hall.

More henchmen, yada yada. Enter the new gate and proceed to the alleyway. The Patrick Sleepy Seed is out of reach for now. Tackle the henchmen in the alley. Climb the stairs and charge through the two paper walls into the next area. Start by clearing the area of henchmen. Then slam the buttons hidden under paper floors. These buttons raise the manhole platforms. Use Super Charge to move the first train and then move the second train to reveal another paper floor with a button. Activate the last manhole. Cross the platforms and get onto the large gray platforms. Get to the platform with the tab and hop to the platforms at the right. Take out the box dog and the henchmen, and then grab the Patrick Sleepy Seed. Return to the tab activate it. Climb the stairs and get the clothing piece. To get

the Plankton Sleepy Seed, move the train at the far end back to its spot and use the trains as platforms to reach it. Jump across the red trains to get to the ledge where the exit is. Look out for gas pipes and a box dog. Exit through the gate. Henchmen, cardboard dogs ahoy. Get rid of the henchmen and stop the train with the button to cross. At the end of the path, you're back in Dreaded Patrick's secret base, but at the upper level. Defeat all the henchmen up here and then use Super Charge twice to knock over Dreaded Patrick's statue. Get the last clothing piece from where the statue was, and leave the base. Pass the train using the button and return the man's clothes in city hall. The man dresses and is finally saved. The mayor comes out and thanks you for your help, but asks that you clean the town up of Dreaded Patrick's henchmen. Starfishman needs laundry detergent, literally. Defeat 4 hordes of henchmen and pick up 4 boxes of laundry detergent. With the henchmen defeated, the mayor has no use for Starfishman's laundry detergent. Dreaded Patrick challenges Starfishman to a showdown at his secret base, which Starfishman quickly goes to.

Inside Dreaded Patrick's base, a civilian is strapped to a rocket, preparing to launch into space. As the elevator rises to the top, defeat any and all henchmen that drop in. As long as you're fighting, also avoid falling debris. With each level you reach, your health replenishes. Beware of the gas pipe attacks as well! As you reach the fifth level, Starfishman gets knocked out, awakening to find himself strapped to the rocket, in place of the civilian. He is launched into space, helpless.

[4.3] Super Sized Patty Chase

Plankton sleeps roughly through the night, until he awakens himself. He decides to go back to evil genius business regarding the Krabby Patty. With a crumb he found, Plankton puts it in place by his Enlarge-A-Tron. Seemingly, he has concocted the perfect plan, until the Patty grows too large and develops a mind of its own. Plankton enlarges himself as well, but finds he is still no threat to the Patty menace. A chase ensues.

Plankton must run from the Patty, while destroying obstacles in his path using the "Dispiculator" ray on his head. Really, it's a freeze ray. Plankton must keep running or risk being caught by the Patty. It can temporarily be frozen by the freeze ray, but it will always go back to chasing. Watch out for caution signs that warn of falling platforms. There are collapsing platforms, bridges, and other obstacles like pits and falling debris. Additionally, the Patty will always seem to be uncomfortably close to you. It is likely programmed to stay within a certain amount of paces with Plankton. Just keep running and it will be fine! Along the run, you can collect Blueprints and gears. There are 3 blueprints and 5 gears in a level and they are conspicuously placed as to not deter progress in a level! Nothing bad seems to happen if you don't get them all, however. You're safe when Plankton has passed a cage with a Sleepy Seed inside. The Sleepy Seed can be collected when Plankton jumps near the cage.

After a game of Pouncin' Poundin' Patty (see the section dedicated to it) Plankton must go back to running again. For this factory, the main obstacles are pits, swinging gears, and falling debris before another rousing game of Pouncin' Poundin' Patty! These chase levels

are pretty redundant, straightforward and don't have much for me to note, honestly. In the next factory, take advantage of any head starts you can get! And look for the Plankton Sleepy Seed near the beginning of the level.

Proceed through the poorly built Oyster Stadium while dodging debris, gas pipes, obstacles and collapsing bridges. More Pouncin' Poundin' Patty!

For the last chase, return to the Chum Bucket so that Plankton can hide while the Patty rampages!

[4.4] Alaskan Belly Trouble

Back with SpongeBob, he finds himself having fallen into a pit during his Diesel Dreaming dream. He begins to fall through the air. As you dive, avoid obstacles by moving SpongeBob using the Control Stick. All seems well, until SpongeBob is swallowed by a great Alaskan Bull worm.

Inside the worm's belly, SpongeBob must find a way to escape the worm's vast digestive tract. He finds Old Man Jenkins, who has a plane that can fly out of the worm. It's missing a few parts, however. Find the Chief of the Castaways, living inside the worm. Go over to the platform with the glowing machine, and do try to avoid falling into the stomach acid! Slap the machine to open the door valve. Walk to the dead end and SpongeBob will be sucked into another area in the worm. The Chief has been captured by the creatures living in the worm that oddly resemble Mr. Krabs or Larry the Lobster. Cross the collapsing sponge platforms quickly. Defeat the baddies and hop up the platforms up to the Chief. Free him by slapping the rope. The Chief is willing to help you get plane parts. but he needs help reaching the other castaways, including his wife, a pretty... ironing board? Rescue the other cast ways that have been kidnapped by the crustacean baddies.

To access the next, you'll need to crank the winch to lower the bridge. However, more crabs (Moar Krabs, more puns!) and an armed lobster appear. Sprint into the lobsters and then hit them. Afterward, crank the winch and cross the bridge into the tunnel. Avoid the acid as you did with the oil spills. In the next area you must cross collapsing platforms while avoiding the strange acid spitting creatures. They can be defeated by deflecting their spit with a Spin, but otherwise, I ignore them. Go along the platforms at the right and use Ground Slam on the pink bubble to activate a platform. Go to that platform and cross to the next area. Defeat the crustaceans in the area. All of the glowing machines in the area should be hit. The crates nearest to the exit contain a pink bubble which activates a treasure box on a platform on the pool to the left.

Slap the machine on one of those platforms to get some Snooze Z's. The treasure chest contains some as well! The machine by the fridge platforms activates anchors to grapple. Swing on the first one and grab the Plankton Sleepy Seed. Swing on the anchors to reach the other platforms with the last machine. This machine activates a winch to open the door. Crank the winch and enter the tunnel. Take caution of the swinging things, just as you did with the tires. At the other end of the tunnel, walk across the collapsing sponges. Defeat the crustaceans to access the bridge to the next tunnel. Open the door by slapping both machines. Avoid the acid spills and enter the next area.

Defeat the crustaceans and free the civilians. One is nearest to the entrance. The second is at the top of one of the shacks. Get to her by climbing the platforms in the first area and grappling the anchors. The third person is near the next area and can unlock the door to the next tunnel once freed.

Enter the next room and there are 2 armored crustaceans and some spitting creatures. The tunnel blocked by crates leads to a few treasure chests with tons of Snooze Z's. Otherwise, hop along the platforms until you reach a platform with 2 crustaceans and a pink bubble. Slam the bubble to be transported to another part of the worm.

Defeat the crustaceans in the area to rescue the civilian on top of the roof. She will activate some platforms to get you to the platform with the pink bubble. Activate it and some platforms will appear to get you to the other side of the chasm. Slap the machine to reveal a winch. The winch creates platforms that lead to the boat. The boat has a Plankton Sleepy Seed inside, but also a pink bubble on the deck. This makes the tall platform accessible. Bounce along the springy platforms to the next ledge. The dead end will suck SpongeBob into another part of the worm.

Rescue the 4 civilians in the next room. Cross any of the three bridges in the room to get to the civilians' platforms. But you may have to cross alternative platforms to get back to the center area. Each time you rescue someone, crustaceans appear. The last civilian is in the center area. A winch will be activated by the last civilian freed. Crank the winch and enter the tunnel. The tunnel has acid spills and other swinging obstacles. At the end is another battle arena with a few crustaceans and acid spitters.

Once the bridge is raised, slap both machines and enter the tunnel. Grapple the anchors and slam the pink bubble on the platform. Springy platforms appear to get you to the next area. The Chief's ironing board...err...wife is tied up in the area. Grapple more anchors and take the springy platforms up to the ledge with the crustaceans. Take them out and proceed to the next set of anchors. Jump to the platform with the winch and crank it and activate a set of platforms leading up to the machine. Grapple the newly activated anchors to the next platform. Rescue the civilian by defeating all the crustaceans. The civilian activates a platform to the next area upon rescue. Grab the Patrick Sleepy Seed on top of the shack! Proceed to the ledge and rescue the Chief's wife. The Chief agrees to help!

Play Scrap Scramble in order to separate parts for the plane! Afterward, you still need a few more parts for the plane, but there should be a professor inside that can help. Go up the plane ramp and hop the platforms to get to the winch. Crank it and hop the new platform over to the next tunnel. Take the transport tube to meet the professor. He would help, but those crustaceans have stolen the professor's jellyfish power cells. Walk up the ramp and enter the first tunnel. Avoid the acid and take out the crustaceans on unicycles. They take 2 hits to defeat now. Crank the winch to release the bridge and cross it to the next platform. Grapple the anchors and avoid the acid and swinging things. Quickly cross the crumbling platform and grapple more anchors to reach the floating platforms. Hop up to the ledge and enter the tunnel. Avoid the swinging things. To get through this room, defeat the crustaceans. Then slap the two machines in the room. Get rid of all the crustaceans and turn the winch that appears to move the crane. Sprint the spark plug into the

socket to open the door. Enter the tunnel.

In the next area, slap the machine to make a power cell appear. The remaining machines in the room can be slapped for a treasure chest of Snooze Z's. Otherwise, hop along the platforms up to the ledge. A Patrick Sleepy Seed is on a lower platform. Grab the power cell on the ledge at the end of the platform chain.

Back in the lab, enter the second tunnel up the ramp. Avoid the swinging things in this tunnel. Crank the winch to create some platforms. Cross to the other side. Enter the next area and grapple the anchors. Slap the machine to activate more platforms. Swing from the anchors and get to the next platform with a machine. Slap it for the remaining platforms. Ignore the acid spitters. Enter the next tunnel into the next room.

Dispose of all crustaceans and a winch appears. Slap all the machines to activate floating platforms. Hop the platforms in the back corner to reach the floating platforms. A Plankton Sleepy Seed is floating above the binoculars. A winch is on another platform which rotates the base in the center. Hop onto it and access the winch on the shack roof. This moves the crane. Sprint the spark plug into the socket to open the door. Defeat the crustaceans and enter the tunnel. Cross the bridge to the arena and take out all crustaceans. The arena gets smaller after each round of crustaceans. Afterward, grab the power cell.

Enter the final tunnel up the ramp to the lab. Break the crates and slam the button to open the door up ahead. Grapple anchors and cross the platforms to get to the other end. Avoid swinging things and acid spills as you enter the next room. Traverse across the platforms and spinning bases. Slam the pink bubble on the platform to activate the next base. Proceed to the tunnel.

Avoid more swinging things. Enter the next room and rid all crustaceans. Clear the crates of the FIRST spark plug and sprint it into its socket. Swing from the new anchors to access the machine. Slap it and a winch appears. Crank the winch to move the crane. Break the last crate and sprint the plug into the socket. Enter the open door into the tunnel. In the next room, rotate the winches to the bases to move them. Do this until you reach the platform with the machine. Slap the machine to activate moving bridges to the next platform. Grapple the anchors to get to the platform with the last power cell.

The professor activates his great machine...which makes the perfect cup of tea apparently. Play Scrap Scramble once more.

Once again, SpongeBob must perform more menial tasks. The worm's stomach is upset and SpongeBob must get to the bottom of it before they escape. Avoid the spitting creatures. Take the platforms to the last tunnel and take the tube to the next part of the worm. Rescue the villager on the platform. He explains that a can of chili is in the worm's stomach, which is upsetting it. But the villager's team can help permitting they are freed. Crank the winch to rotate the base. Hop to the next few platforms and grapple anchors and crank the next winch to activate a few bridges. At the next platform, grapple the anchors and free the villager on the platform. She will activate a winch. Crank it to rotate the base. On the next platform, get rid of the crustaceans. A pink bubble forms on a platform above. Activate

it to open the treasure chest of Snooze Z's if you want. Otherwise, proceed down the path at the left. Avoid the swinging things. In the next room, you must cross a collapsing platform quickly and get to the floating platforms at the end. Hop up to the ledge and exit to the tunnel. On the other side are more platforms, grappling anchors, acid spitters and crustaceans. Take out crustaceans, but ignore the spitters. At the next platform with a winch, crank it to activate more floating platforms. Hop up the platforms and slap the machine to activate anchors. Grapple across them and activate the next winch. Head down the platforms and slap the machine to activate more.

Make your way across, timing yourself as you pass the rotating bases. Defeat all of the crustaceans on the pathway to open the tunnel. Avoid the acid spills and swinging things deeper into the tunnel. In the next area, hop the platforms until you land on a platform with swinging things. Defeat the horde of crustaceans to activate the bridges. Cross to the opposite end of the area and get rid of the crustaceans. Hop up the sponge platforms and drop down into the next area. The can of chili is at the opposite end of the wide area. The area has acid spitters, but just ignore them. Grapple the anchors and defeat the remaining crustaceans to activate more platforms. Crank winches and slam buttons on the various platforms as well. A Patrick Sleepy Seed is by the chili can. Slap it to destroy it.

Play one more round of Scrap Scramble and the plane is FINALLY ready. Old Man Jenkins and SpongeBob prepare to jet off, flying out of the worm. Until its mouth closes...

[4.5] Rocket Rodeo

Patrick Starfishman awakens strapped to the rocket launched by DREADED PATRICK. You must fly the rocket through space without hitting any obstacles. The meter at the top represents the rocket's fuel tank. The fuel depletes constantly as the rocket flies, so you must pick up the fuel as it appears. One fuel is equal to one square on the meter. If any damage is taken by an obstacle, the rocket's fuel goes down a bit faster. Checkpoints allow you to start back from that spot if you lose all of your fuel. When that happens, you have 5 seconds to reach another fuel pickup. Luckily, checkpoints also provide five additional squares on the fuel tank. As you're flying, you are being tailed by a spaceship, the Patty UFO. It fires lasers, so heed the directional commands given on the screen to dodge the blasts! Look for the Patrick Sleepy Seed towards the beginning when the Patty UFO fires its lasers. You'll pass through a few space stations until you follow the Patty UFO into a black hole.

Inside the black hole, look for a Plankton Sleepy Seed in front of a paintbrush. Once out of the black hole, you'll enter another space station. A Patrick Sleepy Seed is in one of the rooms. Eventually, Starfishman frees himself from the rope tying him to the rocket. A round of Meteor Mania is in order! Afterward, it's back to the rocket!

For this next ride, Starfishman has equipped lasers onto his rocket to blast incoming hazards. In the next room, you will need to destroy the two pillars on each level while avoiding laser blasts. In the next area, pick up a Plankton Sleepy Seed near one of the pipes. Then fly through all of the hoops to exit the space station. As you proceed into space, fire at the two crystals to open the door to the next area. A Patrick Sleepy Seed is in one of the vortexes, while a

Plankton Sleepy Seed is inside the cavern of the following planet. Soon, Starfishman approaches the Patty UFO. In another chase, he must shoot off the wings of the Patty UFO. As you chase the Patty UFO, first take off both wings. The next thing is to shoot at its center until it is defeated. Starfishman rockets towards home in Bikini Bottom.

[4.6] Revenge of the Giant Plankton Monster

Plankton awakes from his slumber, finding his "nightmare" wasn't real. However, he finds the sleeping Patty at his side and carefully tries to sneak away. Karen's blaring wake-up call wakes the Patty and Plankton quickly leaps onto his growth machine and has Karen zap him. With that, Plankton grows to monstrous proportions. In this giant form, Plankton is able to cause destruction easily, with his first target being to destroy the abodes of "certain" Bikini Bottom residents. Said buildings are highlighted by a white glow. Start by destroying the various buildings in the area, using Plankton's punches, stomps, or his laser eye. Punching and stomping are unlimited, but take more time to activate. The laser eye must have enough energy, as depicted by the meter at the right of the screen. When fully charged, the laser eye can be used, but it takes time to build that energy up again. Also, Plankton's size renders him to move a bit slower, especially when changing direction. In the first area, start by destroying some buildings and then Mr. Krabs' house, which is the anchor-shaped building. Proceed to the next area, which requires that Patrick, Squidward, and SpongeBob's houses be destroyed. Inside are Roar pickups, and when the Y button is pressed, Plankton can unleash a large roar that can destroy buildings and other obstacles in his vicinity.

In the next area, Plankton opts to destroy the drive-in movie theater and its patrons. Despite his monstrous size, however, the ticket booth operator explains that Plankton still needs a ticket to enter. Destroy the four buildings nearby, including Weenie Hut Jr., Pappy Puff's Popcorn, Chewsie Candy Co., and the Tough Tavern. Once destroyed, a movie ticket reveals itself. Pick it up and feel free to ravage the drive-in theater. Approach the theater screen and Plankton will stomp his way through to the next area.

From here on, Bikini Bottom Defense Forces will attempt to subdue Plankton with helicopters carrying giant nets. Plankton's laser eye can easily destroy the net and any helicopters. A Patrick Sleepy Seed is at the right of the next area in a cave behind a rock. At the end of the path is a sign advertising a rival restaurant business. Using the control stick, move it left and right quickly until the bar at the bottom of the screen is full, so that the sign can be destroyed. Do so quickly as there are only about 20 seconds to do so. Afterward, Plankton moves on to the next area. Tanks that fire health detrimental missiles will begin to appear. Stomps will get rid of them. If damage is taken, Health pickups, shaped like hearts, can be found by destroying buildings. A Plankton Sleepy Seed is located in a cave behind a rock to the right after two hordes of tanks. Destroy the four fuel depot buildings at the end of the path, while being careful of tanks in the area. Plankton proceeds to the next area.

A Patrick Sleepy Seed is located in a cave behind a rock up ahead. The Patty is ahead, running for its life. Towards the end of the area is Mount Fishmore, which features SpongeBob, Gary, Squidward, and

Patrick. Destroy the monument using Plankton's laser eye. In the next area, chase after the Patty, who holes itself up in a building. Play a round of Wakey Wakey Shaky Shaky. After completion, the Patty scurries out of the building.

In the next area, a Plankton Sleepy Seed is located in a cave behind a rock to the right of the pylons ahead. Use Plankton's laser eye to destroy the electrical pylons blocking the path. On the next path, a Patrick Sleepy Seed is located behind a rock in a cave at the right. In the secured area up ahead, use Plankton's laser eye to power the generators and open the steel door. Another Plankton Sleepy Seed is located in a cave behind a rock at the left. Ahead are some pretty resilient turrets. When they emerge from the ground, take them out with the laser eye and few punches. After the two turrets are done for, proceed to the next area.

In the next area, proceed onward. A bridge to the next area is ahead and must be punched to be lowered. This next area is another secured area with three power generators. Continue along the path and enter the next secured area. Inside are a few tanks and four turrets. Take out the tanks first and then destroy each turret one at a time. Afterward, the steel door at the other end opens and the Patty escapes. Approach the building at the end for one more round of Wakey Wakey Shaky Shaky. The Patty exits the building and is captured by Plankton. However, SpongeBob in his new plane escapes from the Alaskan Bull Worm. The Patty sees its chance and latches onto the plane, prompting Plankton to chase after them.

[4.7] It Came From Bikini Bottom

Plankton's rampage continues throughout the city as he chases after SpongeBob in his plane. The Patty he has long been after has latched onto the plane. Just as was done with Patrick in Rocket Rodeo, SpongeBob's plane must be piloted to frequently pick up fuel. If the plane is low on fuel, there will be only seven seconds to retrieve more. Also throughout the level are various obstacles such as jellyfish and billboards that should be fired at with the laser using the A button. Be sure to follow any directional instructions that appear to avoid taking damage. A Plankton Sleepy Seed appears between the x-shaped beams in the construction zone outside of the sewers. A Patrick Sleepy Seed is located to the left of Plankton after the second set of sewers.

For the next part, SpongeBob must be piloted from a frontal perspective. This makes for a slightly more difficult flight, but the directions on the screen allow time for evasive action. Be sure to pick up fuel along the way as you avoid Plankton's attacks. For the next portion, SpongeBob must collect fuel while also firing at the glowing red targets. It takes a few hits, but SpongeBob will circle the area. Once the targets are destroyed, the building or mass it supports will fall onto and damage Plankton. After hitting both targets, SpongeBob will continue to lead Plankton out of the area. For the next area, flight continues from the third person and SpongeBob must collect fuel while dodging obstacles. A Plankton Sleepy Seed is located underneath the last bridge in the beginning. A Patrick Sleepy Seed is located just outside of the canyons.

For the next portion, another frontal flight occurs, which is significantly easier than the first. Once again, just dodge attacks

and collect fuel.

For the last portion, SpongeBob is back to third person flight. He must fire at the four pylons holding up the satellite tower that Plankton is on. Avoid the jellyfish swarms and other obstacles as you take out the pylons. It takes a LOT of hits, so be patient and just hit them as you circle the area. After all four pylons are destroyed, Plankton falls from the tower. SpongeBob's sympathy for Plankton gets the better of him and he is deceived, nearly crashing the plane.

[4.8] Rooftop Rumble

Starfishman, still strapped to the rocket hurdling towards Bikini Bottom, finds himself beginning to panic as he nears a rooftop without halting. In his panic, he hits an emergency brake, stopping the rocket before it could crash. Upon noticing the Giant Plankton Monster, Starfishman spots SpongeBob, knowing he must save his best friend from the large menace. Mermaid Man, the elderly resident superhero, is woken from his nap, and chooses to aid the begging Starfishman.

The key is to dodge any falling cars, while also taking out the Plankton baddies that roam the rooftops. Plus avoiding falling off the rooftops. Plankton baddies take a few more hits to defeat than DREADED PATRICK's, but it shouldn't be a problem with Starfishman's Spin Attack or Blow "Bluster Puff" Attack. A Patrick Sleepy Seed is located at the leftmost rooftop after the 5 Plankton baddies are defeated. A Plankton Sleepy Seed is located at the rightmost rooftop after the second round of 6 Plankton baddies. Afterward, the amount of baddies that appear, now increased to 7 total, at one time increases as well as open gas vents start to add more hazards. After Plankton throws a few cars, he'll launch one onto a catapult, which backfires and strikes him. Starfishman jumps to the next set of rooftops.

For this portion, there are a few things to take care of. There are a few Plankton baddies on this rooftop. First, take them out. Next, the four satellites that have gone back into their slots must be opened. To do so, destroy the Plankton baddies to clear the gas vents at the far left. A red button is on the platform. Slam the button to activate a satellite. Next, quickly attack both of Plankton's hands to upset him. He will fire his laser, and have it ricocheted back at him. This must be done quickly before the satellites close again. Repeat the process three more times.

A Patrick Sleepy Seed appears at the far right near the platform. Take out more Plankton baddies, and the Plankton baddie firing goo from the turret at the left. The goo can be ricocheted with a Spin Attack. After hitting Plankton four times, Starfishman jumps to the next set of rooftops.

For the next part, take out the Plankton baddies, while running from rooftop to rooftop. Slam on buttons to activate steps to higher platforms. On these higher platforms are fans that can rotate the signal lights and call reinforcements. Blow on them to rotate the signal lights. There are four fans total in the area. At the last platform are two fans, and a Plankton Sleepy Seed is located on top of the leftmost fan.

For the next part, Plankton's hands must be smashed. At the left and right are two cranes with beams, but they are not directly over Plankton's hands. Start by taking out Plankton baddies to anger him, then hide behind one of the four glass containers. There are buttons hidden under each container that activate the cranes. The difficulty is hindered by Plankton destroying a few glass panels on the rooftop, the gas vents turning on, and an increase in Plankton baddies. However, the process is done as a normal. A Patrick Sleepy Seed is located at the far right, above a Plankton baddie turret.

For the next area, Starfishman must open the hatches containing four Shrinkifier rays. For this, you can simply ignore the Plankton baddies and focus on slamming the three buttons. The baddies can be ignored, but falling cars must be dodged. Once a Shrinkifier appears, charge it using the B button once its approached. Repeat this process four times, and Plankton will be hit on the fourth try. A Plankton Sleepy Seed is located at the left side of the rooftop.

Plankton is reduced back to his normal size, but SpongeBob, Starfishman, and Plankton find they've entered a strange dream world.

[4.9] Hypnotic Highway

SpongeBob, Plankton, and Patrick encounter a strange Patty Doctor, who explains that the trio have been wandering in strange dreams as a result of Krabby Patty consumption. The Patty reveals itself as the Doctor and takes off. Plankton advises they chase after the Patty to end their horrible nightmares.

Just like Diesel Dreaming, SpongeBob (or Patrick or Plankton) must race through the wacky subconscious shared by himself, Plankton, and Patrick. Speed boosts are all over the track, which is a tad longer than the track in Diesel Dreaming. There are also more obstacles, such as clams and rolling boulders that hinder speed. A Patrick Sleepy Seed is located on the left side of a fork in the track. A detour on the right along the track contains another Patrick Sleepy Seed. Another Patrick Sleepy Seed is located between the legs of the giant roaming monster. After 3 laps, the race will end.

(SpongeBob's ending)

Upon getting the Patty, SpongeBob soon discovers the entirety of the game was a product of a dream, not of his own or Patrick's or Plankton's, but his pet snail Gary's.

(Patrick's ending)

Patrick celebrates his win at the Krusty Krab with a Krabby Patty, until it up and runs away. The entirety of the game is revealed to be a product of a dream, not of his SpongeBob's or Patrick's or Plankton's, but Gary's.

(Plankton's ending)

Plankton takes over the Krabby Patty franchise and conquers Bikini Bottom. However, he is quickly foiled by the Giant Krabby Patty. The entirety of the game is revealed to be a product of a dream, not of his SpongeBob's or Patrick's or Plankton's, but Gary's.

[5] Free Play Mode

[5.1] Free Play

The Free Play section of the menu consists of all levels previously completed within the Story Mode. After a level is completed, it can be replayed in the Free Play Mode, without having to thoroughly go through the game again.

[6] Collectibles

[6.1] Snooze Z's

Snooze Z's are the currency within the game. They can be used to purchase goodies from the Snooze Z Shop! Green Snooze Z's are worth only 1, whereas Gold Snooze Z's are worth 10 and are usually well-hidden.

[6.2] Sleepy Seeds

Sleepy Seeds, little pink and green blobs shaped like Patrick and Plankton, are hidden throughout each dream-world. There are 27 of each to be found in the whole game. If all are found, special bonus ending levels are unlocked. Patrick Sleepy Seeds can unlock Patrick in the final racing level, whereas Plankton Sleepy Seeds can unlock Plankton in the final racing level. You'll know a Sleepy Seed is in the area when its symbol starts blinking in the top right corner of the game screen.

[Sleepy Seed Locations]

~Diesel Dreaming~ Total: 6

Patrick Sleepy Seeds

- On a dumpster behind the Krusty Krab.
- On the racetrack during the race with Patrick, in the middle of the detour route.
- In the area with the large ramp and the towers, a secret spark plug must be revealed in order to access the tower. The button behind the crates near the room's exit will reveal the spark plug.

Plankton Sleepy Seeds

- Inside Ed's Garage, can be opened via a button behind four crates in the Big Bob's Garage warehouse.
- On the racetrack during the race with Plankton, in the middle of the next detour route.
- Behind the rightmost wall in the area with the large engine, must be blown open with the large rotating engine.

~Starfishman to the Rescue~ Total: 6

Patrick Sleepy Seeds

- In a cage across from the bridge in the construction zone.
- At the top of the Odd Sock City building, after blowing on all three satellite poles on the balcony in the area where the first costume pickup is.
- On the ledge above the entrance to the train depot, accessed by jumping from the ledge with the tab on it and going to the right to hop the next few ledges.

Plankton Sleepy Seeds

- Behind the second weak paper wall on a rooftop in the first shopping

center.

- Behind the second weak paper wall on a rooftop in the Retail Reef shopping center.

-On a brown post in the middle of the train depot, accessed by charging the train back into its position after activating the stair tab.

~Super-Sized Patty Chase~ Total: 6

Patrick Sleepy Seeds

-In front of the cage at the end of the second route.

-In front of the cage at the end of the third route.

-In front of the cage at the end of the fifth route.

Plankton Sleepy Seeds

-In front of the cage at the end of the first route.

-On the highest ledge at the beginning of the third route.

-In front of the cage at the end of the fourth route.

~Alaskan Belly Trouble~ Total: 6

Patrick Sleepy Seeds

-On top of a shed near a broken TV before rescuing a villager and the Chief's ironing board from Crustacean parasites.

-In the center of the first chamber of the Professor's lab, on a platform on the far left.

-Behind the can of hot chili in the Alaskan Bull Worm's stomach.

Plankton Sleepy Seeds

-In the first area with the purple tower, just above the purple tower.

-Inside the tug boat after rescuing villager from the Crustacean parasites.

-On top of the binoculars in the room with the powered door in the second chamber of the Professor's lab, accessed from the rotating tower in the center of the room.

~Rocket Rodeo~ Total: 6

Patrick Sleepy Seeds

-At the beginning of the level at the bottom of the tunnel.

-Above a laser blast in a corner room inside the first space station.

-At the bottom of the tunnel just after the lasers mounted on the rocks.

Plankton Sleepy Seeds

-To the right of the spinning paint brush in the vortex.

-Underneath a pipe in the space station with the hoops.

-At the bottom of a crystal cavern in one of the moons.

~Revenge of the Giant Plankton Monster~ Total: 6

Patrick Sleepy Seeds

-In a cave behind rocks near the first military base camp during the second route.

-In a cave behind rocks at the beginning of the fourth route.

-In a cave behind rocks near a pipe spewing green liquid on the sixth route.

Plankton Sleepy Seeds

-In a cave behind some rocks after the bridge during the third route.

-In a cave behind rocks in the far right corner at the beginning of the sixth route.

-In a cave behind rocks near a horde of tanks on the seventh route.

~It Came From Bikini Bottom~ Total: 6

*All flight routes below only apply to the third-person perspective flight sections of the level.

Patrick Sleepy Seeds

-In a fountain down an alleyway on the first flight route.

-In an alleyway on the second flight route.

-Above a rock canyon on the far right on the third flight route.

Plankton Sleepy Seeds

-In the construction site at the bottom right, just outside of the sewer on the first flight route.

- In between the X-shapes beams on the second flight route.

-Underneath the last bridge at the beginning on the third flight route.

~Rooftop Rumble~ Total: 6

Patrick Sleepy Seeds

-On the first rooftop at the top right corner, appears after the first horde of enemies.

-On the rightmost platform after defeating a horde of enemies on the satellite rooftop.

-In the far right corner of the crane rooftops, where a Plankton Sniper would be on a turret after smashing Plankton's first hand.

Plankton Sleepy Seeds

-On the second rooftop at the bottom left corner, appears after the second horde of enemies.

-On the last rooftop of the searchlight rooftops, over one of the pipes.

-On the left side of the Shrinkifier rooftop, appears after firing the Shrinkifier the third time.

~Hypnotic Highway~ Total: 6

Patrick Sleepy Seeds

-In the middle of the main track on the first lap (as SpongeBob).

-Along the rightmost shortcut along the track, on the second lap (as SpongeBob).

-In between the legs of the walking glowing monster on the third lap (as SpongeBob).

Plankton Sleepy Seeds

-In a hoop during the first lap (as Patrick).

-In a hoop during the second lap (as Patrick).

-In a hoop during the third lap (as Patrick).

[6.3] Fuel

Fuel provides just that, fuel, for a plane/rocket. Without fuel, the plane/rocket would crash. Luckily, they are coincidentally located close to one another.

[6.4] Roar

Roar is an item that is shaped like a megaphone. When Giant Plankton picks these up, he is able to unleash a roar that can destroy any buildings within his vicinity.

[6.5] Health

Health are shaped like hearts, and provide replenishment to Giant Plankton's health.

[7] Bonus Games

[7.1] Scrap Scramble

Scrap Scramble is a SpongeBob mini-game. The objective is to separate plane parts from the piles of junk filtering through the trash machine. The magnets above can pick up the parts needed. Pick up the colored junk and toss it into its respective bins to win!

Control Stick + C-stick - moves the magnet

"R" button (held down) - activates the magnet, releases (when button is let go)

[7.2] Meteor Mania

Meteor Mania is a Patrick mini-game. The objective is to destroy the incoming asteroids as they threaten to destroy the space station. Use Patrick's blaster to shoot the asteroids. Each asteroid is marked by a button on the controller; hit said button to destroy the incoming asteroid.

[7.3] Pouncin' Poundin' Patty

Pouncin' Poundin' Patty is a Plankton mini-game. The giant Krabby Patty is asleep, giving Plankton just enough time to collect scraps and invent. Hiding in the trashcan, Plankton must pick up the falling scraps. He must also make sure not to move when the giant Krabby Patty is looking, or risk being squished. You can move slowly while the Patty is looking, but otherwise, stay still. To avoid waking the Patty, grab falling vases, as they make noise when they hit the ground!

Control Stick - moves Plankton left and right.

"A" button - Jump

[7.4] Wakey Wakey Shakey Shakey

Wakey Wakey Shakey Shakey is a Plankton mini-game. The objective is to smash the building as Giant Plankton in order to lure out that Giant Krabby Patty. The floors of the building are lined with a combination of buttons on the controller. Match the combinations to destroy a floor. Once all floors are destroyed, the Giant Krabby Patty will have to weasel out!

[8] Snooze Z Shop

[8.1] Items

Items from the Snooze Z Shop can be purchased at a constant rate of 100 Snooze Z's per item. Concept art and music from various levels in the game can be purchased and viewed in the gallery by pressing the L button. Other things, such as cheat codes and bonus items can be purchased as well.

[9] Extras

[9.1] Videos

Videos can be viewed in the Videos section of the Extras menu. The videos include;

Avatar - a trailer for Avatar: The Last Airbender.

Barnyard - a trailer for the movie Barnyard.

SpongeBob DVD Collection - a commercial advertising various SpongeBob DVDs and box sets.

LEGO SpongeBob - a commercial advertising the LEGO SpongeBob toy sets.

[9.2] Bonus Items

The Bonus Items are items are activated in the Activate Bonus Items section of the Extras. These Bonus Items are unlocked via cheat codes.

Costumes

-SpongeBob-

Punk SpongeBob - gives SpongeBob a punk rock look for Diesel Dreaming.

Skeleton SpongeBob - gives SpongeBob a skeleton look for any level.

Exposed-Brain SpongeBob - gives SpongeBob his exposed brain look from the episode "Scaredy Pants", for any level.

Aviator - gives SpongeBob an Aviator look for any level.

-Patrick-

Tuxedo Patrick - gives Patrick a Tuxedo outfit for Starfishman to the Rescue.

Safari Patrick - gives Patrick a safari outfit for any level.

Pirate Patrick - gives Patrick a pirate outfit for Rooftop Rumble.

-Plankton-

SpongeBob Plankton - gives Plankton SpongeBob's pants for Super-Sized Patty.

Inventor Plankton - gives Plankton an inventor outfit for any level.

Astronaut Plankton - gives Plankton an astronaut outfit for Revenge of the Giant Plankton Monster.

-Vehicles-

Hot Rod SpongeBob - SpongeBob's car gets a Hot Rod skin.

Patrick's Rocket - Patrick's rocket gets a different look in Rocket Rodeo.

Hypnotic Car SpongeBob - SpongeBob's Hypnotic Highway car can be used in any racing level.

Hovercraft Plankton - Plankton's hovercraft skin can be used in any racing level.

[9.3] Cheat Codes

The game features various cheats which can be inputted in the Cheats

section of the Extras menu. Here are the various cheats and their effects;

-Extras-

ROCFISH - gives 30,000 extra Snooze Z's.
LASER - changes Plankton's eye laser color in Revenge of the Giant Plankton Monster.
GUDGEON - enables level select.
PORKPIE - unlocks all bonus games.
GASSY - unlimited fuel for flying levels.
VIGOR - unlimited health for platforming levels.
EMCSQR - unlimited time in racing levels.
SCOOTLES - all Sleepy Seeds.
TISSUE - enables a Sleepy Seed Detector.
FLAMES - changes SpongeBob's flame effect color in racing levels.
DUCKGUN - gives SpongeBob a squeaky duck gun.
SPIN - changes Patrick's spin attack effect in Starfishman to the Rescue.

-Costumes-

SPONGE - Punk SpongeBob costume in Diesel Dreaming.
PATRICK - Patrick Tuxedo costume in Starfishman to the Rescue.
PANTS - SpongeBob costume for Plankton in Super-Sized Patty.
PIRATE - Patrick Pirate costume in Rooftop Rumble.
ROBOT - Astronaut Plankton costume in Revenge of the Giant Plankton Monster.
PILOT - Aviator SpongeBob costume.
BRAIN - Exposed-Brain SpongeBob costume.
KRABBY - Skeleton SpongeBob costume.
INVENT - Inventor Plankton costume.
SAFARI - Safari Patrick costume.

-Vehicles-

HOTROD - changes SpongeBob's vehicle in Diesel Dreaming.
SPACE - changes Patrick's rocket in Rocket Rodeo.
HOVER - changes Plankton's Hovercraft vehicle skin in Hypnotic Highway.
BUNRUN - changes Patrick's rocket color to purple.
HYPCAR - SpongeBob's Hypnotic car skin.
ROCKET - changes Patrick's laser color in Rocket Rodeo.

[10] Final Word

[10.1] Final Word

After going to some extra lengths to ensure total game completion, I am finally able to bring this walkthrough to a close. I hope the guide is as thorough as it can be, as I've found there are few guides to help with this game. I have to say, this game is very refreshing as a SpongeBob title. It has been criticized for its design not "feeling like SpongeBob", which admittedly is true. However, I feel the game presented itself in a graceful manner in this respect. Definitely one of the better SpongeBob titles I've played! I hope you enjoyed it as much as I did! Until my next walkthrough!

~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.*

superotakuaalex@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!

-[C] Credits

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;

Blitz Games, WayForward Technologies, Nick Games, and THQ, for the

development of SpongeBob SquarePants: CFTKK.
GameWinners.com, for the SpongeBob SquarePants: CFTKK cheat codes.
Me, for making this guide.
The SpongeBob SquarePants Wiki, for providing names for the enemies.

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