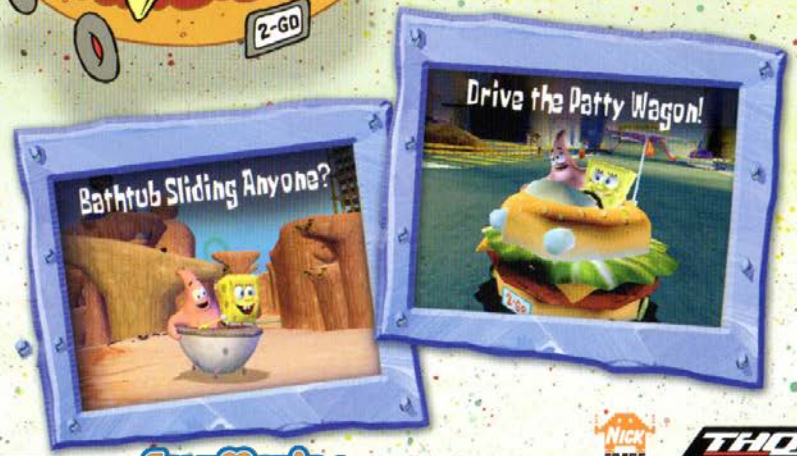
NICKELODEON

THE SpongeBob SquarePants MOVIE

See the Movie, then Play the Video Game!



EmuMovies

PlayStation 2

NICK GAMES www.nick.com

THQ www.thq.com

EVERYONE

E

CONTENT RATED BY ESRB

Comic Mischief
Mild Cartoon Violence

www.spongebobmoviegame.com

THQ Inc., 27001 Agoura Road, Suite 270, Calabasas Hills, California 91301

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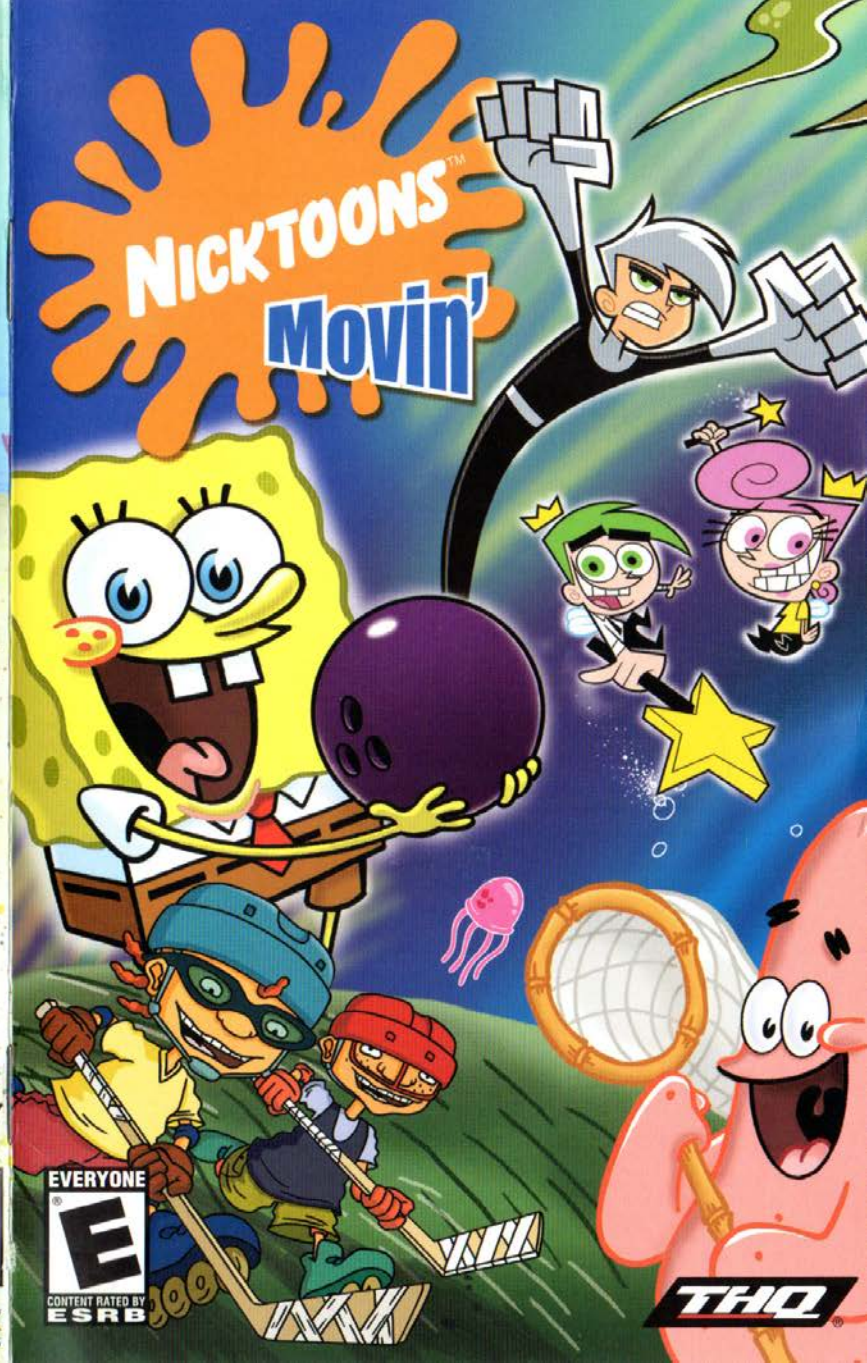
NICKTOONS™ Movin'



EVERYONE

E

CONTENT RATED BY ESRB

THQ

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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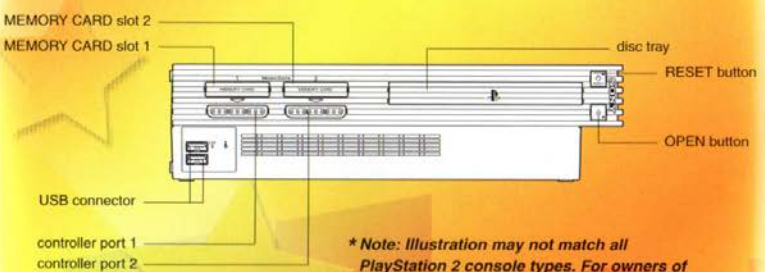
GETTING STARTED



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the *Nicktoons Movin'* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

PlayStation 2 Controller	Menus –Non EyeToy™	Menus – With EyeToy™	Mini Games
Left analog stick/ Directional buttons	↓/↑ through Menus	←/→ to scroll – ↓/↑ to Add/Delete Letters in Name Entry Screen	IN PAUSE ONLY
Directional buttons	↓/↑ through Menus	←/→ to scroll – ↓/↑ to Add/Delete Letters in Name Entry Screen	IN PAUSE ONLY ↓/↑ through Menus
⊗ button	Select	Select	IN PAUSE ONLY Select
△ button	BACK	BACK	NONE
START button	NONE	PAUSE/RESUME	PAUSE/RESUME
EyeToy™ USB Camera	NONE	Wave over on-screen buttons to activate	Wave over on-screen buttons/items to activate/choose

USING THE EYETOY™ USB CAMERA

Insert the EYETOY™ USB camera (for PlayStation®2) into either the upper or lower USB connector on the front of the console. The LED power indicator (blue) should be on.

Place the camera on top of or immediately below your television and stand back between 5 to 7 feet.

Rotate the manual focus ring to focus the lens. Try to ensure that your body shape is clearly defined on the screen. If your television is positioned on the floor, simply tilt the EyeToy Camera for extra elevation. Alternatively, swivel the camera base around to reposition the camera.

Players of different heights should tilt the angle of the camera for extra convenience. DO NOT move the whole camera, just tilt it gently.

Cover the camera lens to exit the current game.

Find a waving style that suits you, but it is recommended to wave with your fingers apart as this creates more motion feedback.

Make sure that there is no movement in the background as background motion may hinder gameplay.

Make sure you have enough room to play. Consider the space around you and watch out for shelves, doors, walls, pets and above all, other people.

INTRODUCTION

Are you ready to get movin'? With Nicktoons Movin' you get to experience the excitement with the whole gang playing 13 great games. Go bowling in Bikini Bottom with SpongeBob and Patrick, capture ghosts in the Fenton Lab with Danny Phantom, crush robots on the streets of Dimmsdale with Timmy Turner, pilot Jimmy Neutron's sub through a mine-infested deep-sea trench and soar in the skies over Ocean Shores with Otto Rocket. But it's even better than that, with Nicktoons Movin', you're in the game! Put the controller down, stand up and smile for the camera, and get movin'!

The Game Screen

MAIN MENU

From the Main Menu, use the left analog stick or directional buttons to navigate the following choices.

Single Player	Go to the name entry screen and start a single player game.
Multiplayer	Grab your friends and set up a multiplayer competition. Choose the number of players, rounds, and other mini-game options and get movin'! See page 11 for more details.
Camera Setup	Adjust brightness, sensitivity, and focus of your EyeToy™ USB camera.
Options	Set Difficulty level to PATRICK (Easy), WANDA (Medium) or JIMMY (Hard). The game defaults to PATRICK (Easy). Work your way up from there! You can also turn Auto Save on/off, Load a Saved Game, adjust Audio Levels, check out the Credits, and view cool game Trailers!

EYETOY CAMERA MENUS

Your Name	Scroll through the letters by moving your hands over the left/right arrows. Once the letter you want is in the center, move your hand over the down arrow (add). To delete a letter, move your hand over the up arrow (delete). To go back to the Main Menu, move your hand over the BACK triangle. To enter your name, move your hand over the DONE X.
Your Color	Scroll through the colors by moving your hands over the left/right arrows. To go back to the Your Name screen, move your hand over the BACK triangle. To choose the highlighted color, move your hand over the DONE X.
Pick Game	Scroll through the mini-games by moving your hands over the left/right arrows. To go back to the Your Color screen, move your hand over the BACK triangle. To choose the highlighted mini-game, move your hand over the PLAY X.
Game Rules	Scroll through the instructions by moving your hands over the left/right arrows. To go back to the Pick Game screen, move your hand over the BACK triangle.
High Scores	To go back to the Pick Game screen, move your hand over the BACK triangle. To play the same mini-game again, move your hand over the PLAY AGAIN X.

MINI GAMES

BIKINI BOTTOM BOWLING

SpongeBob and Patrick have set up a bowling alley – right into Squidward's house! The player is 'in' the bowling ball controlling the direction of the ball by moving their hands over the left/right arrows in the ball.

KRABBY PATTY MATCH

SpongeBob is working at the Krabby Patty, slaving away at the stove, tossing various ingredients high into the air. The player is in the background, tagging matching ingredients as they fly up, by moving their hands over the items—patties, lettuce, pickles, onions, buns, tomatoes, cheese, ketchup and mustard. Watch out for the jellyfish--if you touch them, they remove all the food from the screen!

BOATING MADNESS

SpongeBob is trying to get his license...AGAIN! The player is seen in the windshield of the car, and 'steers' the car by moving their hands over the left and right arrows. Collect the stars and avoid the obstacles (fire hydrants, park benches, manhole covers, parking meters, hot dog stands, and trash cans.)

JELLYFISH JAM

SpongeBob is on the hunt for his favorite treat – Jellyfish Jam! The player swipes at the jellyfish when they pop up from behind the rocks. Don't swipe Patrick, Squidward or even Mr. Krabs – especially on Stage 3!

FISHBOWL FRENZY

Cosmo and Wanda are in trouble! Cosmo's wand is broken, and it is making holes in their fishbowl. The player must seal the cracks by rubbing their hands over them before they get out of control and break the bowl!

MAGICAL MIX UP

Once again, Cosmo cannot control his magic wand, and he has mixed up the pictures. The player must unscramble each picture by picking one puzzle square by moving their hands over the square, and picking another square to swap positions. In WANDA (Medium) and JIMMY (Hard) difficulty levels, the excitement really kicks in as the pictures start to move – while you're playing!

FAIRLY ODD INVASION

The Yugopotamians have landed in Dimmsdale and have unleashed a pack of marauding robots. The player is 'inside' a metal ball, and controls the direction the ball rolls by moving their hands over the edge of the ball. Crush the robots to save the day!

GHOST CATCHER

Technus is after Sam and Tucker! The player activates Danny and fires the Fenton Thermos by moving their hands on the left, right and top edge of the screen, to capture the ghosts. Be careful not to hit Sam or Tucker – you will release any ghosts that have been captured!

PORTAL PARTY

The infamous Fenton Ghost Portal is malfunctioning, and letting ghosts OUT! The player moves Danny around the screen by moving their hands on the side of the lab they want Danny to move toward. The ghosts will attack Danny until he picks up the Tornado Power Up – then Danny can knock the ghosts right through the wall!

DEEP SEA DANGER

Help Jimmy pilot his sub through the dangerous minefields while picking up power cells. The player controls the height of the sub by moving their hands up or down over the depth sensors on the right side of the screen. To ram a mine without being slowed down, the player can activate a force field around the sub by moving their hand over the force field button on the left side of the screen.

DEFLECT-O-MATIC

The particle accelerator in Jimmy's basement has gone CRAZY! The player must keep the atoms from escaping the lab by moving their hands over the wall sections to block them. The tricky part is that the player can only have 2 wall sections active at one time!

HANGING OUT

Otto needs your help to fly his hang glider through the cloud rings. The player controls the flight of the glider by moving their hands up and down on the sensors on the left and right sides of the screen. Both hands up, the glider climbs – both hands down, the glider dives. Left hand up and right hand down, the glider turns to the right. Right hand up and left hand down, the glider turns to the left.

ROCKET HOCKEY

Otto and Reggie want to check out your goalie skills! To block the pucks, the player moves their hands over the area the puck is traveling toward. Move those hands fast, 'cause those pucks are a flying'.

MULTIPLAYER SETUP

Players	Up to 8 players can compete!
Rounds	Choose from 1, 3, 5, 7, 9, 11, or 13 rounds.
Repeats	Choose whether or not to repeat Mini Games. If you choose yes, any player can choose a previously played Mini Game; if you choose no, once a game has been played, no other player can choose that game for subsequent rounds.
Spins	Choose whether or not to Spin for extra points. If you choose yes, there is a spin at the beginning of each round for extra points to be awarded to the winner of that particular round. If you choose no, there is no spin and there will be no extra points awarded.

SAVING AND LOADING

Nicktoons Movin' loads the Save Data automatically. The game will check your memory card (8MB)(for PlayStation®2) when you launch the game. If a memory card is not found, the game will prompt you to retry or skip without saving. You can also load a previously Saved game from the Options/Auto Save Menu. Save data includes your settings, high scores and photos.

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Steve Oedekerk & John A. Davis – Jimmy Neutron

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Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit **Product Code** is **46052**. Please use this code to identify your Product when contacting us.

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THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

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