

SpongeBob SquarePants: Battle for Bikini Bottom FAQ/Walkthrough

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This walkthrough was originally written for **SpongeBob SquarePants: Battle for Bikini Bottom on the GC**, but the walkthrough is still applicable to the PC version of the game.

SPONGEBOB SQUAREPANTS VIDEO GAME DUOLOGY WALKTHROUGH

PART ONE

SPONGEBOB SQUAREPANTS: BATTLE FOR BIKINI BOTTOM (2

A Walkthrough by DarthNightmaricus

Version History

0.1) This is the first version. I beat this game (finally) a couple of days ago, so I've begun the walkthrough.

0.2) Finished second playthrough. I've decided to make this a two-part walkthrough

Introduction

Hello, and welcome to my second walkthrough/FAQ for a video game! Let's hope this one gets accepted too, huh? Anyway, this walkthrough is written so that it's helpful not only to the general audience, but to people with ADHD as well. They have a hard time as well. This took me 9 years or so to complete! 9 years! For crying out loud... Also, this guide is written for the GameCube Player's Choice version, since none of the walkthroughs for the game is for the GameCube version. Also, this is Part One of a two-game walkthrough. Part Two is a separate walkthrough, and is for the spiritual successor to this game: The SpongeBob SquarePants Movie. You do not have to read both to understand the two walkthroughs fully, but they have the same legal section and reference each other heavily, and I will reference this walkthrough in Part Two a lot. This is, in the master version that I possess, a single walkthrough divided in half. Sometimes for an update the second one's heading numbers will change and they won't start with "1.0". This means I forgot to change it. Just let me know by e-mailing me and I'll fix it. Let's get started, 'kay? Oh, and the two share a version history (partially).

FAQ

Q: What is this game?

A: It is a game, released in 2004, that allows you to collect Golden Spatulas in a quest to stop Plankton's robots!

Q: Is this game appropriate for my kids?

A: Um... it's a SpongeBob game. OF COURSE IT'S OKAY FOR YOUR KIDS!

Q: Is this walkthrough appropriate for my kids?

A: That is a good question. This walkthrough is aimed at people 13 and up, due to mild swearing and my attitude.

Q: How do I access the Robo-Squidward level? Is it a bonus level only available after you get 100 Golden Spatulas?

A: No. It's simply not in the console versions. It's in the Game Boy Advance version, which I haven't played because I do not have a Game Boy Advance.

Q: What is the hardest golden spatula to get in this game?

A: It's a tie. The two are the "Rolling Ball Arena" and "The Small Shall Rule... Or Not"

Q: Why do you consider "the Rolling Ball Arena" so hard?

A: See the walkthrough for that golden spatula. Same with "The Small Shall Rule... Or Not"

Q: Any other difficult ones to beat?

A: The entire Flying Dutchman's Graveyard area. :P Seriously, though. That, and the SpongeBob's Dream Area. Good Lord, Mr. Krabs' dream is annoying. Stupid Oil Slick bubble-blowing robots, or whatever they're called. But another one of the dreams is difficult: Squidward's Dream. So... many... musical... notes! Aaaagghhhhhh!

Q: Anything else I should know?

A: Save Rock Bottom for before you go into the Chum Bucket Lab. Do the Lab last, so you

can see the bonus ending...

WALKTHROUGH

CUTSCENE #1: Introduction

Ok, we're in the Chum Bucket... What's Plankton gonna do this time? Robots? Hehe... Ummm, you forgot to set the switch to "Obey"... Idiot! Now you've got robots that rebelled against you! Next time, check the Obey switch...

Anyway, it then switches to SpongeBob and Patrick inside SpongeBob's house. They're playing "Robots and Sea Horses" or something like that. Anyway, they want to have real robots to play with... Uh-oh. Patrick puts one of the robots into a conch shell, shakes it up, and says a magic word (Please... hehehe. Yes, the magic word is "Please"). They go to bed, and SpongeBob wakes up in the morning, singing, "Gonna play with robots, gonna play with robots!" but walks into his living room and sees "Bikini Bottom Sucks!" written in red paint on his wall. "Gary, did you do that?"

"Meow."

Idiot, he doesn't have hands!

Golden Spatula #1: SpongeBob's Closet.

Ok, Gary tells you how to read signs. Press the "R" button to read the signs. Next, head into the kitchen. You see that Mr. Krabs has left a note on the typewriter. You have to collect a certain number of shiny objects that the robots leave behind, and you've been promoted to "Shiny Object Collector". What kind of promotion is that? Also, shouldn't you be getting ready to work? Maybe it's a Sunday... Oh well. Also, somehow this all takes place over the course of a day. What? How is that possible? This is gonna be a long day... Grab all the shiny objects in the kitchen, then head back to the living room and go to the bedroom, do the lessons there, grab the shiny objects, and head into the library. Do the lessons there, hit that button on the wall after getting that ball, jump up onto the ledge, jump across the ledges, and reach... a sock. Yes, a sock. But that'll be important later on. After collecting all these shiny objects, return to the living room, and spend them on opening that door to your closet, to reveal... a Golden Spatula! The animation that plays whenever SpongeBob gets a Golden Spatula is funny. Next, head over to the TV. Thinking you're responsible for the robots, you see a TV newscast from that fish news anchor guy that I'm not sure has a name, and you think you're in big trouble. Yep, you're in what Star Wars characters would call bantha poodoo. Anyway, use that Golden Spatula to open the door. Head outside.

Rewards:

Golden Spatula #4 collected: SpongeBob's Closet.

Area 1 Expanded: Bikini Bottom Section 1, Patrick's Rock, Squidward's House.

Area 2 Unlocked: Jellyfish Fields.

Area #1 Section 2: Bikini Bottom Section 1

Conversation #1

Strangely, Plankton is standing right outside your door. Creepy... He needs help with these robots. Apparently, they've bended all his spoons, and they're about to ruin his forks.

SpongeBob: NOT THE FORKS!

:P.

Anyway, you agree to help him reclaim the Chum Bucket. He promises you "a bucketful of Golden Spatulas... in your dreams."

Conversation #1 Over.

Ignore Mr. Krabs for now. He asks you to come back when you have a certain number of Shiny Objects, and you'll get a Golden Spatula for it.

Golden Spatula #90: Pay Mr. Krabs Shiny Objects unlocked.

Yes, that's an odd number, but it's the numbering system in the game (my numbering system).

This is a good time to talk about the numbering system. This system is approximate to the order of the areas in the pause menu's level select section, and is in order of the numbers from 100 in that particular level. Golden Spatulas 90-100 are Mr. Krabs' Shiny Objects, 80-90 are Patrick's Socks, and so on and so forth.

Next, head over to Patrick. He's lost his socks. He's standing on one of them.

"Patrick, what about that sock?"

"It's lost."

"What about the other socks?"

"Oh, they're more lost."

Idiot.

Golden Spatula #80: Return 10 Socks to Patrick unlocked.

Next, head into Patrick's Rock.

Area #1 Section #3: Patrick's Rock.

Trash the place. You'll receive another of Patrick's socks. You need 8 more to get a Golden Spatula from Patrick.

Exit the rock.

Head into Squidward's house.

Area #1 Section #4: Squidward's House

Conversation #2

"How can I help, Squidward?"

"Move outta town."

Heh.

"Jump around like an idiot."

Conversation #2 Ended.

Oohhh.. I love jumping around like an idiot. :P Do so now. Destroy everything you can. If you smack the painting of Squidward, a mustache is painted on. If you trash everything, a sock appears in one of the windows. Grab it, then keep jumping around until Squidward gives you a Golden Spatula.

Golden Spatula #5: Annoy Squidward acquired.

Exit Squidward's House.

Talk to Bubble Buddy. Yes, he's back. He'll teach you how to bash things. Anyway, bash one of the buttons hoisted up by nothing, and bubble-stomp on a button on the ground. Jump up onto Patrick's rock, leap onto the moving platform, jump onto the head of Squidward's house, grab the Golden Underwear to get a fourth life that you will add to the number of lives you can lose before dying (it's permanent), then hop onto the next platform on wheels, then the next. Finally, hop onto your house's roof. You've gotten a Golden Spatula! That wasn't too hard, was it?

Golden Spatula #1: On Top of the Pineapple acquired.

Now, then. Hop down from your house and take the taxi to Jellyfish Fields. It's free!

Area #2 Section #1: Jellyfish Rock

Heh... Squidward's been stung by a lot of jellyfish and assaulted by robots, so now you have to go to the King Jellyfish's lair, and defeat King Jellyfish to get some jelly to put on Squidward's wounds. Hang on, Squidward got stung by a jellyfish in an episode of the show... That was a good one. Anyway, you have another Golden Spatula to get. Two, actually. Destroy the robots in your way, then creep around those platforms on the side and go into this little cave thingy to find a sock. Look up. There's a bungee jump hook up there. You'll reach that area soon, but head back the way you came and head to this bridge. Pay the shiny objects to the clam, and a plane will drop some wood blocks and make a bridge to the other side. Activate the teleport box, then defeat the robots. Make a mental note of this location, because you'll need to return to this spot with Patrick. Hop up the ledges to continue, and defeat some more robots. You'll soon encounter Gary and that bungee hook from earlier. Bungee down and reach that Golden Spatula. Good job!

Golden Spatula #12: COWA-BUNGEE! acquired.

Continue on. Defeat some more robots. Keep going. You'll reach a series of bouncy flowers. Hop onto one of them, but hop onto the ledge overlooking where you were. Hop onto the fish on the fountain, and grab the sock. Hop back down, hop onto each of the flowers, and make your way to another sock, then go back the way you came. Jump onto the see-saw thingy. Jump onto the next path, and continue on. Defeat more robots as you make your way to the Duplicatron. Destroy the machine and the robots, then hit the button to remove the bars blocking your way. Grab the Golden Spatula.

Golden Spatula #11: Top of the Hill acquired.

Next, head through the gate and enter Jellyfish Caves.

Area #2 Section #2: Jellyfish Cavves

You are now in an area overlooking a giant slide. Talk to Mermaid Man. Seems Patrick is in BIG trouble. Also, Mermaid Man has you massage his feet. THE HORROR! WHY?! Anyway, activate the teleport box, then jump on the slide (Yay! Your first slide of the game!) Anyway, follow the slide down, smashing through Tikis as you go, until you spot another slide above and to your right. Jump onto that slide, and follow it to grab a sock. At the

end both slides merge and form a ramp. Double-jump off the ramp and land on a platform above the ground. You'll grab another sock. If you've been getting every sock you can so far, you will have 9 socks so far. You must destroy three Duplicatotrons and press three buttons to raise a couple of platforms leading to the platform where Patrick is standing. Go in any order you want, however, know this: If you die, all three of the Duplicatotrons respawn. So be careful! After all three buttons have been pressed, a pair of platforms rises out of the water to the left of the center platform that has two platforms to the right of it that lead to the platform with the rightmost Duplicatotron. Cross the platforms and reach Patrick for a cutscene.

Golden Spatula #14: Patrick's Dilemma acquired.

Patrick takes over, so you're going to learn his moves now. Follow the signs until you reach a teeter-totter. Throw a watermelon on the target while standing on the starfish symbol to launch yourself down to the lower set of platforms. Continue following the signs until you reach Plankton standing on a rock. He tells you there's a golden spatula at the end of the cave. Keep following the signs into the cave until you reach a section where you have to throw one watermelon onto another watermelon that is in its little sleeve thingy. Jump onto the two, and climb up to the next cliff, then turn around. You'll see a sock on a platform overlooking the level you were just on. Hop over and grab the sock, then return to the main path. Next, throw one watermelon over to where the cliff is, then toss the other one over on top of it. Jump on top of them, then grab the cliff and climb up. From there, go down the slide. Grab the Freezy Fruit at the bottom and throw it at the water. It'll freeze for 18 seconds. Grab the sock and the Shiny Objects quickly, then return to the mainland. Good job! Next, follow the signs until you are taught how to stun an enemy. Stun one of the Ham-mers and throw him at the button to open the bars up. Grab the Golden Spatula on the platform, then destroy the Duplicatotron. Return to the mainland and go through the gate.

Golden Spatula #13: Spelunking acquired.

Area #2 Section #3: Jellyfish Lake

This may be the easiest area in Jellyfish Fields. Head along the path until you reach Mrs. Puff. She will tell you that you need to destroy the fountains surrounding the center platform at the end of the bridge behind her. Cross the bridge and stun a Ham-mer. Throw it at one of the fountains that is close to you, and it'll be destroyed. Repeat this process for the other fountains. The water will drain a little bit to reveal some platforms. Follow them to a Golden Spatula.

Golden Spatula #16: Drain the Lake acquired.

Return to Mrs. Puff. She'll give you a cookie, but you don't eat it. I WANT MAH COOKIE! Anyway, switch to SpongeBob at the Bus Stop. Make your way through the canyon. When you reach the area with the gate, you have to pay the clam shiny objects to continue. Make your way up until you reach the upper level. Destroy the Duplicatotron 1000 and make your way further across the hump until you reach another hump with a Tar-Tar. Destroy him, activate the teleport box, cross the hump, and activate the checkpoint. Go back across the hump to the platforms on the left. Follow them to a sock, then return to the other side of the hump. You will soon reach a bridge that goes upward at an angle. Head down the platforms to the left to get another sock, then return and cross the bridges. Make your way down, destroy the robots, then wall-jump up to the next level. Destroy the Tar-Tars and grab the Golden Spatula.

Golden Spatula #15: Navigate the Canyons and Mesas acquired.

Enter the gate to arrive at Spork Mountain.

Area #2 Section #4: Spork Mountain

You will immediately be told by Bubble Buddy to be quiet. Make your way up the mountain for a cutscene. You interrupted King Jellyfish in the middle of his shower, and he is VERY mad.

This is your first mini-boss, and there are two different strategies for it. If you already have the Bubble Bowl, you will have some variation in Strategy. His attacks consist of releasing Jellyfish and stinging you. Eventually, he'll sit down, charge an attack, and release a stinging shockwave of sorts. When he lands, either Bubble Bowl him or just smack him. He'll get angrier and release more jellyfish. Beware the purple jellyfish swimming around, they seem to seek you out for some reason. Repeat the process 2 more times to defeat him.

He'll be embarrassed. King Jellyfish packs his suitcase, puts on his royal robes and

crown, and gives you the King Jellyfish Jelly.

Head over behind the curtain and activate the teleport box. Head down the slide.

When it curves to the left near the bottom of the drop at the start, hop onto the track below you, carefully navigating the platforms as you turn around. Follow the slide into a cave to grab a sock. Another sock awaits at the end of this lower slide. The two soon merge back up at the end, where you need to leap onto the platform with the spatula. It's easy. You should get it on your first try. If you fail, activate the teleport box and return.

Golden Spatula #17: Slide Leap acquired.

Avoid the purple jellyfish and hop on the trampoline.

Area #2 Section #1: Jellyfish Rock (return trip)

You will land at the start of this area. You give the jelly to Squidward, who gives you a Golden Spatula for your troubles.

Golden Spatula #18: Defeat King Jellyfish acquired.

Come back with Patrick. Proceed until you see a Freeze Fruit near the edge of the area.

Toss it in the water and dash (slide, sorry) over to the sock and shiny objects in the middle of the water, then quickly slide back to the mainland. Hop back onto the mainland before the ice thaws.

Area #3 Section 1: Downtown Bikini Bottom

Area 5: The Poseidome

Requirements: 15 Golden Spatulas

Rewards: Bubble Bowl ability unlocked, Golden Spatula acquired

Ok, King Neptune has summoned you here to fight... a robot version of Sandy, aka Robo-Sandy. Yeah, that's a very original name you've got there, Robo-Sandy! Anyway, you'll switch back and forth between SpongeBob and Patrick.

Part 1: SpongeBob Round 1

This seems impossible. Yep, you're screwed. This is actually the easiest part. Dodge the first two attacks, and the suicidal robot squirrel will give an opportunity to take a bar off her health. Do this three times.

Patrick: I wanna play! I wanna play!

Is Patrick really that stupid? If so, he needs to be put in an institution.

SpongeBob: This isn't a game, Patrick! We're fighting for our lives!

Is it just me, or is that the only smart thing SpongeBob has said the entire game so far?

Part 2: Patrick (Round 2)

You're now Patrick. Robo-Sandy adds a new weapon to her arsenal: the clothesline. Also, the Jumbotron thing has come crashing down. Heh... This part is funny. Jump over the clothesline, avoid the attacks, and wait until she jumps and lands on her bottom. Belly-flop, grab her head which has come loose, and throw it into the box. Repeat this two more times to progress.

Part 3: SpongeBob (Round 3)

You're back to SpongeBob now. The clothesline move is now a double clothesline, which means you can't double-jump over it anymore, you have to carefully single-jump over it. Eventually, she becomes more suicidal. She removes her head and moves it around in front of her. Bash the head to take away a health notch from her health bar. Repeat this two more times and this boss has been defeated.

You've unlocked a new skill: Bubble Bowl. You've also earned a Golden Spatula and something else that has nothing to do with the storyline whatsoever.

King Neptune: Please don't cry. We just waxed the floors.

HAHAHAHA!

Area 1 Expanded: Bikini Bottom Section 2, Sandy's Tree Dome, Shady Shoals, and the Police Station unlocked.

Area 1: Bikini Bottom Section 5: Bikini Bottom Part 2

You immediately talk to Bubble Buddy. He teaches you how to Bubble Bowl. Press the X button and move the Control Stick around to aim. Head for Sandy's Tree Dome.

Area 6: The Mermalair

Golden Spatula: The Rolling Ball Arena

Oh... my... god. This thing is impossible. Not really. This takes a while to master, though. It's worth it. The course is easy... until the end. You have to get the ball into that switch, and QUICKLY rush over to the windmill and bubble-bowl and hit the button to

launch it into the switch that lifts the cup to reveal the Golden Spatula. How many tries did it take me to beat this? 1,642. Really? Probably so.

Area 12: Flying Dutchman's Graveyard

Oh... my. This ranks number 3 on the areas I hate the most. Here they are:

*Rolling Ball Area

*The Small Shall Rule... or Not

*Flying Dutchman's Graveyard.

*Squidward's Dream.

*The Tiki Golden Spatula in the Kelp Forest. Why should I help you, Mr. Krabs? Oh, I need to in order to continue? Crap! Why???

Anyway...

Area 12 Section 1: Graveyard Lake.

The Flying Dutchman wants you to clear out the robots on his ship and destroy the robot's ship. This seems easy enough, right? Progress further a bit and you'll see a cutscene. Ha! Robot that blows oil-slick bubbles and has an oil-slick bubble shield. Poor guys... Use the Cruise Bubble to pop its shield, then fire another Cruise Bubble at it to destroy it. Destroy the basic robot with the electric stick thingy and open the teleport box. You can't do anything with it yet, so keep going. Hop across the platforms that go side to side, and land on the other side. Defeat the Robots, and if you have 2700 Shiny Objects, spend them on feeding the clam. You can't do anything here yet, so once you feed the clam, keep going until you reach a drop. Jump down to the lower level, where there should be a ship's stern sticking out of the ground and jutting out over the goo. Destroy the robot that launches water missiles at you, and fire a Cruise Bubble up. Guide it to a lid on a ship nearby. Hit the lid, and it will shut, causing the goo to stop leaking out, and for some reason the goo actually drains a lot. That is not proper logic. It would simply stay at the level it was before you drained the Goo. Unless, however, there's a drain nearby that just was overwhelmed by all the goo. Anyway, jump down to a ship below you, and you'll find a Golden Spatula.

Golden Spatula: "Goo Tanker Ahoy!" acquired.

Now, return to that area from earlier (take the taxi if you want), and stomp on the button. Quickly switch to SpongeBall mode, and roll along the course, avoiding the goo, until you reach a cage with a lid that contains a Golden Spatula. Quickly grab the Spatula, and somehow, you fit inside the cage. The lid won't close now, so come back out and destroy that Duplicatron 3000 and its minions. From now on, no more robots should spawn in the lower levels.

Golden Spatula acquired.

Go back up to where you were, and continue on. The rest is easy, you don't need a walkthrough for the rest of it except the pillars on the lower level with the stern sticking out. Here is how it should look:

Upper Level| |Short 1| |Tall 1|

Lower Level |Tall 2| |Short 2|.

Tall 2 and Short 2 are the ones that you can bounce back and forth and get on top of one of them. You should land on Short 2. From there, jump back onto the upper level, and jump on Short 1. From there, hop up to Tall 1. Jump onto the giant skeleton of the ship, and cross to the other side. Destroy the oil-slick robot and his buddies, then continue on. You'll reach another group of pillars. The easy part is the pillars. If you're in a certain spot, none of the robots will bother you. Use a cruise bubble to destroy the Duplicatron in the opening above you, then destroy the robots. Manipulate the pillars around, hop back up to the ones above you, and jump onto the platform with the button near the opening that used to house the Duplicatron. Stomp on it to bring the mast of a ship down. Slide down it, and destroy another oil-slick robot and his pals (lots of oil-slick robots here, huh? This area is nothing compared to the dreams of the characters.) The rest of this part is easy. Activate the teleport box, then hop across the platforms, and continue through the gate.

Area 12 Section 2

Squidward somehow got here without eliminating any robots, so you just need to continue on. This part is the reason why I hate this area. Those moving sponge-walls are so annoying. It takes a while to get past them. Then there's those platforms and that wall. Plus, there's a sponge-wall that has another, third wall which goes back and forth, so you have to wait to try until it's at the back. Good luck. Oh, and when you get past that

sponge wall I just mentioned, use the bus stop to switch to Sandy, and use her to traverse the gap using the rope trick with the floating Texas things with the rope attachment on the end of them. Use those to cross the gap. Good luck.

Area 13: Chum Bucket Lab

Golden Spatula #100: The Small Shall Rule... or Not.

Do not run out of underwear. You'll have to start back at the beginning of this level.

This took me a while to beat, but it's worth it.

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