SpongeBob SquarePants: Battle for Bikini Bottom Boss FAQ

by Groudon199

Updated to v0.98 on Apr 29, 2006

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.

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Spongebob Squarepants Battle for Bikini Bottom
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Copyright 2004-2006
Version: 0.981
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ASCII art from http://www(dot)chris(dot)com/ascii
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1. Legal Mumbo-Jumbo
Welcome to my first FAQ. Contact me only if it is an emergency. In addition,
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the following sites may host this guide:
www.gamefaqs.com
www.cheats.de
faqs.ign.com
www.neoseeker.com
www.aol.com
www.cheathappens.com
www.dlh.com
www.gamespot.com

Sites that are not allowed to host this guide under any circumstances are: www.cheatcc.com

http://911codes.com

www.supercheats.com
www.gamerhelp.com

www.9lives.ru/eng

www.bean.dk/psx/index.htm

www.cheat-database.com

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www.cheatsearch.com

www.panstudio.com/cheatstop

www.consoledomain.co.uk

http://kirby.pokep.net

www.gameexpress.com

www.gamesdomain.com

www.megagames.com

www.sabretechdesign.com

www.square-haven.net

www.flatbedexpress.com

www.videogaming.net

Anyone else, I might say yes. I must visit your site first. To see all I have contributed to Gamefaqs, visit this link: http://www.gamefaqs.com/features/recognition/47695.html

2. Version Info

Version 0.1: 12/08/04: Just started guide. Got most of it done.

Version 0.2: 12/09/04: Added an alternate way to beat Patbot. Added battle difficulty level for them all. Added more info on the "The Small Shall Rule... Or Not" level.

Version 0.3: 12/11/04: Added www.neoseeker.com to approved site list.

Version 0.5: 12/13/04: Holy cow! Major update! Changed "The Small Shall Rule... Or Not" strategy to an actual walkthrough.

Added new unlockable after clearing the final boss.

Added Kaw-Rah-Tae attacking order in "Kaw-Rah-Tae!"

level. Added required subject line for contacting me for errors in the guide.

Version 0.501: 12/21/04: Didn't do much. Just added contribute status.

Version 0.6: 06/22/05: 7 months since last update. Wow! Anyway, I changed the contribute status.

Version 0.7: 04/05/06: Just wanted to say I am going to add the other bosses to the guide (the ones you don't need to defeat in order to advance in the game). Also, during this, I will accept no e-mails.

Version 0.9: 04/14/06: Other bosses added, but guide is not 100% complete yet. I need to know of any bosses in 2 levels. If you know of one, contact me with a strategy of defeating the boss. But if you have a question, don't contact me.

Version 0.95: 04/18/06: I just noticed something. Scroll down to "The Small Shall Rule... Or Not".

Version 0.98: 04/28/06: Well, I finally got through the Flying Dutchman's Graveyard. Turns out there is a boss there. You know where to go. Oh, and I am currently working on videos for the boss battles. Currently, all boss fights up to Prawn are finished, but I will put them up when finished with the others. Oh, and I added a "The Small Shall Rule... Or Not" reward.

Version 0.981: 04/29/06: Very little was done. Added gamerhelp.com to list of approved sites.

3. Introduction

In Spongebob Squarepants: Battle for Bikini Bottom, a group of evil robots decide to turn Bikini Bottom and the surrounding areas into their own personal playground. It is up to Spongebob, Patrick, and Sandy to help set things right again. The usual cast of characters returns to give advice, criticism, or insults to the above three characters. Mr. Krabs is still obsessed with money, Squidward is his usual dourfaced self, Plankton (who caused this mess) is as remorseless as usual. Of course, we can't forget about Gary who helps the characters by giving them sound advice (Meow.). A new character also enters the lineup. Bubble Buddy also offers some solid advice and provides helpful items to Spongebob. Now, Spongebob, Patrick, and Sandy must thwart Plankton's plan by destroying all his robots.

4. Bosses

The boss you face will be listed first. After that, you will see the difficulty level for that particular fight (on a 1-5 scale; 1 being easy, 2 being sorta easy, 3 being average, 4 being pretty hard, and 5 being a challenge). Then the strategy for that fight. After that, the reward(s) will be shown.

Note: The non-robot bosses may only be fought once per save.

4a. King Jellyfish

1/5

This boss battle takes place at Jellyfish Fields (thank you, Captian Obvious). It is very easy to get to him. Just follow the correct path. Spongebob is reccommended. It takes 3 hits to win. When he approaches, jump and use the bubble wand to knock him down. When he gets up, he spawns 3 jellyfish.

Repeat. Now, he makes 3 more jellyfish appear, only they're blue, and you must hit them 2 times to get rid of them. Repeat again and you win.

Rewards: Jellyfish Jelly to take to Squidward

1 Golden Spatula (when you give the Jelly to Squidward)

4b. Sandybot

1/5

This boss battle takes place at the Poseidome. You need 15 Gold Spatulas to access it. You will take it on in this order of characters: Spongebob, Patrick, Spongebob. The Sandy Robot, or Sandybot, is a giant, robotic replica of Sandy Cheeks. You'll start out as Spongebob. Sandybot takes 9 hits to bring down. It will start with an elbow drop (easy to avoid). Then, it will jump where you are standing and crash down. If you get out of the way, press X to use the Bubbble Bounce to deal damage to Sandybot. After 3 hits, the scoreboard will fall, and Patrick will want to "play." Now, you're using Patrick. It gets a little harder now. Sandybot will start with an elbow drop like before. Now, it will bounce into the ropes and its legs will stretch, forming, "The old clothesline move." Jump over it to avoid damage. Now it will jump on you again. Belly Flop (press X) and the robot will lose its head. Pick the head up using Y and throw it into the scoreboard. Doing that 3 times will bring Spongebob back in. Same moves, but its clothesline will include its arms. Jump at the correct time to jump between them. After it slam, use the Bubble Bounce and Sandybot will hold its head above the ground. Use the Bubble Bash by pressing Y when on the ground at the right time to damage Sandybot. 3 more hits, and you win!

Rewards: 1 Golden Spatula
the Bubble Bowl move
access to more of Bikini Bottom

4c. Prawn

2/10

This boss battle takes place at the Mermilair. In order to get to him, you must press the 5 security shutdown buttons scattered in areas past the Master Computer with the Bubble Bowl, then press the Master Shutdown button at the Computer (after gettting a golden spatula) to lower a bridge nearby to take you to the villan containment area. You must use Spongebob. I had trouble at first because I didn't know what I was doing. Here's an easy way to win. Prawn will use some strange machine to send supersonic waves at you. Jump over them. Now look at the disco floor. The tiles will begin lighting up in patterns. Where you see no tiles lit, Bubble Bowl down that "alley" to hit Prawn. Now, some of those bots with the meat for a hammer will spawn. More as the fight continues. Keep dodging the waves and make sure you Bubble Bowl down the correct "alley" to win. BTW, it takes 3 hits to win.

Rewards: 1 Golden Spatula

4d. Patbot

2.5/5

This boss battle takes place at the Industrial Park. You need 40 Gold Spatulas

to access it. You will take it on in this order of characters: Spongebob, Sandy, Spongebob. The arena itself has conveyer belts and platforms along the edge. The middle is terraced down toward a drain and goo surrounds the entire area. Stay along the edges and avoid Patbot's spittle. It will lick the ice cream and send a shot at Spongebob. If that fails, it will spin around, throwing ice cream goo all over the place. After the spinning, the robot gets dizzy and falls down. This is where you hit the robot where the "Kick Me" sign is on its back with your Bubble Bowl. Do this three times to advance. Patbot will now freeze Spongebob. Sandy is used next.

The robot will follow the same process as it did with Spongebob. After the first hit, though, the robot will flood the lowest area with goo. To counter this, Sandy can lasso one of the hooks to drop boxes. When the Patbot falls down, she can use a box to jump from into the robot's back. After 3 hits, Patbot will flood nearly everything, freeing Squidward and Spongebob. Spongebob takes over again. This time, the Patbot starts off by using a blast of icy breath followed by a goo spit. The best solution to this is to get on the conveyers in the back of the area. When the Patbot falls down, you can use the stable, non-conveyer platforms to Bubble Bowl into the robot's back. After three hits, the robot is history, and you win!

Rewards: 1 Golden Spatula
the Cruise Bubble move
access to the final part of Bikini Bottom

Another strategy for this one is to enter the cheat code: Y, X, Y, X, Y, X, X to obtain the Cruise Bubble power-up early on, but what fun is that?

4e. Flying Dutchman

4/5

This boss battle takes place at the Flying Dutchman's Graveyard. In order to get to him, you must destroy the electric barrier things on the ghost ships and press the buttons near the cannon. Then, a treasure chest will open up. Bubble Bounce this button and the cannons will fire. You will use Sandy for this battle. To start, the Dutchman will fire laser beams from his eyes in a DNA-shaped pattern across the ground. It is a bit tricky to avoid it because of how sudden the attack happens, but you quickly get the timing correct. He does this twice. Then, he blows strange things out of his nose (can someone get this guy a tissue?) and moves forward. Jump over the gunk, being careful not to hit his goo trail, and lasso his tail. You need to do this 3 times. After every hit, he does one more laser fire.

Rewards: 1 Golden Spatula

4e. Spongebot (Kaw-Rah-Tae!)

4/5

This boss battle takes place in the Chum Bucket Lab. You need 75 Gold Spatulas to access it. You will use only Spongebob. You start off on a floating platform. Any time you fall you can use the trampoline to get back on the platform. Every time you are on the floor, a Planktonbot will fire lasers at you. Spongebot has nine green lights on him: One on each hand (2), one under each arm (2), one on each corner of its face (4), and one on the end of its nose (1). Your goal is to extinguish all of the lights. The battle starts offwith Spongebot trying to sweep you off the pedestal (Karate Sweep). When its hand is low, Bubble Bounce on it to break the light. You will basically

need to use the Cruise Bubble (L) to put out the other lights. After three hits, Spongebot rests and Planktonbot attacks until you hit him with the Cruise Bubble. The second round of three hits has Spongebot trying to karate chop you off the platforms. Three more hits makes it rest and Planktonbot attacks. The third round of three hits has Spongebot aggressively using the Kaw-Raw-Tae move to basically cause the platform to spin you off. This one is the roughest to keep on the platforms with. After three more hits, the Spongebot rests, and you win!

Reward: 1 Golden Spatula

A note that Kaw-Rah-Tae will attack like this: Rah will hit the platform you are on when Spongeobt approaches first, Kaw will hit the platform on the left after Rah hits, and, at the same time, Tae will hit the platform on the right.

The end... or is it?

4f. Spongebot (The Small Shall Rule... Or Not)

5/5 (if you don't know what to do; if you know what to do, 3.5/5)

You can access this place after clearing "Kaw-Rah-Tae!" The goal of this area is to jump to platforms and destroy the fuses on remote platforms. You will also be attacked by Planktonbot on each of these platforms. Hit it with a Cruise Bubble to cut down on his harassment. Here is the order of the enemies you'll encouter. On the first platform, just jump on the trampoline to advance. Now attack Planktonbot. Advance to the first fuse. Jump and press B to use the Bubble Spin to destroy it. Now, jump on the next trampoline. You'll face a robot that will throw missles at you. Take it out, then the Duplicatotron 2000 and any robots it spawned (like the G-Love). To destroy the Dups (Duplicatotron 2000), use a Cruise Bubble when it is safe. Attack Planktonbot again. Now, use the Bubble Bash by pressing Y to destroy the next fuse. Bounce on the trampoline and destroy a parasol robot that summons thunderclouds by using the Bubble Bash underneath it. Destroy the Dup and robots it spawned. Here's Planktonbot! Take him out. Now, approach the next fuse and jump and press Y to use the Bubble Bounce to destroy it. Bounce on the next trampoline and you'll be near the brain. Disable Planktonbot and use a Cruise Bubble when it is safe and destroy the fuse in brain hole number 1. Quickly bounce on the trampoline and avoid Planktonbot. On the next platform, attack Planktonbot again. Destroy the fuse in hole number 2. Bounce on the next trampoline and eliminate Planktonbot again and guide the bubble to the final fuse.

A cutscene of Spongebot getting Spongebob out of its head and it falling over will start. Plankton will say he will not stop trying to get the Krabby Patty formula. As the Duplicatotron 3000 starts spewing out multiple Planktonbots that start arguing with each other, Patrick steps on Plankton and everyone but Plankton cheers.

Congratulations! You beat the toughest part of the game. Now, go collect any Spatulas or Socks you may have missed.

A side note: There are no pairs of underwear in this level, so don't get hit too many times! ;)

Reward: 1 Golden Spatula

the completion of the main bosses

a new stage: Spongeball Arena

a cool ending (if you have all 100 Spatulas)

5. Adknowledgements and Conclusion

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Anyone who contributes to this guide will be mentioned here.

Special thanks to...

My mom for buying this game for me

THQ, for making this game so much fun

Nickelodeon, for making a great cartoon (Spongebob Squarepants)

End of Guide... Or is it?
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