

REGISTER YOUR GAMES

ONLINE AT www.thq.com

THQ

MY THQ

Go to the MY THQ link at www.thq.com for a chance to win games and other great prizes. Plus...

- ▶ Personalize your online experience with MY THQ to receive game alerts, exclusive screens, videos and wallpapers
- ▶ Get the latest THQ newsletters
- ▶ Access the Career Zone, Forum and online games
- ▶ Download the latest demos and patches
- ▶ Easy to use site for all THQ gaming information
- ▶ Quick links to search by title or platform
- ▶ Be considered for beta testing and help shape the THQ games of the future

EmuMovies

You must be 13 or older to participate.

THQ

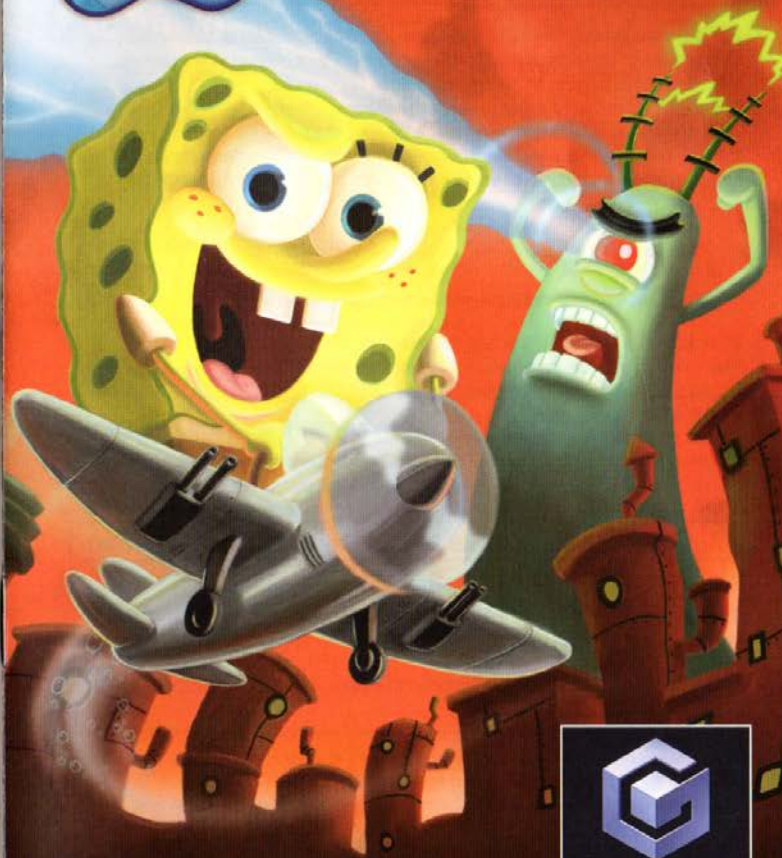
www.thq.com

PRINTED IN USA

108327



CREATURE
FROM THE
KRUSTY KRAB



INSTRUCTION BOOKLET

THQ

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
 - Take a 10 to 15 minute break every hour, even if you don't think you need it.
 - If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games



Nintendo does not license the sale or use of products without the Official Nintendo Seal.



1 Player

THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.



Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)

EVERYONE



Cartoon Violence
Comic Mischief

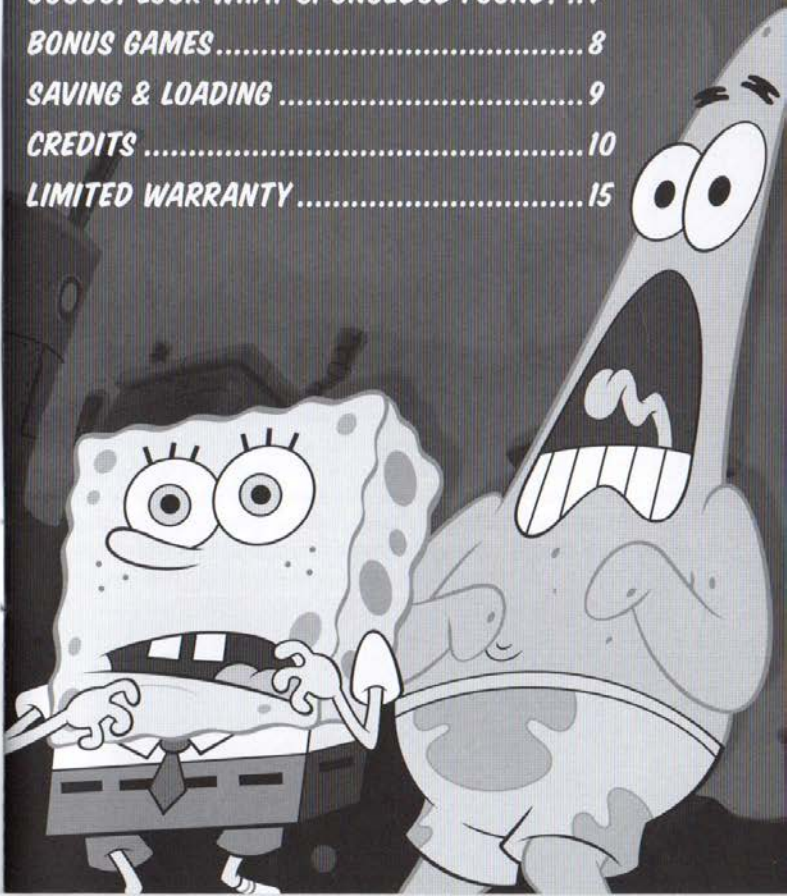
LICENSED BY

Nintendo

NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

CONTENTS

GETTING STARTED.....	2
CONTROLS.....	3
IT CAME FROM BEYOND NIGHTMARES!.....	3
BEGINNING A NEW GAME	4
SLEEPY-TIME PLACES.....	5
OOOOO! LOOK WHAT SPONGEBOB FOUND! ..	7
BONUS GAMES.....	8
SAVING & LOADING	9
CREDITS	10
LIMITED WARRANTY	15



GETTING STARTED

SET UP YOUR NINTENDO GAMECUBE™ SYSTEM ACCORDING TO THE INSTRUCTIONS IN THE INSTRUCTION MANUAL. MAKE SURE THE POWER BUTTON IS TURNED ON. WHEN THE POWER INDICATOR LIGHTS UP, PRESS THE OPEN BUTTON AND THE DISC COVER WILL OPEN. PLACE THE SPONGEBOB SQUAREPANTS™: CREATURE FROM THE KRUSTY KRAB GAME DISC IN THE OPTICAL DISC DRIVE WITH THE LABEL FACING UP. MANUALLY CLOSE THE DISC COVER AND THE GAME WILL BEGIN TO LOAD.



Memory Cards

INSERT A NINTENDO GAMECUBE™ MEMORY CARD TO LOAD A SAVED GAME OR CREATE A NEW SPONGEBOB SQUAREPANTS™: CREATURE FROM THE KRUSTY KRAB GAME FILE. BEFORE STARTING SPONGEBOB SQUAREPANTS™: CREATURE FROM THE KRUSTY KRAB, A MEMORY CARD CHECK WILL OCCUR. IF THERE IS NO SAVED SPONGEBOB SQUAREPANTS™: CREATURE FROM THE KRUSTY KRAB DATA ON THE MEMORY CARD, THE GAME AUTOMATICALLY CONTINUES TO THE TITLE SCREEN AND A SAVE FILE IS CREATED AFTER THE FIRST SAVE POINT. IF SPONGEBOB SQUAREPANTS™: CREATURE FROM THE KRUSTY KRAB GAME DATA ALREADY EXISTS ON THE MEMORY CARD, THEN THE SAVED GAME WILL NEED TO BE LOADED MANUALLY. PLEASE REFER TO THE NINTENDO GAMECUBE™ INSTRUCTION BOOKLET FOR DIRECTIONS ON HOW TO FORMAT AND ERASE MEMORY CARD FILES. FOR MORE INFORMATION, SEE SAVING AND LOADING ON PAGE 9.

CONTROLS

BUTTON

ACTION

CONTROL STICK:	MOVE CHARACTER
C STICK:	ROTATE VIEW
R BUTTON:	SPRINT; TURBO (IN SOME RACES)
A BUTTON:	JUMP / DOUBLE JUMP; ACCELERATE (IN RACES); PUNCH (AS GIANT PLANKTON)
X BUTTON:	GRAPPLE; BLOW; STOMP (AS GIANT PLANKTON); TURN ON THE HEADLIGHTS (WHILE FLYING THE PLANE)
Y BUTTON:	GRAND SLAM; MAKE NOISE; ROAR
B BUTTON:	ATTACK; USE OBJECTS; USE LASER; BRAKE
START/PAUSE:	PAUSE GAME

PAUSE GAME MENU

WHEN YOU PRESS START/PAUSE, THE FOLLOWING OPTIONS APPEAR:

RESUME:	RETURN TO GAME
OPTIONS:	CHANGE DISPLAY OPTIONS, CONTROLLER OPTIONS, OR AUDIO OPTIONS
OBJECTIVES:	CHOOSE TO SEE CURRENT OBJECTIVE FOR THE GAME
QUIT:	EXIT GAME

USE THE CONTROL STICK TO HIGHLIGHT THE MENU OPTIONS AND THE A BUTTON TO CONTINUE. THEN USE THE CONTROL STICK TO CHANGE THE SETTING FOR THAT OPTION, SCROLL DOWN TO KEEP CHANGES AND PRESS THE B BUTTON TO CONFIRM YOUR CHANGE AND RETURN YOU TO THE PREVIOUS MENU.

IT CAME FROM BEYOND NIGHTMARES!

IT'S NIGHTY-NIGHT TIME AT BIKINI BOTTOM... BUT WHAT'S THIS? HAS SPONGEBOB'S BED TURNED INTO A CAR? OR COULD IT BE... A DREAM? WHAT MAD WACKINESS HAS INFECTED THE BRAIN OF OUR FAVORITE SPONGE? BUT WAIT -- THERE'S MORE! PATRICK AND THE ALWAYS OVERBEARING PLANKTON ARE TRAPPED IN THEIR NIGHTMARES AS WELL. WILL THEY BE ABLE TO SOLVE THE MYSTERY OF THE CREATURE FROM THE KRUSTY KRAB, OR ARE THEY DOOMED TO A LIFE OF ENDLESS RESTLESS NAPS?

BEGINNING A NEW GAME

AFTER THE POWER IS TURNED ON, THE TITLE SCREEN APPEARS. PRESS START/PAUSE TO GO TO THE MAIN MENU. THE MAIN MENU HAS SEVERAL CHOICES. ROTATE TO THE ONE YOU WANT AND POP IT WITH THE A BUTTON TO GO, GO, GO!



STORY MODE

WANT TO SEE THE WHOLE STORY UNFOLD? JUST POP THIS BUBBLE AND FLOAT ON INTO EXCITEMENT!

FREE PLAY

OH, THE MEMORIES. POP THIS BUBBLE TO PLAY THROUGH ANY DREAM YOU'VE PLAYED IN STORY MODE.

OPTIONS

NEED SOME TWEAKING TO YOUR DISPLAY, CONTROLLER OR SOUND? POP THIS LITTLE BUBBLE AND MAKE THOSE CHANGES.

BONUS GAMES

HAVEN'T HAD ENOUGH YET? CHOOSE THIS BUBBLE TO PLAY ANY OF FOUR BONUS GAMES. BONUS GAMES ARE AVAILABLE IF UNLOCKED IN STORY MODE. YOU CAN ALSO UNLOCK SOME NEW VARIANTS ON THESE GAMES FROM THE SNOOZE Z SHOP.

EXTRAS

STILL LOOKING FOR MORE? WELL LOOK NO FURTHER! THIS BUBBLE GIVES YOU CREDITS, VIDEOS, CHEATS AND THE ALL-IMPORTANT SNOOZE Z SHOP, ALL YOURS FOR JUST ONE POP.

SLEEPY-TIME PLACES

Diesel Dreaming

SPONGEBOB FINDS HIMSELF IN A HI-OCTANE, HOT ROD DREAM WORLD! CAN HE WIN THIS DEMENTED DERBY OR WILL HE BE LOST TO ENDLESS RACES ON THE NIGHTMARISH HOT ROD HIGHWAY?

MRS. PUFF'S DRIVER'S EDUCATION TIP: THAT WOULD BE THE A BUTTON TO ACCELERATE AND THE B BUTTON TO BRAKE, OF COURSE. AND LOOK OUT FOR THOSE OBSTACLES!

StarfishMan to the Rescue

IT'S STARFISHMAN, HERO OF THE SEVEN SEAS, AGAINST THE DREADED PATRICK AND HIS SUPER-THIN MINIONS OF DESTRUCTION. WILL OUR HERO SAVE THE DAY OR END UP AS A WASHED-UP SUPERHERO?

MERMAIDMAN'S PROFESSIONAL HERO TIP: LOOK TO THE STOMACH, STARFISHMAN! YOU CAN USE IT TO LEAD YOUR SUPER CHARGE!

Super Sized Patty Chase

SHELDON J. PLANKTON HAS ALWAYS DREAMED OF GETTING HIS HANDS ON A KRABBY PATTY - BUT NOT LIKE THIS! WHEN A DERANGED SCIENCE EXPERIMENT GOES AWRY, THIS SUPER-SIZED PATTY COMES ALIVE AND TRIES TO EAT HIM! WILL PLANKTON MAKE IT TO SAFETY OR WILL HE BECOME HIS LUNCH'S SUPPER?

SANDY CHEEKS' TOP TIP: WITH THE RIGHT RAYBLASTER, JELLYFISH CAN BE FROZEN INTO PRETTY ICE-CUBES AND USED LIKE PLATFORMS TO FIND SECRET HIDING PLACES!

Belly Trouble

THERE'S NOTHING LIKE BEING SWALLOWED BY A GIANT ALASKAN WORM! AND THERE'S NOWHERE ELSE SPONGEBOB WOULD LIKE TO BE EXCEPT ANYWHERE ELSE! WILL HE ESCAPE BEFORE HE'S DIGESTED LIKE A DAY-OLD KRABBY PATTY?

SQUIDWARD'S ANNOYED TIP: SLEEPY SEEDS ARE HARD TO FIND SO SEARCH EVERYWHERE! THEY'RE USUALLY WELL HIDDEN.

Rocket Rodeo

PATRICK'S BEEN FIRED INTO OUTER SPACE. CAN HIS ROCKET BE GUIDED BACK TO BIKINI BOTTOM OR WILL THE DARK INSIDE OF A BLACK HOLE BE HIS NEW HOME?

GARY'S AMAZING TIP: MEOW.

Revenge of the Giant Plankton Monster

REVENGE IS PLANKTON'S! AT ATOMIC SIZE, PLANKTON PLANS ON CHASING DOWN THE ANNOYING SUPER-SIZED PATTY THAT TRIED TO EAT HIM. OH - AND HE'S GOING TO DESTROY BIKINI BOTTOM WHILE DOING IT!

KAREN'S TEPID TIP: WHILE YOU MAY NOT BE USED TO STOMPING (BEING A PROTOZOAN AND ALL), TRY IT NOW AT MONSTER SIZE - YOU'LL BE PLEASANTLY SURPRISED!

It Came From Bikini Bottom

WHAT'S THAT UP IN THE AIR? IT'S SPONGEBOB IN A FIGHTER PLANE! CAN SPONGEBOB ESCAPE THE ATOMIC-SIZED PLANKTON AND SAVE THE CITY WITH ONLY HIS SPONGY WITS AND A PAIR OF GOO BLASTERS?

MR. KRABS CRUSTY TIP: FUEL'S EXPENSIVE! KEEP AN EYE OUT FOR FREE REFILLS UNLESS YOU LIKE WATCHING YOUR PLANE SINK TO THE BOTTOM OF BIKINI BOTTOM.

Rooftop Rumble

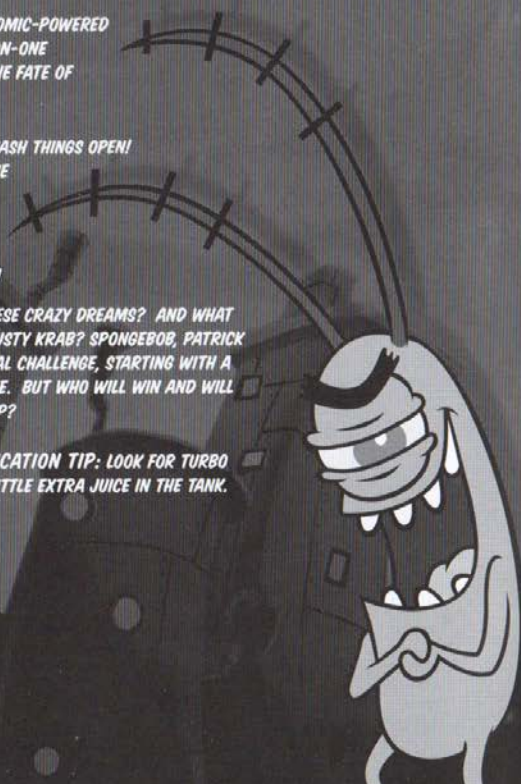
STARFISHMAN TAKES ON THE ATOMIC-POWERED GIANT PLANKTON IN THIS ONE-ON-ONE CLIMACTIC BATTLE TO DECIDE THE FATE OF BIKINI BOTTOM!

PATRICK'S GENIUS IDEA: SMASH THINGS OPEN! MAYBE YOU CAN EVEN FIND SOME HIDDEN SNOOZE Z'S!

Hypnotic Highway

WHAT IS THE SECRET OF ALL THESE CRAZY DREAMS? AND WHAT IS THE CREATURE FROM THE KRUSTY KRAB? SPONGEBOB, PATRICK AND PLANKTON FACE THEIR FINAL CHALLENGE, STARTING WITH A DARING RACE TO THE FINISH LINE. BUT WHO WILL WIN AND WILL THEY EVER MANAGE TO WAKE UP?

MRS. PUFF'S DRIVER'S EDUCATION TIP: LOOK FOR TURBO BOOSTS ON THE TRACK FOR A LITTLE EXTRA JUICE IN THE TANK.



OOOOO! LOOK WHAT SPONGEBOB FOUND!

HERE MIGHT BE ONE OR TWO USEFUL THINGS LYING AROUND, SO HERE'S WHAT OUR HEROES SHOULD KEEP AN EYE OUT FOR:



Snooze Zs

THINK YOU CAN CATCH THE ZS? IF YOU DO, YOU CAN TAKE THEM BACK TO THE SNOOZE Z SHOP TO BUY SPECIAL GOODIES!



Sleepy Seeds

FIND THE PATRICK AND PLANKTON SLEEPY SEEDS IN EVERY WORLD. AND IF YOU FIND THEM ALL, IT OPENS UP SPECIAL BONUS ENDING LEVELS.



Fuel

FUEL IS GOOD, ESPECIALLY WHEN IT KEEPS YOUR PLANE OR ROCKET FLYING AND NOT CRASHING.



Roar

THIS IS JUST THE THING A GIANT MONSTER NEEDS - A HORRIBLE ROAR. HELP PLANKTON OUT A LITTLE AND FIND SOME OF THESE.



Health

STOMPING ALL OVER BIKINI BOTTOM CAN BE EXHAUSTING. FIND SOME OF THESE TO INVIGORATE GIANT PLANKTON'S ATOMIC-POWERED HEALTH.

BONUS GAMES



Scrap Scramble

HEY! SOMEONE'S GOING TO NEED TO GET THESE PLANE PARTS OUT OF THIS JUNK. HAVE SPONGEBOB MOVE THE MAGNETS AROUND BY ROTATING THE CONTROL STICK AND THE C STICK TOGETHER TO MOVE THE MAGNET. HOLD DOWN THE R BUTTON TO ACTIVATE IT. RELEASE THE R BUTTON TO DROP THE COLORED JUNK INTO MATCHING BINS TO WIN!



Meteor Mania

INCOMING ASTEROIDS THREATEN TO DESTROY THE SPACE STATION! CAN PATRICK SHOOT THEM DOWN? AIM YOUR BLASTER AT THE ASTEROID AND PRESS THE SAME BUTTON THAT APPEARS ON THE SPACE ROCK TO ELIMINATE THEM.



Pouncin' Poundin' Patty

THAT EVIL SUPER-PATTY HAS GONE TO SLEEP. IT'S THE PERFECT TIME TO INVENT! AS PLANKTON, COLLECT AS MANY GIZMOS AS YOU CAN WITHIN THE TIME LIMIT. DON'T MOVE WHEN THE PATTY IS LOOKING OR YOU'LL BE SPOTTED AND GET SQUASHED!

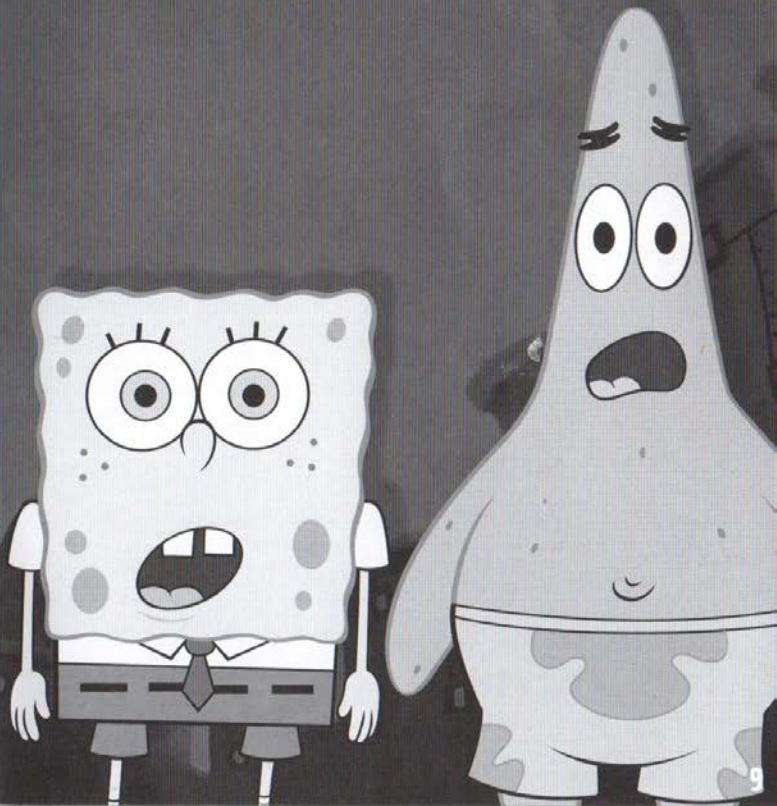


Wakey Wakey Shakey Shakey

GIANT PLANKTON HAS FINALLY FOUND THAT PESKY PATTY AND NOW ALL HE HAS TO DO IS DESTROY THE BUILDING IT'S HIDING IN! MATCH THE BUTTON COMBINATIONS IN ORDER TO SMASH A FLOOR OF THE BUILDING. ONCE ALL OF THE FLOORS HAVE BEEN DESTROYED, THAT PATTY WILL BE YOURS!

SAVING & LOADING

CHOOSE TO LOAD A SAVED GAME WHEN PROMPTED AT START UP, OR BY SELECTING LOAD GAME IN THE MAIN MENU. WHEN ENTERING STORY MODE, CHOOSE TO CONTINUE WITH CURRENT SAVED GAME OR CREATE A NEW ONE. YOU CAN SAVE YOUR GAME AT ANY TIME YOU FIND A SAVE PLACE IN A LEVEL SIMPLY BY WHACKING IT (YOU CAN ALSO SAVE BETWEEN LEVELS). TO SAVE YOUR GAME, INSERT A NINTENDO GAMECUBE™ MEMORY CARD INTO MEMORY CARD SLOT A OF THE CONSOLE. YOU CAN LOAD YOUR SAVED GAME FROM THE SAME CARD, OR FROM ANY MEMORY CARD CONTAINING PREVIOUSLY SAVED SPONGEBOB SQUAREPANTS™: CREATURE FROM THE KRUSTY KRAB GAMES.



CREDITS

Blitz Games Limited

Developed by Blitz Games Limited
Founded by the Oliver Twins

A Team RocFISH Production

Project Manager
Chris Viggers

Technical Manager
Scott Orchard

Creative Manager
John Nash

Design Manager
Stuart Maine

Senior Animator
Glen Walker

Art Direction Manager
Stephen Thomson

GameCubed Programmers
Nigel Higgs
Nathan Pritchard

Programmers
Chris Allen
Chris Bell
Steve Bond
Neil Campbell
Alastair Graham
Jonathan Trainor
Alex Vokas
Matthew Waddilove

Artists
Shakeel Ali
Annika Bernhoff
Malcolm Burke
Brian Hartley
Robert Price
Simon Reed
Wei-Hung Wan
Dave Webb

Concept Artists
Stephen Baskerville
Simon Bennet-Hayes
Nicholas Miles
Animators
Alan Barber
Danni Cahern
Philip Duncan
Alex Webster

Designers
Alex Johnson
Luke Nockles
Lynsey Rigby
Paul Stockey
Jon Tainsh
Peter Theophilus
Mark Witts

Audio
Matt Black
John Guscott
Todd Baker

Script Writers
James Parker
Richard Boon
Chris Bateman

Core Technology
Richard Hackett
John Whigham
Matt Bailey
James Fingleton
Tom Gaulton
Ash Hogg
Lyndon Homewood
Andy Slater

QA Technicians
Joe Lenton
Daniel Brock

Additional Support Programming
Chris Fry
Matthew Hayward

Art
Aaron Allport
Kasey Wilson

Animation
Ollie Clarke
Richard Vaucher

Special Thanks to
Phillip Oliver, CEO/Managing Director
Andrew Oliver, CTO/Development Director
Kim Biako
Alex Bowden
Martin Broughton
Steve Bruce
Andy Graham-Older
Natalie Griffith
David Hale
Jon Harrison
Alison Rackham
Jackie Pinnock
Carla Stringer
Christine Spinks
Anna Stone
Clare Thornicroft
Clare Willington
James Vale
Oliver Bermejo
Andy Bushnell
Mark Robinson
Iain Banks
Mark Farnham
Gary Mason
Simon Morrell
Enrol Gale
Michael Traquair
Steve Kirby

Nickelodeon
Executive Vice President
Nickelodeon Digital
Stephen Youngwood

Vice President, Marketing
Nickelodeon Digital
Stacey Kaufman

Vice President,
Digital Media Products
Nickelodeon Digital
Paul Jellinek

Sr. Director, Digital Games
Nickelodeon Digital
Shaun Olmert

Director, Games Development
Nickelodeon Digital
David Bergantino

Marketing Manager
Nickelodeon Digital
Jack Daley

Marketing Manager
Nickelodeon Digital
Stephanie Bond

Coordinator
Nickelodeon Digital
Dan Boldin

VP/Creative Director,
Licensing Nickelodeon
Creative Resources
Tim Blankley

Creative Director,
Entertainment Products
Nickelodeon Creative Resources
Daniel Moreton

Senior Designer,
Interactive Nickelodeon
Creative Resources
Rob Lemon

Junior Designer,
Interactive Nickelodeon
Creative Resources
Jason Diorio

Senior Manager, Copy/Content
Nickelodeon Creative Resources
Debra Krassner

Nickelodeon would like to thank:
Lynette Attai
Justine Briskman
Lauri Anne Brodsky
Eric Coleman
Sergio Cuan
Anthony Delregio
Erin Hicks
Russell Hicks
Patricia Romero

Special Thanks to:
Stephan Hillenburg

THQ Inc.
Project Manager
Paul Joffe

Creative Manager
Scott Rogers

Art Director
Thom Ang

Senior Licensing Manager
Victor Rodriguez

Senior Localization Manager
Amy Small

Director, Project Management
Mark Morris

Senior Vice President,
Product Development
Steve Dauterman

Writer
Steven Banks

Director, Quality Assurance
Monica Vallejo

QA Managers
Mario Walbel
Michael Motoda

Test Supervisor
David Sapienza

Test Lead
Alice Sebastian Jennings

Testers
Shannon Dixiewicz
David D'Champ
Nigel Johnson
Jessica Ferrarella
Mark J. Burton II
Gabe Berdugo
Kevin Rosenberg
Allan Carter
Kenneth Schroeder
Andrew Lopez
Rudy Escobar
David Starks

First Party Supervisor
Adam Altrunt

First Party Specialists
Scott Ritchie
Todd Thommes
Georgina Schaller
Russell Brock

Localization Supervisor
Eric Ellicock O'Keedy

QA Technicians
Richard Jones
David Wilson

Mastering Lab Technicians
Glen Peters
Anthony Dunnet
T. Ryan Arnold
Heidi Salguero

Game Evaluation Team
Scott Frazier
Matt Elzer
Eric Weiss

Database Applications Engineer
Brian Kincaid

Executive Vice President,
Worldwide Publishing
Kelly Flock

Senior Vice President,
Worldwide Marketing
Bob Aniello

Director of Global Brand
Management
John Ardall

Senior Global Brand Manager
Danielle Conte

Brand Managers
Ali Bouda
Peter Kennedy

Associate Brand Manager
Sam Guilloud

Director, Global Media Relations
Kristina Kirk

Media Relations Manager
Kathy Mendoza Bricaud

Director of Creative Services
Howard Liebeskind

Senior Manager, Creative
Services
Brian Balistreri

Creative Services Manager
Melissa Roth

Instruction Manual
Bill Maxwell

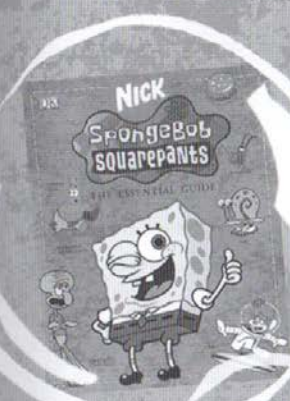
Packaging Layout and Design
Bryan Prodeno

Special Thanks
Brian Farrell
Jack Serensen
Terri Schiek
Germaine Gioia
Brandy Carrillo
Deborah Fingerman
Ian Sedensky

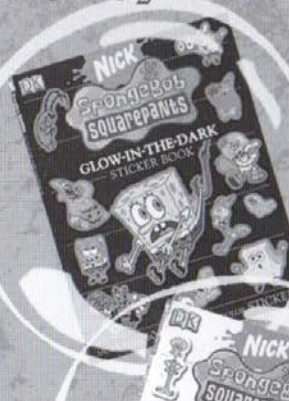
NICK

No Console Required -

But Here's a Joy Sticker!!



The SpongeBob
Essential Guide
is a crazy colorful
guide to SpongeBob's
life in Bikini Bottom.



Over 60 reusable
stickers in a book of
underwater scenes!
And, don't miss the
SpongeBob
Glow-in-the-Dark
Sticker Book!

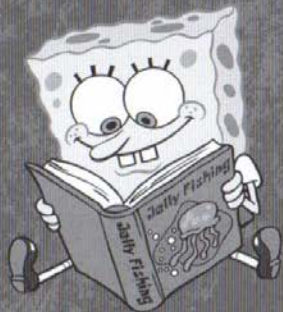


Coming in December!
Nick Ultimate
Sticker Collection
has over 250 reusable
stickers and scenes
From 6 hit shows!



NICK

SpongeBob SquarePants



Get Absorbed in a Great SpongeBob Book!



SpongeBob SquarePants books from Simon Spotlight are available wherever books are sold.



Simon Spotlight • Simon and Schuster Children's Publishing
www.SimonSaysKids.com • www.nick.com

© 2006 Viacom International Inc. All rights reserved. NICKELODEON, SpongeBob SquarePants, and all related titles, logos and characters are trademarks of Viacom International Inc. SpongeBob SquarePants® created by Stephen Hillenburg, as seen on Nickelodeon®.

LEGO

NICKELODEON

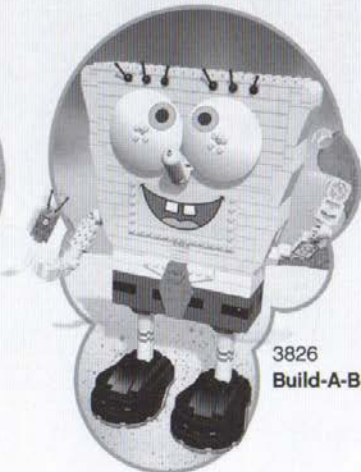
SpongeBob SquarePants™



3827
Adventures in
Bikini Bottom



3825
The Krusty Krab



3826
Build-A-Bob

see! **LEGO**
SpongeBob's
Traveling Adventure!

www.LEGOSPONGEBOB.com

LEGO and the LEGO logo are trademarks of the LEGO Group. ©2006 The LEGO Group.
© 2006 Viacom International Inc. All Rights Reserved. Nickelodeon, SpongeBob SquarePants
and all related titles, logo and characters are trademarks of Viacom International Inc.
Created by Stephen Hillenburg.



SO MANY SPONGEBOB DVDS... THE LAUGHTER IS ENDLESS!



Available
Now
on DVD



Available
November 7th!



LIMITED WARRANTY

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 38061. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Products serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.



NOT RATED

www.nick.com www.paramount.com

© 2006 Viacom International Inc. All Rights Reserved.
Created by Stephen Hillenburg, TM. © & Copyright © 2006
by Paramount Pictures. All Rights Reserved.

NICKELODEON