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CREATURE

FROM THE KRUSTY KRAB



NINTENDO
GAME CUBE

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.



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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.

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Rev-D (L)

EVERYONE



Cartoon Violence
Comic Mischief

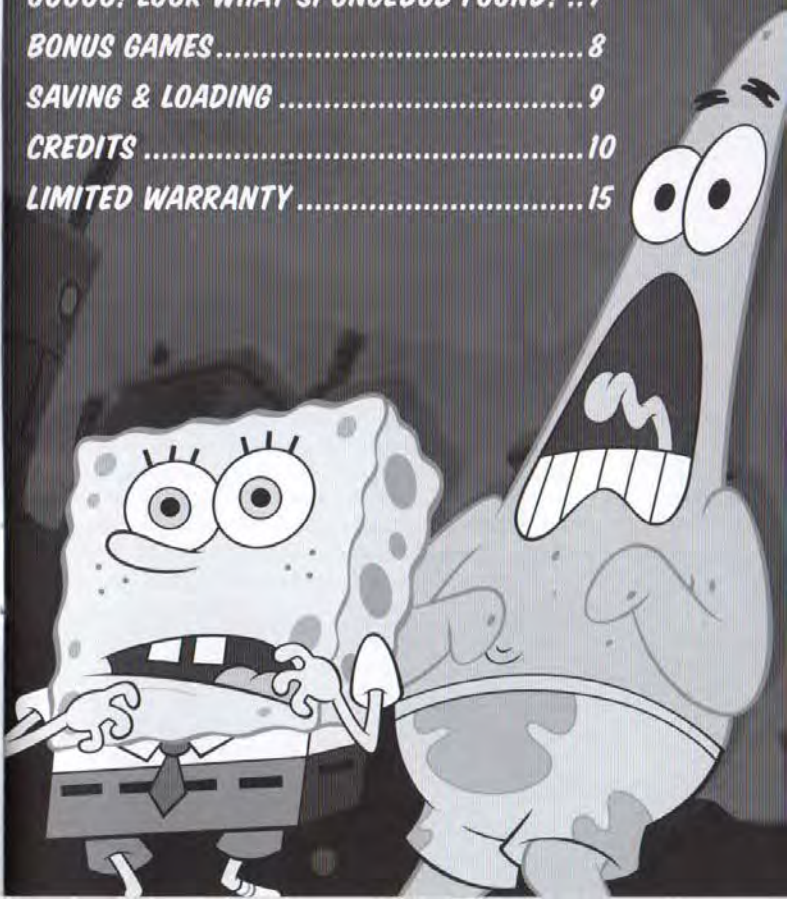
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GETTING STARTED

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!

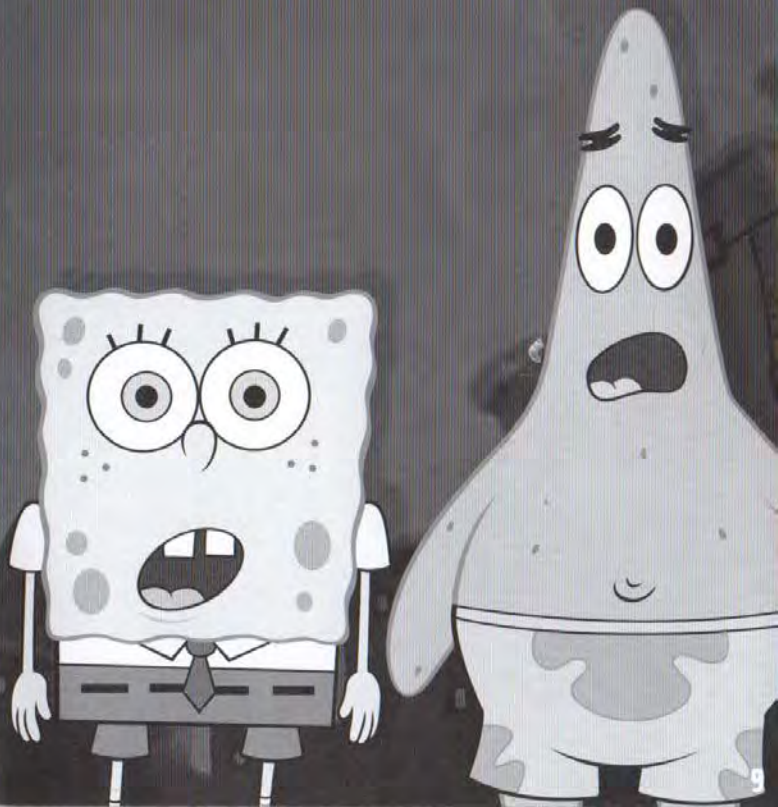


Wakey Wakey Shakey Shakey

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.



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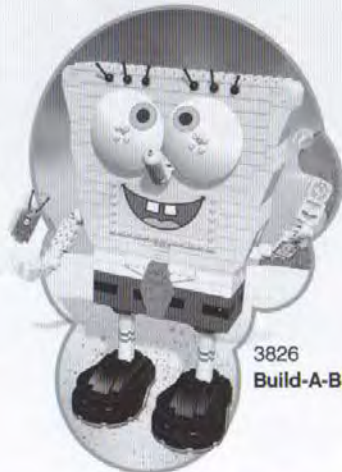
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3827
Adventures in
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The Krusty Krab



3826
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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 Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

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