

GAME BOY ADVANCE



AGB-BOGE-USA

**SpongeBob
squarepants**

LIGHTS, CAMERA, PANTS!



INSTRUCTION BOOKLET

THQ

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK 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
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
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 or 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 or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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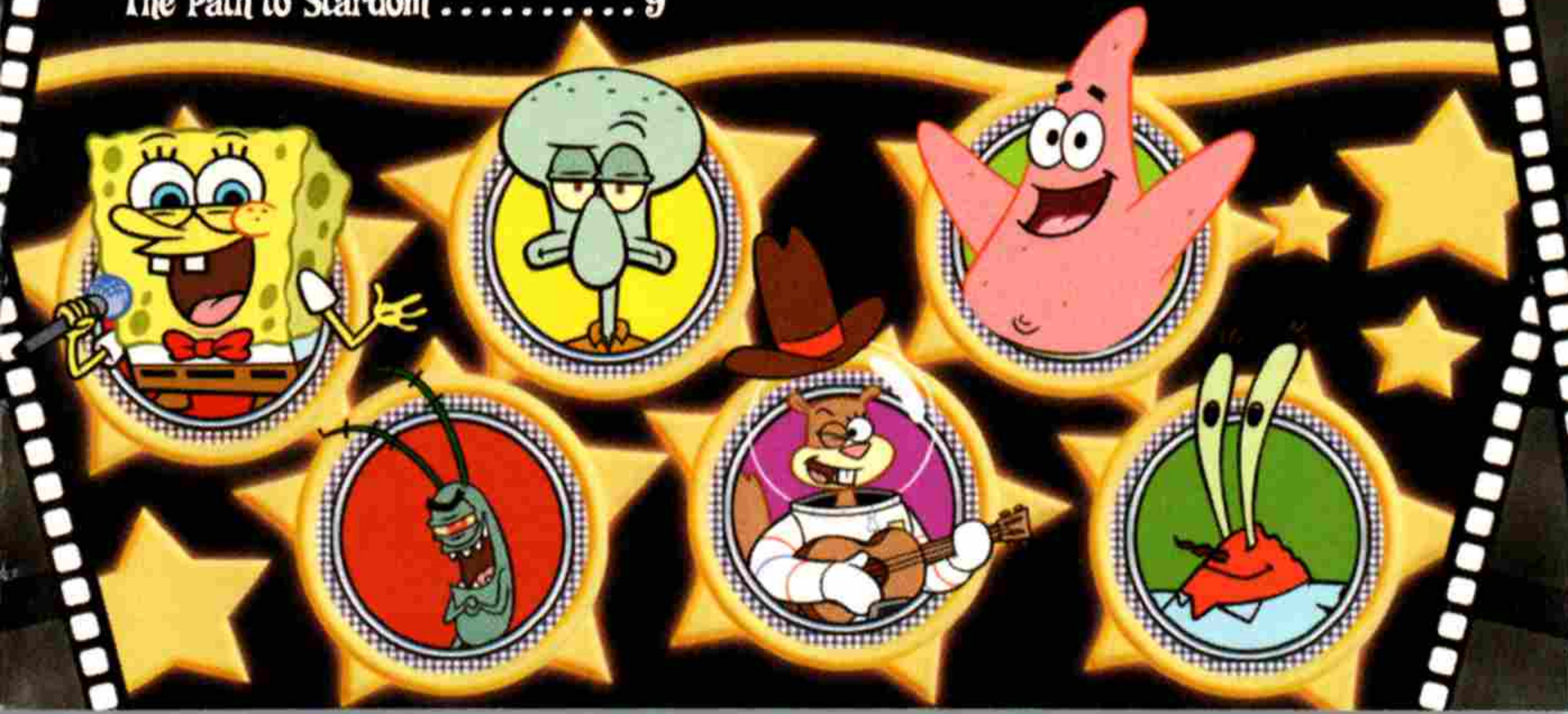


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THE SHOW MUST GO ON

Bikini Bottom is abuzz! Producer Gil Hammerstein is filming a special episode of "The New Adventures of Mermaidman and Barnacleboy" on location in everyone's favorite undersea town. But production is stalled when the show's stars mysteriously disappear! It's up to SpongeBob, Patrick, Sandy and Squidward to bring the missing superheroes back to the set, but that's not as easy as it sounds. Ghost-pirates, super villains and other dangers await them. The fate of the popular television series rests in their hands! So, break a leg, SpongeBob! The show must go on!



SETUP

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of SpongeBob SquarePants: Lights, Camera, Pants! into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.



GETTING STARTED

On the Main Menu screen, choose from the following selections by using the Control Pad to scroll through the menu, the A Button to make your choice, or the B Button to return to the previous selection.

New Game

Select this option to start a new game.

Full Slot

Choose this option to continue a previously saved game.

Delete

This option allows you to remove previously saved games.

Difficulty Level

If you're starting a new game, you'll be asked to select the difficulty level. Choose one of two settings: Easy or Normal.

Pause Menu

Press START to access the Pause Menu at any time during the game. Choose from two options: Resume or Quit. Press the A Button to make your selection or the B Button to return to the game.



CONTROLS

GAME CONTROLS

Control Pad
Control Pad Left or Right (twice)
A Button
B Button
B Button (while dashing)
B Button (in air)
L Button
R Button
START

Move
Dash
Jump
Action
Dash Action
Special Action
Look up or down
Switch character
Pause Menu

Racing Games:

Control Pad
A Button
B Button
R Button

Steer
Accelerate
Brake/Reverse
Switch character



CELEBRITY SEARCH

SpongeBob, Sandy, Patrick and Squidward will have to work together if they hope to track down Mermaidman and Barnacleboy. Teamwork is key as each character has a unique set of talents that will come in handy in the search for the missing celebrity superheroes.



SpongeBob SquarePants

The talented SpongeBob SquarePants is the quickest of the characters, but he's not so great when it comes to stopping bad guys.

- Basic Action: SpongeBob whirls his spindly arms like propellers.
- Jump Action: SpongeBob absorbs water and swells like a balloon to make slow, floating jumps.
- Dash Action: SpongeBob slides on his belly and knocks everything clear out of his path.
- Driving: Surprisingly, SpongeBob is a decent driver, but I still wouldn't let him borrow my boat.



Patrick Star

Patrick may not be the brightest starfish in the sea, but he's the most well rounded character.

- **Basic Action:** Patrick hurls ice cream cones at enemies. His ice cream cones even cling to the walls and ceiling and any bad guy who steps in them takes damage.
- **Jump Action:** Patrick leaps into the air, only to drop like a rock and smash down on his butt.
- **Dash Action:** Patrick's Super Star Roll allows him to barrel through obstacles.
- **Driving:** As Mrs. Puff can tell you, Patrick is the worst driver. He's a speed demon, and he loses control easily.



Sandy Cheeks

Sandy Cheeks is a lean, mean karate machine.

- **Basic Action:** Sandy's formidable karate chop is great for breaking blocks and mashing bad guys.
- **Jump Action:** Sandy jumps into the air, twirling her lasso overhead.
- **Dash Action:** Sandy swirls her lasso in a wide circle to hit enemies and obstacles.
- **Driving:** Sandy's easily the best driver. She's fast and knows how to make a tight turn!



Squidward Tentacles

Squidward is hands down the slowest character, but his long tentacles give him that extra boost when it comes to jumping.

- **Basic Action:** Squidward's Clarinet of Doom blows sour notes that travel across the screen to hit multiple bad guys.
- **Jump Action:** Double-jumping, Squidward rockets upward into hard-to-reach places.
- **Dash Action:** Squidward skids to a stop and rebounds, damaging enemies.
- **Driving:** Whoever said slow and steady wins the race was definitely talking about Squidward. Driving through oil is easier with Squidward.

Character Selection

You can switch between all four characters at any point during the game. Press the R Button to access the character menu in the top left corner of the screen. Use the Control Pad to scroll through the characters and press the R Button to make your selection.

If a character is hit twice at the Normal difficulty setting, he or she will be knocked out of the team lineup for the rest of the level and a new team member will automatically jump in to continue the mission.

THE PATH TO STARDOM

SpongeBob, Patrick, Sandy and Squidward will risk life and limb to find the decrepit, er, dynamic duo, and their efforts will not go unrewarded. Producer Gil Hammerstein is keeping a close eye on their progress. At the end of each level he'll award a role in "The New Adventures of Mermaidman and Barnacleboy" to the character that completes the level. That's right, it's a chance for our fearsome foursome to put their feet and/or tentacles on the path to stardom! But like any path, it's not without obstacles.

Race Meter



Racing

Start your engines! It's a race to catch the Invisible Boatmobile!

Race Meter – shows your progress on the track. The green gauge marks your position, while the red gauge shows your opponent's.

Button Battle

Time your button presses to battle Manray and his treacherous freeze ray! Button icons and direction arrows will appear on the screen. When they're squarely inside the box, press the matching button or Control Pad direction to dodge the freeze. Note: you won't be able to switch characters in this game.

Skill Meter – keeps track of your accuracy. Get the meter past the middle to win!



Skill Meter

Burger Builder

Build Krabby Patties to feed the hungry crew! Catch patty ingredients as they fall from the sky and build your burger. Be sure to follow the order of the ingredients shown on the Patty Meter. If you build your patty in the wrong order, you'll have to start all over. Make five Krabby Patties to win.

Patty Meter – shows you how to build a Krabby Patty in the right order!

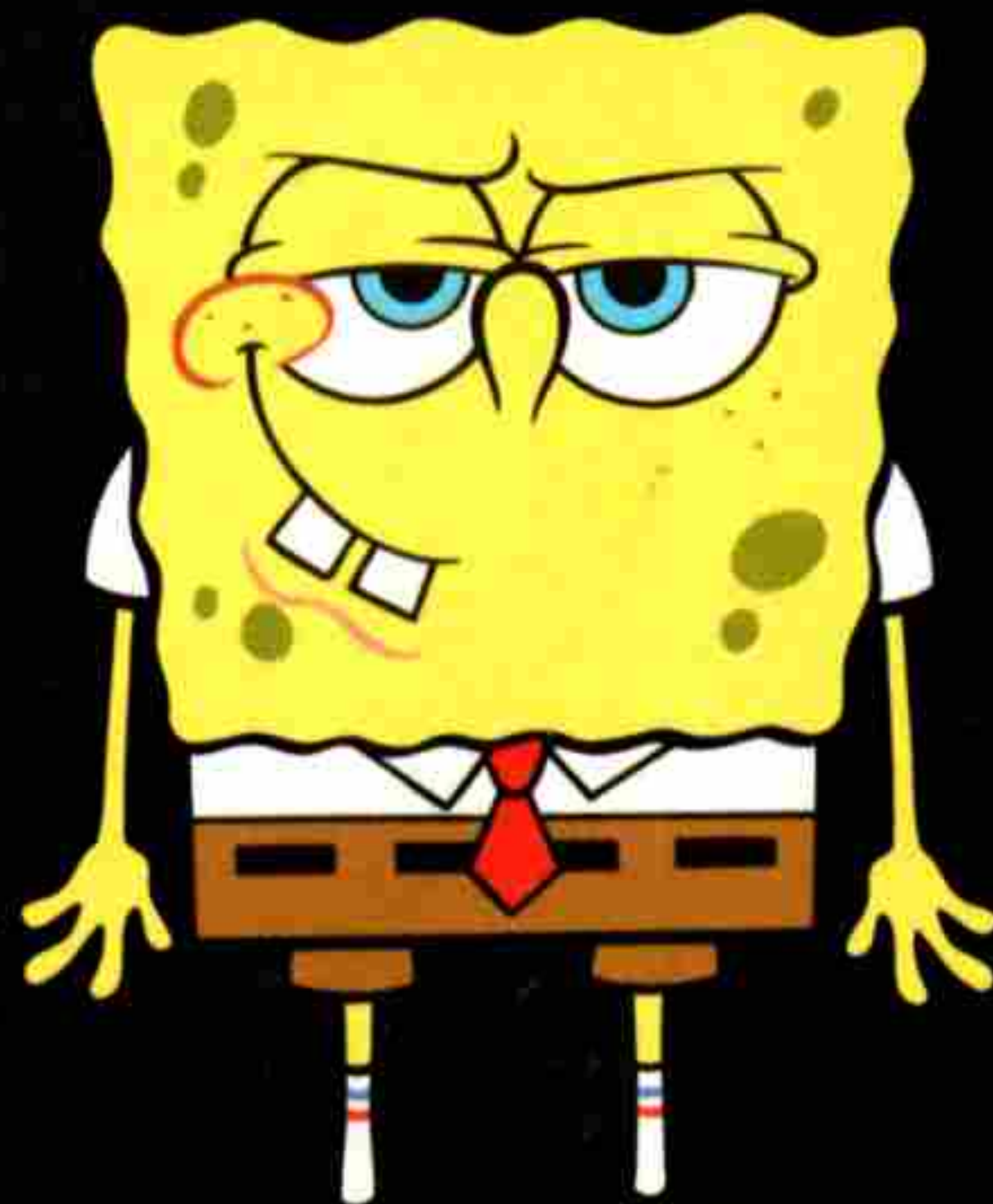


Patty Meter



Bully Ball

Nobody likes a bully! Defend the sand castles from the bullies out to smash them with volleyballs. Bounce the volleyballs back at the bullies to drive them off!



LIGHTS, CAMERA, PANTS!

Once Mermaidman and Barnacleboy are returned to the set, Gil Hammerstein will call on SpongeBob, Patrick, Sandy and Squidward to put their skills to the test in up to five different scenes! It's up to you to help them meet this challenge, and your performance will affect the story of this special episode of "**The New Adventures of Mermaidman and Barnacleboy.**"

ITEMS



Golden Star

Collect stars to unlock bonuses and secrets. You can also cash in your stars for mini-games! Stars can also buy you "extra film slates."



Giant Golden Star

One giant star is worth 10 regular stars.



Film Slate

The film slate gives you an extra turn.



Conch

The conch can help Mermaidman free the rest home from sea creatures!



TV Set

The TV set can help you bring back a character that's been knocked out of your team lineup. Collect the TV when the missing character appears on the screen to add him or her to your team. If you already have a full team, the TV gives you an extra turn!

ENEMIES



Jellyfish

Jellyfish are known to sting! Generally, you'll want to avoid these floating, pink enemies. But on occasion you might find it helpful to bounce on top of them.



Giant Clams

For the most part clams will leave you alone, unless it's dinnertime! When their shells open up prepare to defend yourself!



Ghost Pirates

Well, let's face it, you can't have an undersea adventure without a few dead pirates looking for trouble.



Fanboys

Have you ever been to a comic book store on a Wednesday? Then maybe you're familiar with fanboys. They'll do anything for an autograph, so don't get between them and their superheroes.



Bullies

They're big, mean and they think they own the beach! It's time to teach these guys a lesson.



Props

Oh sure, they're inanimate objects—how could they possibly harm you? You must have missed last week's episode of When Props Attack.



Manray

Mermaidman and Barnacleboy's nemesis wants to put you on ice with his odious freeze ray. Are you gonna stand for that? I didn't think so.

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