



SpongeBob SquarePants™

Battle For Bikini Bottom



INSTRUCTION MANUAL



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

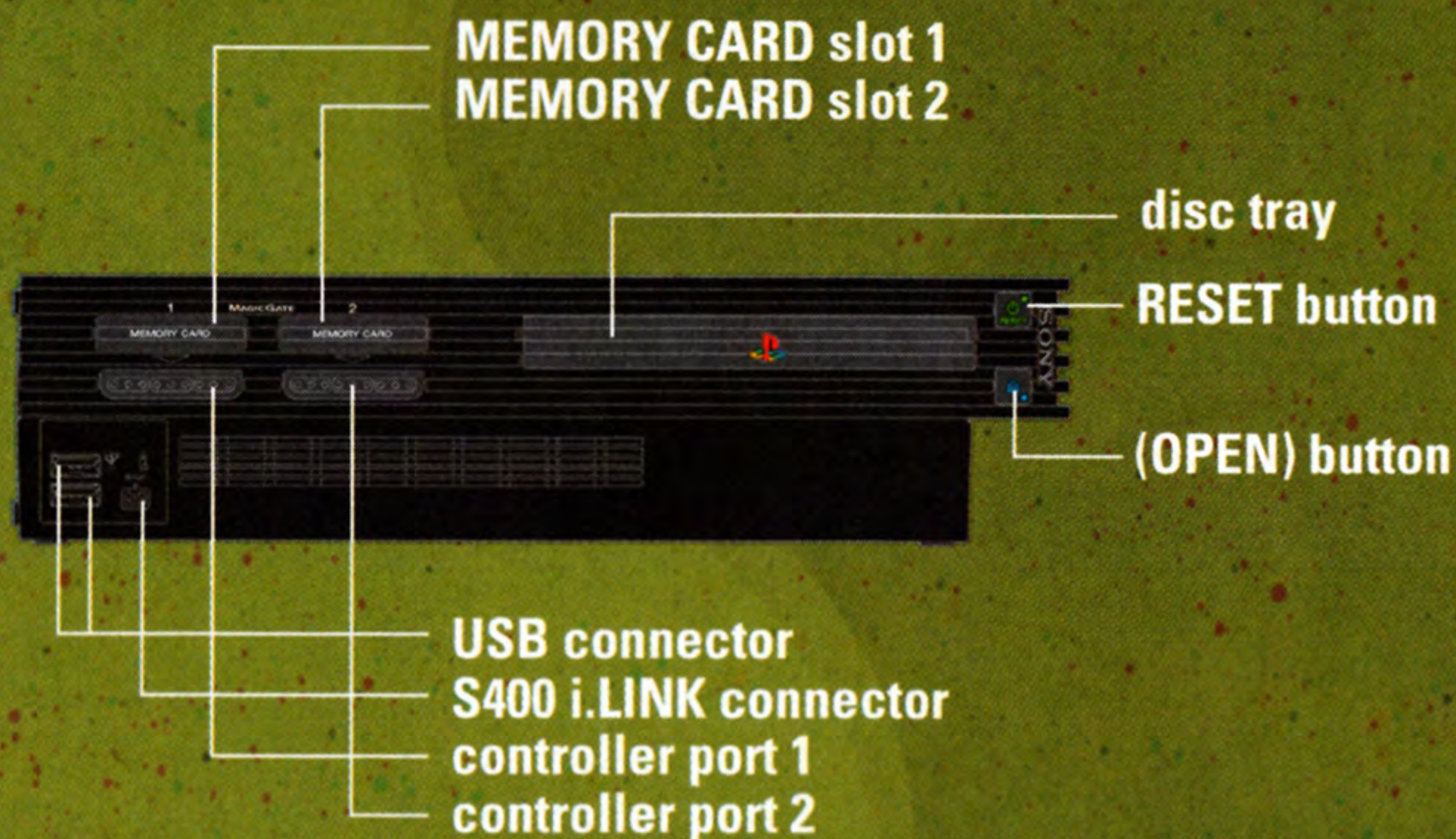
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

GETTING STARTED	2
CONTROLS	3
PAUSE MENU	4
MAIN MENU	5
WHEN YOU WISH UPON A SHELL	6
INTRODUCING... OUR HEROES	6
ITEMS	7
LEVELS	9
BIKINI BOTTOM	9
JELLYFISH FIELDS	9
DOWNTOWN BIKINI BOTTOM	9
GOO LAGOON	10
POSEIDOME	10
ROCK BOTTOM	10
MERMALAIR	11
SAND MOUNTAIN	11
INDUSTRIAL PARK	11
KELP FOREST	12
FLYING DUTCHMAN'S GRAVEYARD	12
SPONGEBOB'S DREAM	12
CHUM BUCKET LAB	13
CREDITS	14
LIMITED WARRANTY	21



GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the directions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET button. When the power indicator light comes on, press the open button and the disc tray will open. Place the SpongeBob SquarePants™ - Battle for Bikini Bottom disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

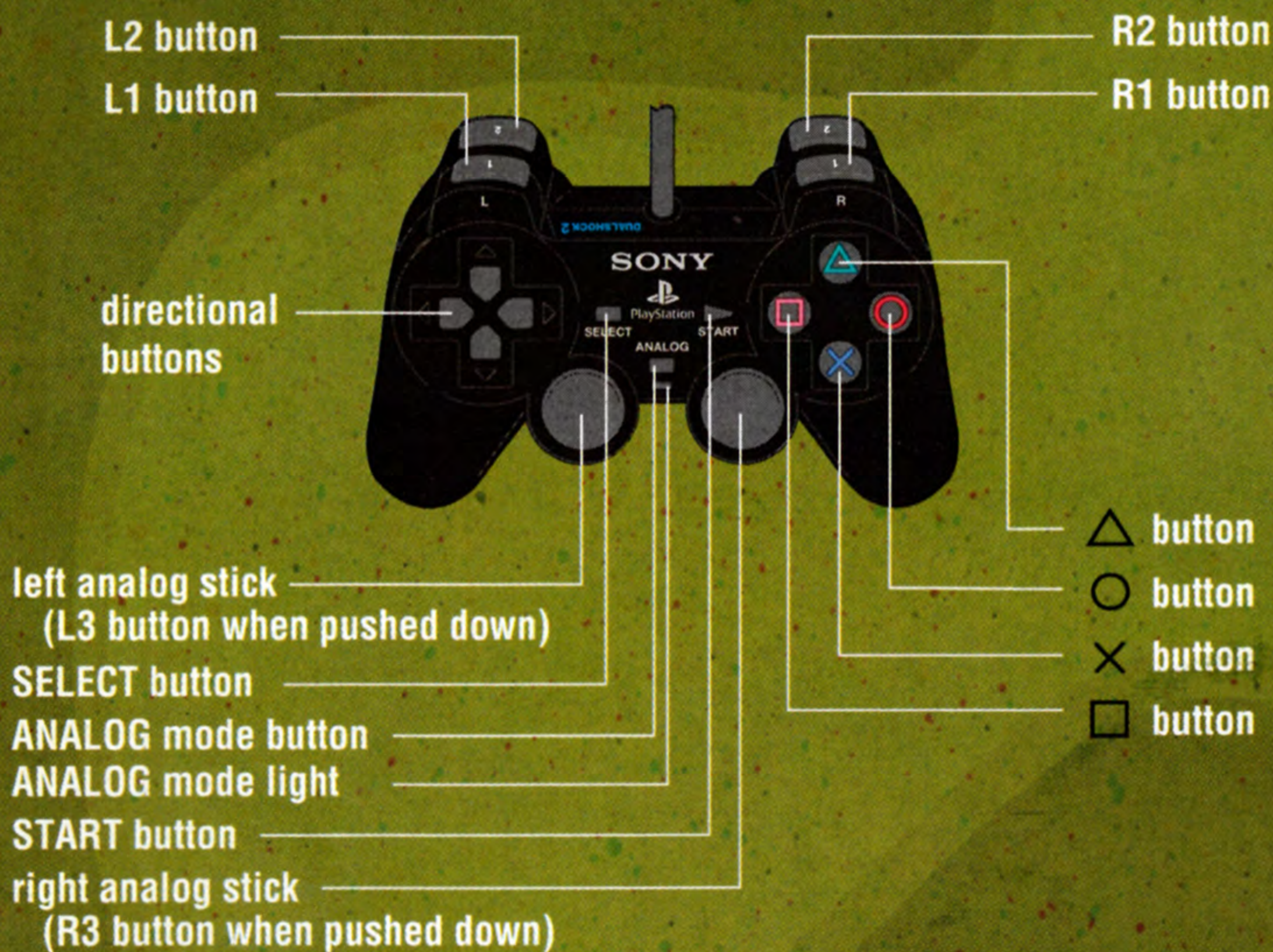
SAVING

To save your game in progress, insert a Memory card (8 MB) (for PlayStation®2) into the MEMORY CARD slot 1 of the PlayStation 2 console before starting play. You can load your saved games from the same memory card or from any memory card with previously saved SpongeBob SquarePants™ - Battle for Bikini Bottom games.



CONTROLS

DUALSHOCK[®]2 ANALOG CONTROLLER CONFIGURATION



BUTTON

ACTION

directional buttons

Move Character

⊗ button

Jump (press twice to double jump)

⊠ button

Attack

⊙ button

SpongeBob - Bubble Bounce or Bubble Bowl

Patrick - Throw

Sandy - Lasso

△ button

Bubble Bash (SpongeBob only)

L1 button

Secret Weapon (you'll find out about this later)

R1 button

Talk to Characters or Read Signs

(also exits or enters levels)

R2 button

Toggle Heads-up display

Depress right analog stick

Change Camera View

right analog stick

Move Camera

left analog stick

Move Character

START button


Pause Menu

PAUSE MENU






When you pause the game, the following choices become available:



RETURN TO GAME

The  button lets you Return to Game which returns you... back to the game!

OPTIONS

The  button selects Options which allows you to Adjust Settings, Save Game (your game will auto save at some major points over your existing saved game, just in case you forget to save your progress), or Quit Game. Use the  button to confirm your choice or the  button to return back to the Pause Menu.

TAKE THE TAXI

The  button lets you Take the Taxi, which takes you to parts of the game you've played before. Before you Take the Taxi, use the left analog stick to adjust the Jellyfish meter to the level you want to play on. Moving the left analog stick up or down will cycle through the levels. Moving the left analog stick left or right will cycle you through various sections of that level. If you see a question mark instead of a picture, it means you haven't been there yet. Once you've found the place you want to go to, press the  button to Take the Taxi.

MAIN MENU

After the power is turned on, the title screen appears. Press the START button to go to the Main Menu screen. The Main Menu has the following five choices:

NEW GAME

From here, players can start a New Game.

LOAD GAME

To load a saved game, select one of the games in the save files.

OPTIONS

From here, the following items can be adjusted:

- Sound Mode (Stereo or Mono)
- Vibration On/Off
- Music Volume
- SFX Volume

CREDITS

Find out who worked on *SpongeBob SquarePants™ - Battle for Bikini Bottom*.

EXTRAS

This section is filled with trailers for other new videogames and home videos from Nickelodeon!



WHEN YOU WISH UPON A SHELL

Patrick and SpongeBob are playing with their toy robots, but they are getting bored. SpongeBob has the great idea to wish upon a magic wishing shell for real robots! They wake up the next morning to discover their wish has come true, but not exactly as they had hoped. An army of mindless robots is destroying Bikini Bottom and it is all SpongeBob's fault! What is he going to do?

Or maybe...

The night before, the evil Plankton put into motion his most diabolical plot ever. He created an army of robots using his new insidious device called the Duplicatotron 3000. The only problem is that he forgot to turn on the "obey Plankton" switch and now his robot army is running amok in Bikini Bottom.

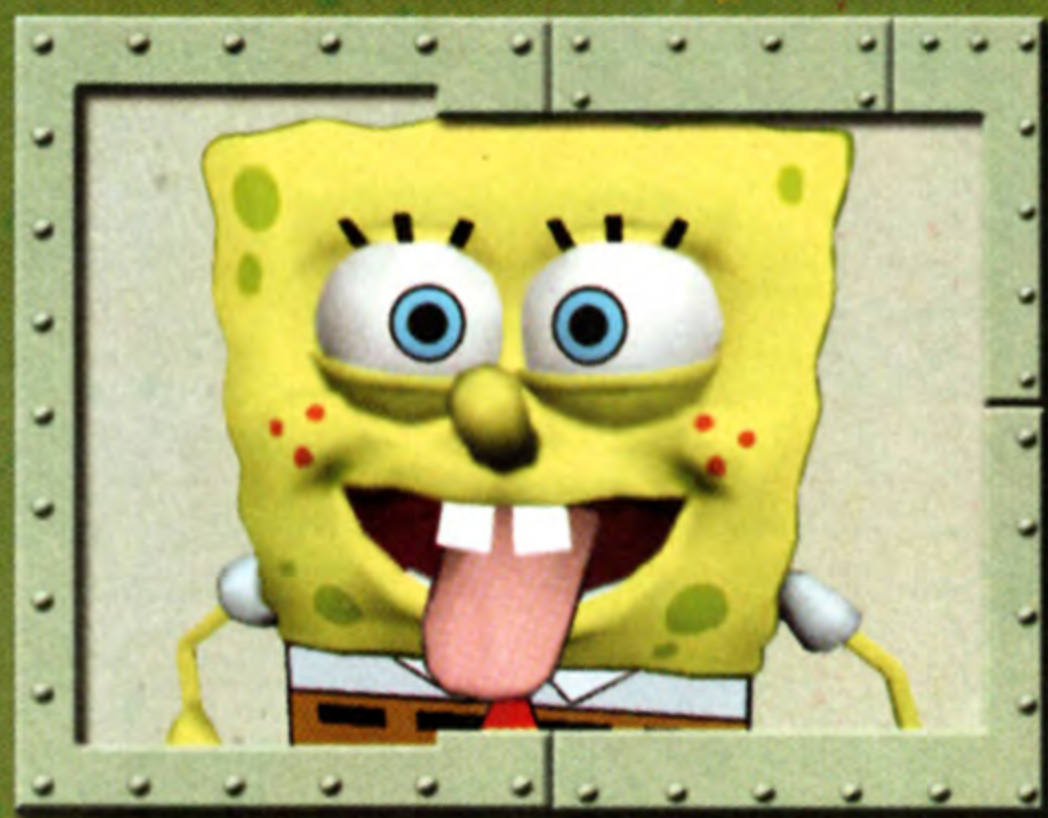
So it is not SpongeBob's fault, but he does not know that...

What is a sponge to do?

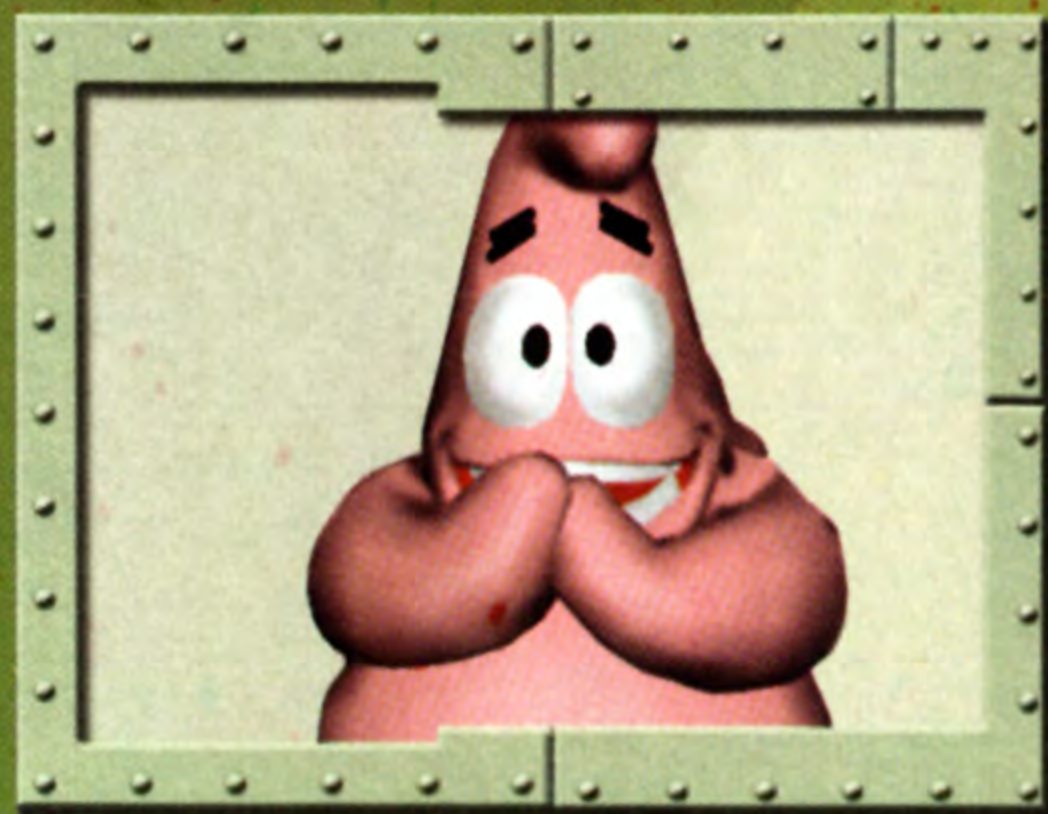
INTRODUCING... OUR HEROES

"As long as these pants are square and this sponge is Bob, I will not let Bikini Bottom down!"

Welcome to Bikini Bottom! Let's meet our three heroes, the ones who are going to save Bikini Bottom (at least we hope so!):

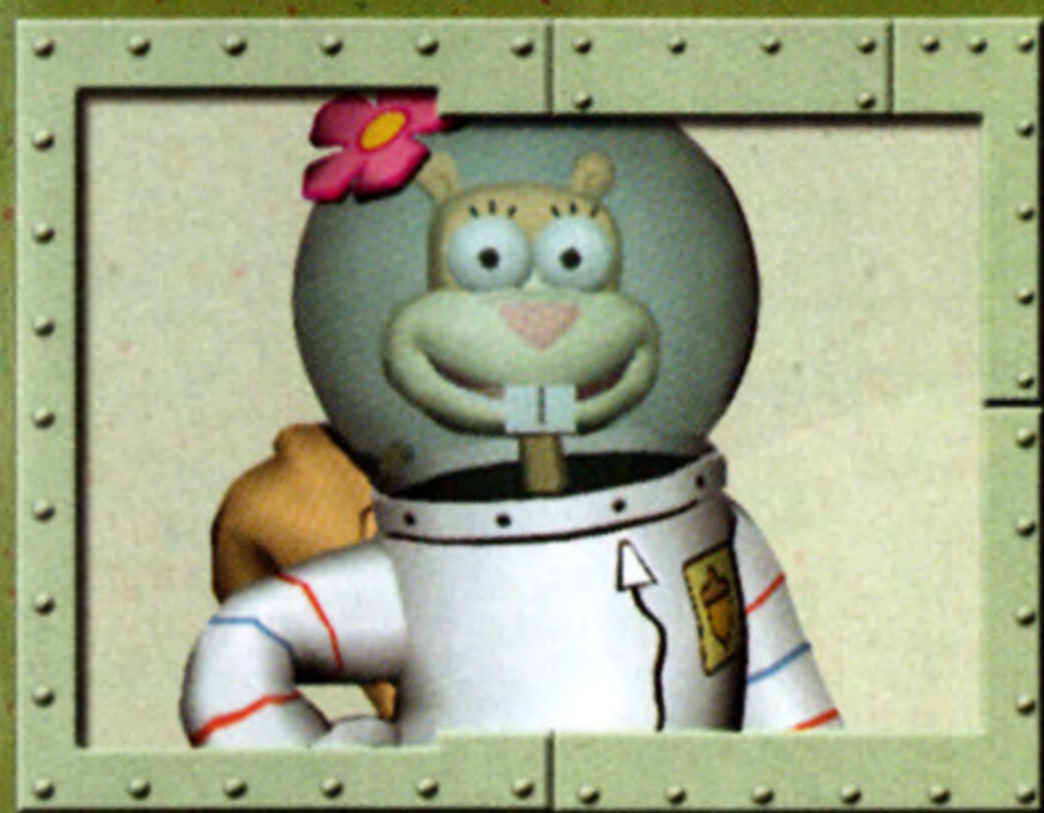


Maybe he's not the strongest, or even the handiest, but SpongeBob SquarePants has something no one else has - Bubble Blowing! From Bubble Viking Helmets to spinning Bubble Wands, SpongeBob's bubbly creations are unique.



Patrick. Happy Patrick. Patrick is very strong. He may not have Bubble Blowing or Lassoos but he's strong enough to pick up small robots and throw them long distances. Watch those robots fly!

INTRODUCING... OUR HEROES



Sandy is our all around action gal. With her trusty Lasso by her side, she can traverse long gaps, swing over hazards, or tie up them bad robots before they even get close. And let's not forget her squirrel Karate!

ITEMS



Need to get to another part of Bikini Bottom? First, SpongeBob or his friends will have to earn Golden Spatulas by completing tasks.



Shiny Objects are used as currency. SpongeBob can use them to purchase Golden Spatulas or to gain access to some off-limit areas.



Nothing makes SpongeBob feel more like a new Sponge than a pair of clean underwear! Every time SpongeBob takes damage, he'll lose a pair so don't lose them all or you will return to the last check point! If you want SpongeBob to have even more underwear than he normally owns, find a pair of Golden Underwear. They're difficult to find, but oh so worth it.



Whenever you see this icon, walk SpongeBob over to it to turn into SpongeBall SquarePants. SpongeBob will roll himself into a ball!



Throw Fruits are found throughout the world and look like watermelons! Patrick can use them to destroy robots, tikis and to hit far away objects.



Texas Trailer Hitches can be found floating in mid-air. Sandy uses her Lasso to attach herself to these and launch herself over large gaps, or even move rapidly from one end of a level to the other.

ITEMS



Wood Tiki - These are the most common Tikis in Bikini Bottom, and the easiest to break open.



Floating Tiki - Unlike other Tikis, these Tikis float around. Patrick's Throw moves come in handy when trying to open one of these.



Shhh Tiki - Shhhs are the shyest Tikis of the bunch. Using their big ears, these Tikis hide when someone approaches, only reappearing when the coast is clear. If you are playing as SpongeBob, try to sneak up to them quietly!



Thunder Tiki - Tread lightly around this grumpy Tiki. The slightest touch triggers a thunderous explosion a few seconds later. This explosion destroys surrounding tikis and reduces health of whoever's nearby.



Stone Tiki - Constructed of solid rock, the stoic Stone Tiki is impervious to most attacks. Only SpongeBob's Cruise Bubble can break a Stone Tiki.



You must collect enough Shiny Objects to pay the Clam to open up additional gameplay areas.



Taxi Stands will take SpongeBob to new levels once he has collected enough Golden Spatulas.



Use the Bus Stops to switch between playing SpongeBob, Patrick and Sandy.



Patrick's socks have been stolen by the menacing robots. Return Pat's socks to him, and he will reward SpongeBob with Golden Spatulas.



Information Signs give SpongeBob helpful tips along his adventure.

LEVELS

BIKINI BOTTOM



Hey SpongeBob! It's time to roust the neighbors and get some help! Of course, collecting Shiny Objects and Golden Spatulas is a good thing too!

Tip: Want to know if you can talk to something? Look for the floating

R1 button icon.

JELLYFISH FIELDS



Squidward's been stung by jellyfish! To help him, SpongeBob embarks on a dangerous journey to the top of Spork Mountain to collect King Jellyfish Jelly, the only known cure for severe jellyfish stings. The only problem is that King Jellyfish is up there and he's not interested in sharing.

Tip: If you need to swap out characters, look for a Bus Stop.

DOWNTOWN BIKINI BOTTOM



There's trouble brewing in Downtown Bikini Bottom - robot trouble. SpongeBob heads there to find out what the word on the streets is and how he can help.

Tip: Sandy throws her Lasso at whatever the big pointing hand is, well ... pointing at.

LEVELS

GOO LAGOON



After Downtown, SpongeBob takes a minute to relax out at Goo Lagoon. The problem is the robots aren't taking it easy. Larry the Lobster needs SpongeBob's help - and fast!

Tip: If you need Patrick to pick up something, hit the **○** button once. If you want him to throw it, hit the **○** button again.

POSEIDOME



Bikini Bottom's ultimate sporting venue has been infested with robots! King Neptune demands that SpongeBob and Patrick rid him of the robot menace.

ROCK BOTTOM



Mrs. Puff tells SpongeBob that the robots are ransacking the Rock Bottom Museum! Can he find a way in and stop them before it's... gulp... too late?!

Tip: Having a problem spotting something? Try rotating your camera around to get a better look.

LEVELS

MERMALAIR



Gasp! The wily robots have even invaded Mermaidman and Barnacleboy's secret lair! Can SpongeBob shut down the security system, disable the robots, and -shudder- defeat the evil of PRAWN before Mermaidman and Barnacleboy get back from their doctor appointments?

Tip: Want a little more zip in that bubble bowl? Just hold on to the  button a little longer... longer... yeah! That's about right!

SAND MOUNTAIN



It's time for some tongue-boarding... Texas style! And if you jump down into a deep, dark, dank pit, Plankton will give you a Golden Spatula!

Tip: If you tap the  button three times, Sandy can use her Lasso like a helicopter.

INDUSTRIAL PARK



Yuck! Nothing like liquid industrial waste to give an absorbent SpongeBob the shivers. And why does that giant robot you're fighting look so familiar?



LEVELS

KELP FOREST



It's dark. It's spooky. Must be the Kelp Forest. Be careful, or you might not be able to "leave."

Tip: For a nice bonus or two, try going back to previous levels as different characters. You might find a few hidden treasures that were left behind.

FLYING DUTCHMAN'S GRAVEYARD



The Flying Dutchman's ghost is so upset he can't even work up the nerve to scare anyone. Those dastardly robots have commandeered his ship and are using it to battle each other. Can SpongeBob get the ship back?

Tip: Try talking to everyone you can. That's right! Everyone! They might know something you don't. Or they might have something for you to do. Or they might be lonely. Poor lonely people!

SPONGEBOB'S DREAM



So sleepy... it's a SpongeBob dream! With Dream Bubbles! And Golden Spatulas! Well, it's just a dream. It can't hurt to grab a few things, can it?

Tip: For warping around levels, nothing beats a quick trip to the Pause Menu.



LEVELS



CHUM BUCKET LAB



Aha! Plankton's scheme has been unveiled and it's time to teach him a thing or two about gratuitous robot renewals, but some unexpected surprises still await SpongeBob.



CREDITS

Developer - HEAVY IRON

Project Director

Shiraz Akmal

Executive Producer

Lyle J. Hall

Lead Programmer

Jason Hoerner

Programmers

Dan Kollmorgen

Mark Pope

Amrit Dharwadkar

Neil Kaapuni

Ryan A. Mapes

Philip Nowell

Justin Wilder

Lead Game Designer

Joel Goodsell

Level Designers

Gary Sproul

Matt Coohill

Matt Ekins

Keith Nakamura

Art Director

Jeff Berting

Lead Artist

Scott Chiu

Principal Artist

St. John Colon

Artists

Joffery Black

Thomas Breeden

Alex Carbonero

Alex Chavez

Dorothy Chen

Harbell Ilustre

Edvard Toth

Thomas Olson

Animation Director/

Lead Animator

Gregory Ecklund

Animators

Vivien Chang

Daniel Fiske

Kyle Kirby

Saurav Sarkar

Assistant Producer

Kristian Davila

Lead Tester

AJ Hernandez

Tester

Jess Glen

Support Programming

Travis McIntosh

Daniel Sass

Svetoslav Todorov

Additional Programming

Tim Doyle

David Harr

Additional Level Design

Justin Norr

Kirk Tome

Additional Artwork

Sina San

System Administrator

Joachim Thuau

Operations Manager

Colin Walter

Director of Technology

Shiraz Akmal

General Manger

Lyle J. Hall

Sound Design by

Hacienda Post

Sound Supervision

Timothy J. Borquez

Mark Howlett

Sound Designers/Editors

Jeff Hutchins

Tom Syslo

Bobby Crew

Matt Brown

Charlie King

Re-recording Mixers

Eric Freeman

Timothy J. Borquez

Recording Engineers

Dan Cubert

Morgan Gerhard

Sound Assistant

Tony Orozco

MUSIC DESIGN BY

SABRE MUSIC

Music Design & Supervision

Timothy J. Borquez

Composers

Jimmy Levine

Bobby Crew

Alex Wilkinson

Cast

Tom Kenny

SpongeBob, French Narrator, Gary

Bill Fagerbakke

Patrick

Carolyn Lawrence

Sandy Cheeks, Mermalair
Computer

Doug Lawrence (Mr. Lawrence)

Plankton, Larry the Lobster,
Prawn, Fish Announcer

Rodger Bumpass

Squidward

Mary Jo Catlett

Mrs. Puff

Joe Whyte

Mermaidman, Mr. Krabs

Tim Conway

Barnacleboy

Brian Doyle-Murray

Flying Dutchman

John O'Hurley

King Neptune

Brad Arbell

Bubble Buddy

THQ

Project Manager

Keith Pope

Creative Manager

Petro Piaseckyj

Technical Director

Marcel Samek

Production Services

Jenae Pash

Heather Leonard

Director, Project Management

Duncan Kershaw



CREDITS



Vice President - Product Development

Philip Holt

Test Leads

Ryan Camu

Alex "Suncho" Howlett

Jason De Heras

Testers

Enrique Castro

Rebecca Andrews

Jesse "Free-Way" Austin

Lorena Villa

Bryan Williams

Dennis Cezar

Alejandro Pulido

Arielle Jayme

Walter Doyenart

Crystin Kuhnke

Victoria Lemar

Brad Linsk

Spencer Smilanick

Jeffrey Pereira

Jerry Cortes

Sean Cunningham

Arthur Leo

Robert Shaw

Marcus Lee

Dioscoro Rochino

Greg Schwartz

Nicole Gilbert

Chris Joseph

Tina Stevenson

First Party Supervisors

Evan Icenbice

Keith Michaelis

Ian Sedensky

First Party Specialists

Adam Affrunti

Lori Arrowood

Mark Aviles

Joel Dagang

Marc Durrant

Antonio Herrera

Scott Ritchie

Robin Scofield

Jason Tani

QA Technical Supervisor

Mario Waibel

Database Applications Engineer

Jason Roberts

Director of Quality Assurance

Monica Vallejo

Senior Vice President - Worldwide Marketing

Peter Dille

Director, Global Brand Management

John Ardell

Senior Product Marketing Manager

Danielle Conte

Product Marketing Manager

Paul Naftalis

Director, Creative Services

Howard Liebeskind

Senior Manager, Creative Services

Kathy Helgason

Associate Creative Services Manager

Melissa Roth

Manual Writer

Bill Maxwell

Packaging Layout & Design

Chad Stroven – Beeline Group

Director, International Brand Management

Michael Pattison

Senior International Marketing & Services Manager

Sarah Bincliffe

Director of Localization

Susanne Dieck

Localization Engineer

Bernd Kurtz

Senior Project Manager Art

Till Enzmann

Special Thanks

Brian Farrell

Jack Sorensen

Tiffany Ternan

Germaine Gioia

Leslie Brown

Terri Schiek

Brandy A. Carrillo

Tami Aversa

Emerson Escobar

Shinal Patel

Maurice

Wilson

Joel Smith

Lionel Varay

Ben McClure

Nickelodeon

VP of Media Products

Nickelodeon Consumer Products

Steve Youngwood

Director of Licensing Interactive, Home Video & Consumer Electronic

Stacey Lane

Director of Production & Development for Interactive and Home Video

Aly Sylvester

Manager Development and Production

Erika "E" Ortiz

Marketing Coordinator

Erica David

Production Assistant

Jack Daley

Nickelodeon Thanks

Leigh Anne Brodsky

Eric Coleman

Russell Hicks

Chris Horton

Deb Krassner

Rob Lemon

Caleb Meurer

Linnette Pastori

Joe Sandbrook

Brian Smith

Lori Szuchman

Stavit Young

Special thanks to:

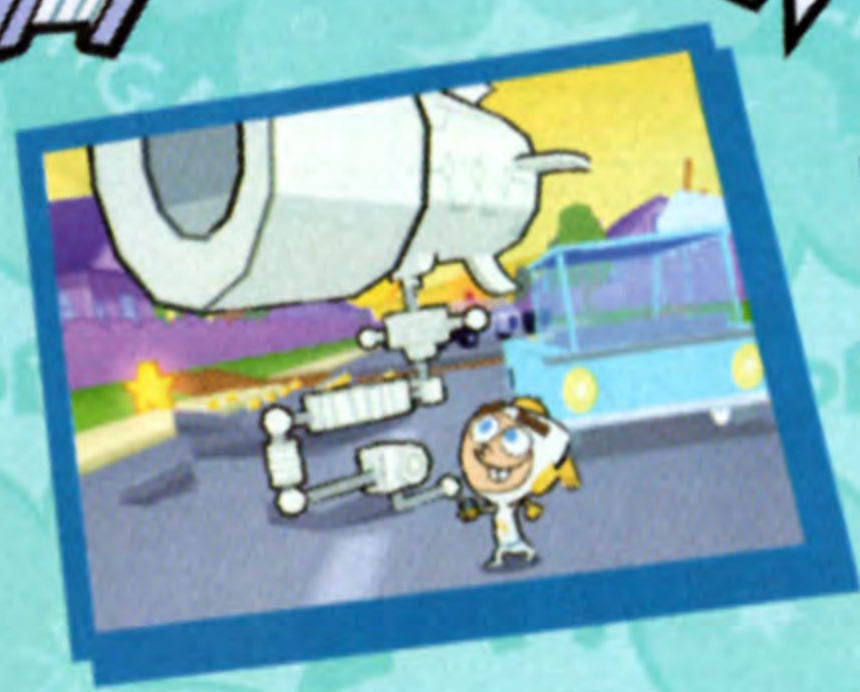
Stephen Hillenburg

BE CAREFUL WHAT YOU WISH FOR!



AVAILABLE NOW!

BREAKIN' DA RULES



PlayStation®2



© 2003 THQ Inc. ©2003 Viacom International Inc. All rights reserved. Nickelodeon, The Fairly OddParents and all related titles logos and characters are trademarks of Viacom International Inc. Created by Butch Hartman. Exclusively published by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

GOTTA JET!



AVAILABLE NOW!



PlayStation®2



© 2003 THQ Inc. © 2003 Viacom International Inc. All Rights Reserved. Nickelodeon, The Adventures of Jimmy Neutron Boy Genius and all related titles, logos, and characters are trademarks of Viacom International Inc. Exclusively published by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are the property of their respective owners. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.



Soak up the adventures!



SpongeBob SquarePants
books from
Simon Spotlight, available
wherever books are sold!



Simon & Schuster Children's Publishing
www.SimonSaysKids.com
A Viacom Company



SPONGEBOB SQUAREPANTS GAME

A wacky race to the Krusty Krab!

Race around Bikini Bottom with SpongeBob, Patrick, Sandy and Squidward as you try and collect enough coins to get your favorite SpongeBob character into the Krusty Krab. It's Fast,

Frenetic, super-absorbent excitement that'll have you "bringing it around town" before you know it.



Toy#43493

SPONGEBOB SQUAREPANTS SPLASH-N-ROLL™ GAME



Toy#B0824

A rolling, rollicking game that stands SpongeBob on his head.

Roll zany pairs with your SpongeBob Dice then move your jellyfish. First one to SpongeBob's pineapple wins!

©2003 Mattel, Inc., El Segundo, CA 90245 U.S.A. All Rights Reserved.

©2003 Viacom International Inc. All Rights Reserved. Nickelodeon, SpongeBob SquarePants and all related titles, logos and characters are trademarks of Viacom International Inc. Created by Stephen Hillenburg.

*Each sold separately and subject to availability.

Check this out!


All new activity books featuring
your favorite **NICKELODEON** shows!



These aren't
your ordinary
activity books!

You can look for these and other Nickelodeon activity titles wherever books are sold.

www.goldenbooks.com
www.randomhouse.com/kids

 Golden Books®

 **RANDOM HOUSE**
CHILDREN'S BOOKS

© 2003 VIACOM INTERNATIONAL INC. All Rights Reserved. NICKELODEON, SPONGEBOB SQUAREPANTS, JIMMY NEUTRON, ROCKET POWER, and all related titles, logos, and characters are trademarks of Viacom International Inc. Golden Books® and related trademarks and service marks are the property of Random House, Inc. © 2003 Random House, Inc.

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 **46037**. 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
27001 Agoura Road, Suite 270
Calabasas 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 Sony Computer Entertainment America 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

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.

Tak

and the POWER of JUJU



www.takgame.com



WWW.THQ.COM

EVERYONE
E
 CONTENT RATED BY
ESRB

Cartoon Violence



PlayStation[®] 2

THQ INC. 27001 Agoura Rd., Suite 270, Calabasas Hills, CA 91301

SpongeBob SquarePants - Game and Software © 2003 THQ Inc. Developed by Heavy Iron Studios®. Portions of this software are Copyright 1998 - 2003 Criterion Software Ltd. and its Licensors. Created by Stephen Hillenburg. Tak and the Power of Juju - © 2003 Avalanche Software LLC. Developed by Avalanche Software. Avalanche Software and its logo are trademarks of Avalanche Software LLC. © 2003 Viacom International Inc. All rights reserved. Nickelodeon, SpongeBob SquarePants, Tak and the Power of Juju and all related titles, logos, and characters are trademarks of Viacom International Inc. Exclusively published and licensed by THQ Inc. THQ, Heavy Iron Studios and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.