

(UPDATE! The story is told as if from the perspective of a narrator retelling a story for a play! Take that how you will! Any major changes can be added to the newer script, I'm mostly trying to make the structure of the story more interesting for the players and the story! Cutscenes should be no more than 5 minutes and take your time reading through the script!)

SLIME BLAST HEROES UNITE

By

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BEGINNING

[A title card with the word UNITE hovers in midair in the vacuum of space. It is revealed to be a sticker on a TV.]

[The player presses play.]

[The camera opens on a white backdrop which slowly reveals itself to be a sunrise.]

French Narrator: Ahhh, the sea. A vast- (record scratch sound) Wait a moment.

This is not the sea! No no, this can not be right at all. Where is our little absorbent

friend? SpongeBob? (the camera looks into Jimmy's room) SpongeBob? (the

camera goes to Jimmy's lab) SpongeBob?! (the camera pans to Jimmy's backyard)

What is going on? (paper rustles) What is this? *clears throat* (record scratch

while science music plays) Ahh, Retroville U.S.A. Home to none other than the Boy

Genius himself Jimmy Neutron. (in a struggling voice) Please give me one moment

(the camera whip pans up to space) Volia!

GOOD MORNING RETROVILLE

EXT. Space, Slime Meteor - Day

[CUTSCENE]

French Narrator: Now, Jimmy Neutron was looking for a new power source to power his brand-new invention with the help of his robot dog, Goddard (he barks gleefully), and his two best friends, Carl and Sheen.

Sheen: (While looking around frantically) Does anyone else hear the voice of a disembodied French narrator?

Jimmy: Sheen, stop playing around. We gotta stay vigilant for any rogue materials. These things only come about once every few millennia.

Carl: Ah, Jimmy, the bus usually comes around my house in about (Checks the rocket's internal clock) fifteen minutes. I don't want to be late.

Jimmy: Well, we better hurry then and find those materials.

Carl: Man, I just want to go to school, head home, then eat some cookies. Jimmy's mom makes the best cookies.

Sheen: I nominate Carl to be sacrificed to the space rock.

Carl: Hey! No fair! Why do I have to be the sacrifice?

Sheen: Easy! You're a lot more appetizing than me, I look like I'd give space monsters gas. Plus you're chewy.

Carl: Well, I guess that's true...

Jimmy: I'm glad this is an important discussion to be having right now.

[Suddenly a green glow begins emanating from a cave.]

[The player walks through a cave in order to find foreign materials at the end.

They must avoid steam vents, stack up rocks, and jump over spiked pits.]

(In-game dialogue)

Jimmy: Be on the lookout for anything weird and glowing.

Sheen: (Snickers) Yeah, like Carl's weird zit.

Carl: Hey, my mom says it's just a beauty mark.

Sheen: if that's a beauty mark, then I'm a Canadian supermodel!

Carl: Wow. Really?

Sheen: No Carl! You have a weird zit!

Jimmy: Guys! Can you please close your mouths for five minutes??

Carl/Sheen: Hmph.

Jimmy: Shouldn't be too far now... Watch out for anything hazardous to your health. Ah! Oof! Out of the way!

Carl: Everything's hazardous to my health. Whoa! Oof! Jimmy!

Sheen: Don't worry, I eat danger for breakfast! Carl! Jimmy! Agggh!

[The player arrives at a pool of glowing green ooze.]

[CUTSCENE]

Jimmy/Carl/Sheen: Whoa.

Sheen: Can I taste it, Jimmy?

Jimmy: Of course not, Sheen! We have no idea what properties are contained in that substance.

Sheen: (With a mouthful of slime) Taste like marshmallow apple pie.

Jimmy: Sheen! Oh, never mind. Goddard! Canister!

[Goddard hands Jimmy a canister from his body. Jimmy stands over the pool like he's grabbing a golden statue.]

Jimmy: Easy, easy...

Carl: (Whispering) Be careful, Jimmy.

Sheen: (Whispering) Don't drop the goo.

[Jimmy scoops the substance into the canister.]

Jimmy: There! Foreign substances acquired!

Carl: All right!

Sheen: Yeah!

[The ground begins violently shaking as a giant wave of slime begins moving towards them.]

Jimmy/Carl/Sheen/Goddard: Aaahhh!!!

[The player runs towards the camera away from the slime wave.]

(In-game dialogue)

Carl: Jimmy, can we go home now??

Jimmy: Way ahead of you, Carl! Goddard, ready the ship!

Sheen: (While huffing and puffing) Yeah, Goddard! Go get the ship! We'll just be here, running for our lives!

[Goddard brings the ship to the front of the cave.]

Jimmy: Good boy! Get ready, guys!

[The boys jump into the ship, but it won't start. The player uses a rhythm section to start the rocket.]

Carl: Come on, Jimmy!

Sheen: Hurry up! We're gonna turn into FLAPJACKS in about three seconds!

Jimmy: Almost got it...

[The rocket starts.]

Jimmy: Eureka!

[The boys fly back towards Earth without a hitch.]

Sheen: Whoo! I thought we were gonners!

Carl: Ooh, yeah.

Jimmy: Well it's not over yet, gentlemen. We're about to re-enter the atmosphere! So hold on to something!

[The player navigates the rocket to avoid and shoot debris in order to stay in the air.]

(In-game dialogue)

Jimmy: Don't worry, guys! I've got everything under control!

Carl/Sheen/Goddard: AAH!

Jimmy: Look out for that Tree!

Carl/Sheen/Goddard: Wah!

Jimmy: And that water tower!

Carl/Sheen/Goddard: Yah!

Jimmy: And that fence! Hang on!!!

Jimmy/Carl/Sheen/Goddard: AAAAGGGGHHHH!!!!

[The rocket lands in Jimmy's backyard. The ground shakes violently.]

[CUTSCENE]

Judy: He better have not destroyed my precious yellow roses.

Hugh: Oh, I'm sure they're fine, Honey.

[Judy and Hugh Neutron walk outside to see the boys dizzily exit the rocket as they slowly regain their footing.]

Judy: James Issac Neutron! What did I say about exploring the deep recesses of space before school?

Jimmy: (Dizzily) To not to...?

Judy: That's right. Now you and your friends, march inside for some breakfast, you're going to be late for school. Goddard, be a dear and clean up this mess. Boys. Inside. Now.

Jimmy: Okay, Mom.

Carl/Sheen: Yes, Mrs. Neutron.

Hugh: Oh you boys are gonna love this: She made chocolate chip pancakes! Oh mama, does this train ever stop? No it does not, my little Sugar booger.

Judy: Oh Hugh...

Jimmy/Carl/Sheen: Ew.

[Goddard pretends to throw up. The boys walk inside the house. The camera slowly transitions to camera footage with eyes on Jimmy's rocket. On the other side of the screen is Professor Calamitous, watching from a screen inside of his lair.]

Calamitous: Ah, Jimmy Neutron. What have you brought back for me to borrow today?

[Beautiful Gorgeous walks in with a tray topped with a half filled water bottle, a half cut piece of pie, and a half piece of lemon.]

BG: Here you go, Dad.

Calamitous: Oh, thank you dear. (Mouth full) It's so hard to find good help these days.

BG: (Sigh) That's why you make it yourself.

Calamitous: Indeed. Look here. Neutron and his companions have just crash landed and he left his rocket unattended. Bahahaha! Hilarious!

BG: If you say so, Old man.

Calamitous: And look! His dog is right outside the lab, right on cue!

BG: You're really excited about this, I see.

Calamitous: Oh, that's not all. Now my microscopic minion, attack!

BG: (To herself) And now he's gone off the deep end...

[The camera on the monitor jumps high and begins charging its way toward Goddard until it attaches itself to him.]

Calamitous: Brilliant! (Dramatic Gasps) And now we wait.

[Calamitous stares at the screen as Goddard takes a nap in the backyard. Beautiful Gorgeous rolls her eyes while crossing her arms and walking away in slight disbelief.]

SCHOOL DAZE

[The boys leave the house.]

Jimmy: Bye mom. Bye dad.

Sheen: Bye Mr and Mrs. Neutron.

Carl: Bye Mr. Neutron...(Softly) Bye Judy...

Judy: Bye kids.

Hugh: Have a great day at school!

Judy: (Quietly) Hehe, that boy needs to make some new friends...

Hugh: Oh totally. And the glasses don't help at all.

[Judy gives Hugh a look. The boys miss the bus.]

Jimmy: Blast!

Carl: Come on.

Sheen: Well, time to go back home.

Jimmy: Wait guys, this is the perfect opportunity to take a day to ourselves and stop to smell the flowers!

[They both give a confused look.]

Jimmy: Ha! I'm just kidding. Who wants to see me make a brand-new invention?

Carl: I do!

Sheen: Oh me! Me me me! Pick me!

Jimmy: Let's go!

[The player must make their way to school while taking the scenic route. The player must jump, rail grind, and use gadgets to avoid chickens who will attack the player in a swarm when hit.]

Jimmy: All right guys, be on the lookout for any spare parts.

Carl: We're on it boss.

Sheen: You can count on us!

Jimmy: Now that's what I like to hear! Let's see if there's anything over here. Nice, found one! Wow, only one piece left. Great! We found all the pieces! Come on, think, think, think...BRAIN BLAST! Get ready to drink water, evil chickens! Okay, nothing to be afraid of. It's just a small gap we have to jump, no big deal. Agh! I did it! There's nothing Jimmy Neutron can't do! Oh great, more chickens. If we can sneak past them, we're free. Okay, no more messing around, duty calls. Whoa, this is awesome!

Carl: Oh, Jimmy, chickens make me nervous. This is for llamas everywhere! Help!

Sheen: Watch out for their beady little eyes. Take that, chicken fools! Oh no!

[The boys make it to the front of the school without a moment to spare.]

Carl: Oh, we made it!

Sheen: Yeah we did!

Jimmy: And just in time, too!

[Back at Calamitous' lair.]

Calamitous: Oh, do come over and take a look at this dear.

BG: Yippee. Okay, what am I looking at?

Calamitous: Well, the dog has finally woken up and made his way into Neutron's underground lab!

BG: Oh, great. Now do you wanna clue me in on what the plan is here?

Calamitous: (While giggling uncontrollably) Oh no, it's far too delicious to tell you right now. But don't worry! You shall figure it out in due time, my precious little angel!

BG: Right, right. Do me a favor and don't call me again for the rest of the day.

Calamitous: Okay, honey! Love you!

[CUTSCENE]

[Jimmy is in class learning more about his upcoming science project.]

Ms. Fowl: Now remember class, the theme of this science fair is BAWK—Physics.
So no soda volcanoes...

Carl: Aw.

Ms. Fowl: ...ARGH—and no cups of dirt!

Sheen: Ah man!

Cindy: Hear that, Nerdtron? I'm a real master when it comes to momentum based experiments and I'm gonna to run circles around whatever dingy town destroying experiment you've got cooked up in that big brained head of yours.

Jimmy: Don't put your cart before your loud-mouthed horse, Vortex, because you might not like where it leaves you, which is in my dust.

[They have a small, but intense staring contest.]

Ms. Fowl: And don't forget, class, you'll be partnered up for this project so no one feels left out. BAHAWK!

Jimmy: Well, gentleman, it seems we've got to stick together if we—

Ms. Fowl: I'll be picking the groups.

Jimmy/Cindy: What?!

Ms. Fowl: Nick! You'll be partnered with Bolbi.

Bolbi: Ooh, Bolbi do good works, yeah!

Nick: Cool.

Cindy: (Under her breath) Lucky.

Ms. Fowl: Libby will be partnered with...Brittany!

Libby: Now that's what I'm talking about!

Brittany: Excellent, girlfriend!

Ms. Fowl: Carl!

Carl: (Yelps) Y-yes?

Ms. Fowl: You're with Sheen.

Sheen: Right on, Dude!

Carl: (Snorts) Yeah.

Ms. Fowl: Tina is with Butch, Nissa with Wendall, Emily with Ike... Ah Jimmy! Your partner will be...

Jimmy: Please don't be Cindy, please don't be Cindy, please don't be Cindy!

Mrs. Fowl: Well congratulations, Jimmy!

[Jimmy has a huge smile on his face.]

Mrs. Fowl: You'll be working with Cindy.

[Jimmy and Cindy's jaw drop and they glare at each other while growling like animals. The school bell rings.]

Mrs. Fowl: Just remember class, your projects are due next week! If you all work hard, you'll get these projects finished in—BAWK no time!

[Cindy passes by Jimmy in a huff. Libby gives Sheen a wave as she walks past him.]

Sheen: (Lovingly) I would fall down the highest kitchen cabinet just so that woman would look at me again. Haah.

Jimmy: You need help, Sheen.

Carl: Aw, cheer up Jimmy, at least you won't be making another potato clock.

Jimmy: Yeah, but I'll be working with Cindy. Blagh!

Sheen: That's a bummer, Dude. We'll see ya!

Carl: Bye Jimmy.

Jimmy: Bye guys.

[Jimmy is hanging out after school with Goddard. The player needs to grab three items for Jimmy's newest invention before making their way back home. The player is free to roam the school to collect parts for Jimmy's inventions, race Nick with RC vehicles, and]

(In-game dialogue)

Jimmy: Okay, it's time to put my genius to good use. I can't believe I'm partnered with Cindy, but she won't get in the way of me finishing MY project. Now I'm going to need some light bulbs, some copper pipes, and a battery pack.

[The Principal walks by.]

Jimmy: Ah, Principal Willoughby!

PW: Oh, hello Jimmy. What's ah, what's going on here?

Jimmy: I'm trying to find some materials for my science project.

PW: Well I'm sure you'll find everything you need if you look hard enough! Just don't blow anything up, okay?

Jimmy: Can do!

I need some light bulbs, a few pipes, and a battery pack.

PW: Well, I would check the janitor's closet for some of that stuff. Here's the key. Just don't touch anything or make anything explode! Haha! Okay, bye.

Jimmy: All right, now we're back on schedule!

[The player arrives at the janitor's closet.]

Jimmy: Sweet, I found some light bulbs! Hmm, no luck with the other items, though.

Libby: Hey, Jimmy. What's up?

Jimmy: Hey, Libby. I'm just looking for some flexible conduits and a battery pack.

Betty: Well I don't know about any of that, but I was wondering if you knew where any safety goggles were.

Jimmy: There are some in the science lab, under the beakers.

Libby: Thanks, Jimmy! Maybe you can check in with Brittany in the gym, she's really good at organizing.

Jimmy: Okay, thanks Libby. I guess I'm headed to the Gym. Oh, and uh... you didn't happen to talk with Cindy recently right?

Libby: No, we just broke off into groups. I see someones worried about getting upstaged by a girl.

Jimmy: (flushes) Tha- That's not it! I- I just know my invention would be way better so there is no point in communicating with her.

Libby: Whatever you say Neutron. I'll see you around. (Libby walks away with her group mate)

[The player arrives at the Gym.]

Brittany: Hey, Jimmy. Didn't expect to see you here.

Jimmy: Hey, Brittany. I'm just looking for parts for my science project. Do you mind if I check the storage closet?

Brittany: I don't mind. Let me know if you find anything cool or interesting in there.

[The player can continuously press a button on screen to search through the box.]

Jimmy: Let's see. A broomstick, a walkie-talkie, an old potato...? Huh. So that's where Carl's socks ended up. Hey, flexible conduits! What are the odds of that? All right, Brittany. I found what I was looking for as well as Carl's missing socks.

Brittany: Huh, well that's certainly interesting, but if you want to see something really cool, go check in on Nick and Bolbi in the cafeteria. They're working on a revolutionary experiment!

Jimmy: Huh. Well, I'll certainly check it out.

[The player arrives at the cafeteria.]

Jimmy: Hey Bolbi. Hey Nick. Hey Tina. (Dark tone) Hey Butch.

Bolbi: Hey-o! It's wonderful to see you again, my friend.

Nick: Sup, Neutron.

Jimmy: So what's going on?

Bolbi: Bolbi is attempting to trapeze into the hearts of the audience, but it's no good. So instead, Bolbi will be trapezing into Nick's beautiful hair!

Jimmy: ...huh?

Nick: He's going to swing from a rope and try to move my bangs using science, which is impossible, cause these locks don't move for nobody.

Tina: Oh, Nick.

Butch: Dang, I wish my locks didn't move...

Jimmy: Right, so anyway, has anybody seen a battery pack nearby?

Nick: Nope, can't say I have.

Tina: Ah, no.

Butch: I haven't used one since yesterday when I had to hotwire that truck I "borrowed".

Bolbi: Ooh, ooh! Bolbi knows where the battery is hiding!

Jimmy: Great, Bolbi! Where is it?

Bolbi: In Principal Willoughby's car!

Jimmy: Oh no.

Nick: Good luck, Neutron. You're gonna need it.

Bolbi: See you soon!

Oh ok that sounds great and what if the health loss is permanent for that whole section up until he leaves the school?

Also I'm getting off for the day now. That's such a good idea dude. I'll talk to you later.

[The player arrives at the parking lot.]

Jimmy: Do I really have to do this? Wait a minute, of course you do! If you want to go to a dimension where Cindy can't bother you anymore, you're going to need to grab this car battery, Neutron!

[The player must press the corresponding button on screen, but also make sure to stop whenever Principal Willoughby turns his head.]

[When Willoughby catches Jimmy.]

PW: Neutron! Oh I don't think so, young man! My car! My beautiful car! This is going on your permanent record, you hear me!

[After successfully removing the car battery.]

Jimmy: I did it! I got everything I need! Now I can finally head back home.

[The player must make their way home whilst avoiding rogue chickens, grinding on rails, and testing out some inventions.]

Jimmy: Whoo! I've got to get home. Now where's the quickest way back to my house? Oh, another chicken. Better not bother them, they're very territorial. Oh no. Ow! Ah! Quit it! Wahhh! Aaaahhh! Oof! Woo! All right! I think I'm getting close. Shouldn't be too far now.

AN INTERDIMENSIONAL HEADACHE

[The player goes inside Jimmy's lab.]

Jimmy: Hey boy, did you miss me?

[Goddard licks Jimmy's face.]

Jimmy: Hahahaha! Okay, boy. Now let's start studying those foreign materials!

Goddard: (Barks with Joy)

[Calamitous observes from his screen.]

Calamitous: And now the really fun part begins!

I'm moving this again. I actually think this interlude part would be better suited up here.

Yeah that's how I'm picturing it. Maybe we can have the villains be tracking Jimmy as well. Maybe the camera inside goddard can function as a tracking device so they can spy in on them and that could get some dialogue going between them

What if at the beginning of the game (maybe the 2nd time we see calamitous beautiful gorgeous can come in with plankton or vlad or crocker) One of the 3 I guess it doesn't matter much and then the player will start to know this is some serious business as well. Maybe it can be plankton I've got one idea for dialouge.

BG: Dad I'm back! (I don't remember if he says dad or daddy or father correct me on what it is.

Calamitous: Oh goody did you bring him?

BG:(irritated) Yes, I brought him. Can I relax for the day now?

Calamitous: Yes of course darling... Hey, didn't you say you brought him?

Plankton: Yoo-hoo over here

Calmatious: The floor is speaking? I must be going

Plankton: It's not the floor you bald fool... I mean uh... fellow member of the science community! It is I the great Sheld-

Calamitous: (pulls out ridiculously oversized laser blaster) I will be sure to dispose of this surface immediately. I will have a new one installed tomorrow.

Plankton: WAIT!

Beautiful gorgeous: No dad this is Plankton. The man... uh... the thing that you requested to see.

(bends down and lifts up plankton with her finger)

Plankton: Watch where you point that thing baldy we don't want to be turning on each other right away now do we?

Calamitous: Fascinating! (Whps out magnifying glass) A talking phytoplankton? This world never ceases to amaze me.

(clears off table and pulls out microscope). Grabs plankton and Begins to tie plankton down under the microscope.

Plankton: Hey watch it! I just had my eyebrow tailored yesterday.

Calamitous: I hope you don't mind if I get a closer look at you.

Plankton wriggles out of the bands that are tying him down.

Plankton: Of course I mind! You people do know the meaning of privacy on this planet do you?

Calamitous: Well not particularly. (looks up to the video screen where he is watching neutron) This is live footage of the annoying brat I was telling you about Jimmy Neutron. He thinks he's so much better and smarter because he can actually complete inventions. Well let me tell you something! I CAN TOO!

Plankton: uh huh... (Plankton looks to the room filled with unfinished inventions) Rigghhht...

Calamitous: Now it is different! Now it will be different! Thanks to my genius I have another brain with me! Because of my genius in bringing you here

Plankton: (under breath into hand) My genius (music dies down)

Calamitous: What was that?

Plankton: eh he... Your- Your Genius of course

Calamitous: (music picks right back up) Thanks to my Genius I can finally rid the earth of that boy's arrogance. The earth only has room for true geniuses! The syndicate will bring rise to an earth that only has room for the true intellectuals and that boy will be the start of the eradication!

Plankton: e he he he- Eradication? I like this guy! So what do you have in mind gramps?

*Camera zooms into the T.v Screen where they are watching Jimmy walk and the transition goes from that of a ctr screen to one without lines and then a normal cutscene with jimmy and sheen and Carl continues.

I'm thinking something along those lines This one could obviously use some work but it's just an idea.

So would it be like he shrinks himself but then regrows himself? I'm kinda confused on this. Is this like his backstory as to why he is so small?

Yeah, he regrows himself. It's just an idea I had.

Yeah as a joke that could be funny if we do it well. I'd like to try that see if we can take it anywhere.

I like it. What if they're is a running joke where Plankton keeps accidentally shrinking himself every time he tries to build something. Like before each invention is complete, he test it out and it shrinks him. Just off the top of my head.

Yeah I like it. Then I think we should make it more of a subtle thing that occurs in the backgrounds of shots. Maybe the first time show it explicitly but then the rest is like little gags.

[Cut to a montage of working on his new machine over the course of several days. The player must press corresponding buttons in order to properly build and test the machine while talking to Cindy over the monitor. As the conversation continues, Cindy takes up more of the screen.]

Cindy: Hey, Nerdtron! Look, I don't like the idea of us working on this project together, but if we want a good grade on this project--

Jimmy: Sorry, Cindy! I'm kind of busy right now! Aah! No! No no no!

Cindy: Are you looking at those Betty Quinlain photos again?

[Carl, Sheen, and Goddard begin giggling uncontrollably.]

Jimmy: No! Can we talk about this tomorrow?

Cindy: (Grumbles) Fine. But I'm coming back first thing in the afternoon so clear your schedule, genius.

[He ends the transmission. The boys continue to snicker.]

Jimmy: Hey, don't look at me like that! I haven't even looked at those pictures in weeks!

[The next day.]

Jimmy: Okay, Carl. Just stick the llama into the doorway.

Carl: Okay, Jimmy.

[Cindy appears on the monitor again. Jimmy sighs.]

Cindy: Yeah I'm back, Bighead. Now let me in.

[The llama doll head falls off and catches on fire.]

Carl: (Sadly) Oh...

[On the monitor.]

Cindy: You can't keep me out of that lab forever, Nerdtron.

Jimmy: I can and I will.

[He closes the message.]

Sheen: (Picks up the llama head) Cool! I'm totally a cyclops! Bow before your three-headed ruler, foolish mortals!

Jimmy: I think you mean Cerberus, Sheen.

Carl: Can I get my llama back, now?

[The next day. Cindy's on the monitor again.]

Cindy: [Calmly] Got anything I can use since I'm working on my OWN project now?

Jimmy: I can get you some duct tape.

Cindy: Ha Ha, very funny.

[The next day.]

Cindy: Come on let me in.

Jimmy: No way.

Cindy: I'll give you, uh, ...do you need a scrunchie or something?

[The next day.]

Cindy: Okay, Neutron. I don't care if you're listening right now, but my project is going off without a hitch and I just want you to know that it will surpass your stupid one in every way. And because I know that, I'm going to win this competition and beat the so-called "smartest kid in town". Have fun eating my dust.

[As Cindy walks away, VOX lets out a message from her comms system.]

Jimmy: [Dramatically] Cindy, I'm working on something revolutionary. It will change the very fabric of the universe. This machine is beyond what we ever thought capable in our own lifetimes, let alone inside the realm of Quantum Mechanics.

Cindy we both know that no matter how hard you try I always come up with something better. You think you can beat me in some small science competition, well I'd like to see you try because I'm going to make sure I blow you out of the water. Now if you don't mind, I'm going to continue to make the scientific breakthrough of the century.

[Cindy walks off almost silent...until.]

Cindy: (To herself) I'll show him who he's dealing with...

[He ends the transmission. Back in the lab, everyone looks surprised.]

Jimmy: What?

Carl: Wasn't that kinda harsh, Jim?

Jimmy: What do you mean?

Sheen: Well, usually I'm a big fan of seeing Cindy getting pulverized by big words from Senior Big Brain, but that was kinda brutal, dude.

Jimmy: She'll be fine. I didn't say anything untrue so there's no reason for her to be upset. And why are we even talking about this anyway? Goddard, hand me that wrench.

[Goddard hesitates but hands him the wrench anyway. Jimmy continues to work on his machine while everyone stays silent.]

[For the next few days, Jimmy continues to work hard to finish his invention. Cindy doesn't come by again. Finally, on the last day before the project is finished, Cindy arrives once again.]

Cindy: Look, Big-head, I've been putting up with you for a week with nothing to show for it and this whole project hinges on us working together to get a passing grade. I've got my potato powered TV as a backup, but I need to know what the heck you've been doing in there. Now if you can't set aside your big dumb ego for one second, I guess you don't really care about winning anything at all.

Jimmy: Well I'm glad you finally came to your senses

{Cindy grunts}

Jimmy: (From the intercom) Goddard, can you meet Cindy outside?

[Goddard walks out of the lab and in front of Cindy. He displays a screen in front of Cindy where Jimmy can communicate with her.]

Cindy: You really need to grow up, you know.

Jimmy: You can be helpful without coming inside my lab. Now shall we begin?

Cindy: Yeah yeah whatever, Neutron. Just bring me up to speed.

Jimmy: Okay. Well a few weeks ago, I located an incoming asteroid carrying with it a very strange material. A week later, I went up to space and collected some much needed samples for proper examination. What I figured would be a useful source of energy, I soon found out was something else entirely.

Cindy: What?

Jimmy: Have a look at this...

[The player has the option to observe either the Universe Portal Machine, Nick Tokens, or the Slime canisters. Goddard displays a hologram for Cindy.]

[The player chooses the Universe Portal Machine.]

Cindy: What's the deal with that thing?

Jimmy: That is my Universe Portal Machine! It lets me travel to other worlds.

Cindy: Yeah right! You really expect me to believe that works?

Jimmy: Of course it does! Do you really have no faith in my genius?

Cindy: Then I guess you're going to have to let me in so I can see it for myself.

Jimmy: Nice try but not a chance Vortex and might I say: There are some really interesting worlds all across the Universe!

Cindy: (Laughs) What, like ones where fish talk or animals walk on two legs?

Jimmy: Yes to both actually.

Cindy: [Surprised] O-oh, okay.

[The player chooses the Nick Tokens.]

Cindy: What are those things? They look kind of freakish.

Jimmy: Those are comet coins. They're a universal currency that I created that can be infinitely mined because of how the material is constructed.

Cindy: Huh. Comet coins? That's the best you could come up with?

Jimmy: Well, what would you call them?

Cindy: Nick tokens. I'm sure he'd appreciate it.

Jimmy: That name doesn't leave this room, you hear me?

[The player chooses the slime canisters.]

Cindy: And those are?

Jimmy: Containment canisters for the foreign object dubbed NT-010184.

Cindy: It kind of looks like-

Jimmy: A green rubber polymer? I know. Strange.

Cindy: I was going to say slime. But it doesn't seem to be toxic.

Jimmy: So far, no. But it does taste like apple pudding.

Cindy: You tasted it?

Jimmy: Just for testing purposes only.

Cindy: Uh-huh.

Jimmy: All right! You're all up to speed, Vortex! Now prepare to witness the biggest scientific breakthrough of your life!

[Jimmy turns on the machine and grabs some goggles.]

Jimmy: Battery stable, check! Structure sound, check! Rubber polymer—

Cindy: You can just call it slime, egghead!

Jimmy: Ugh. SLIME engaged, check! Now commencing teleportation test in 5...4...3...2...1...

[The portal ignites with energy beams shooting everywhere and a swirling gate opening in the middle of the machine.]

Jimmy: It's working!

Cindy: I can see that!

Goddard: (Barks with concern)

[Suddenly an alert appears on the screen.]

VOX: Warning. Candy Bar under attack from: Professor Calamitous.

Jimmy: Puking Pluto. Why now?

[He takes off his goggles and turns off the machine.]

Jimmy: Oh no.

Cindy: All my friends are at the Candy bar! I'm headed over and you'd better not screw anything up while I'm gone.

Jimmy: Don't flatter yourself, Vortex. I got everything under control.

Cindy: Whatever. Just get to the Candy Bar, genius.

[Cindy leaves.]

Jimmy: And good riddance. Come here, boy! (Goddard returns to the lab) Hover bike mode, now!

[He transforms into a hover bike and takes the emergency exit outside of the lab in order to reach the Candy Bar. Calamitous blocks the entrance to the Candy Bar with his giant robot while everyone is trapped inside.]

Calamitous: How's everyone doing in there?

Carl: I want my mommy!

Sheen: Carl! If we're gonna get out of here, we're going to have to do it ourselves.

Hey, big, tall and ugly! Yeah I'm talking to you! How's about you—

[The robot roars at Sheen.]

Sheen: (Quickly) Thank you for hospitality and have a wonderful day. Mommy!

Jimmy: Cindy, get ready to jump off.

Cindy: Um... yeah you got it! [Cindy yanks a strand of jimmy's hair]

Jimmy: Whatever, ICindy get going.

Cindy: On it.

[Cindy runs off screen making her way to the doors of the candy bar]

[Jimmy arrives on the scene. Goddard returns to his normal form.]

Jimmy: Hey you! Let my friends go free and nobody gets hurt.

Calamitous: That's where you're wrong, Neutron. Now my minions attack!

[The player must battle Calamitous to save Jimmy's friends.]

Jimmy: Volkians? All right, Calamitous, what's your game here?

Calamitous: So many questions, dear Jimmy. Looks like you'll have to figure them all out on your own. Take this, do-gooder! Aha! Attack my egg-shaped, uh um oh

Calamitous: Soldiers! Ow! Watch the evil head! Gah!

Volkian soldier: Take this, you brat! Let's get him! Don't let 'em get away! Yah!

Aaaahhhh! Don't hurt me! Protect the royal highness! For Poultra!

Jimmy: Eat lasers! Sick 'em, boy! You won't get away with this! Look out! You're going down, Professor! Puking Pluto!

[Jimmy defeats Calamitous. Calamitous kneels to the ground.]

Jimmy: It's over, Calamitous. You lose.

Calamitous: Ha...hahaha....bahahahahaha! Oh, you poor naive chap. I've learned so much since the last time we met. Like how the entrance to your lab requires a sample of your hair.

Jimmy: (Mildly surprised) Yeah, so what?

Calamitous: I also know what you've been building...a Universe Portal Machine!

[Jimmy is taken back.]

Calamitous: Of course you want to know how I know...oh...um...ah, I just confused myself.

Jimmy: The only thing you're getting from me, Calamitous, is another beat down!

[Suddenly, Jimmy and Goddard are suspended in the air by a tractor beam emanating from a Yolkian spaceship.]

Calamitous: Ah ah ah, not so fast, Neutron. We're in the presence of guests.

[King Goobot and Ooblar dramatically descend toward the ground.]

KG: Nice to see you again, eh Jimmy?

Ooblar: Likewise. (Puts his finger near Goddard's mouth) Ooh, and your little dog's here too. (Goddard snaps at his finger) Eah!

Jimmy: (With weak breath) So, that's it, all of my arch-nemesis's are in town to get revenge on me! What else is new?

KG: Oh no, Jimmy. We're not here for revenge...

Calamitous: We're here to get rid of you...

[Suddenly, another Universe Portal Machine is brought before Jimmy.]

Jimmy: What?

[Cindy sprints toward the action just long enough to observe the horror of the situation.]

Cindy: (Quietly) Neutron!

KG: Well it's been fun, Neutron...

Calamitous: But playtime is over...

[Yolkian soldiers aim a sound cannon at Jimmy and Goddard set to blast them through the portal machine.]

Calamitous: Wait!

[He picks a strand of Jimmy's hair.]

Jimmy: Ow!

Calamitous: You may proceed.

[The Yolkians fire the cannon. Jimmy and Goddard are sent hurling through the portal.]

Jimmy: Whaaaaa!!!

Goddard: (Terrified shriek)

Carl/Sheen/Libby: Jimmy!

Cindy: Neutron!

[Jimmy and Goddard have disappeared.]

KG: He's gone. Haha! Neutron is gone! Hahahahaha! Oh, I never thought this day would ever come.

Calamitous: Oh, that was fantastic! (Huge gasp) We should work together more often.

KG: Indeed.

Cindy: Neutron. I gotta find some help!

[Cindy starts to run away while all hope seems lost. Cindy is frozen by the ray.

Calamitous: Not so fast. What's your name?

[Cindy refuses to speak]

Calamitous: You're neutron's girly friend isn't that right?

Cindy: As if!

Calamitous: Oh so I see we are talkative now are we.

Cindy: What did you do with him?!

Calamitous: Ohh I don't think it'd be very sporting of me to tell you but I do have some good news. I've been wanting to test something out with this machine of Neutrons.

[Calamitous opens up a portal behind her]

Cindy: Tell me where he is!

Calamitous: Why don't you see if you can find him?

[Cindy under her breath]

Cindy: Come on! Move! Move Vortex!

[Cindy rapidly starts moving towards the portal]

[She's thrust in]

Cindy: AHHHHHHH!

[Strand of Jimmy hair starts to float towards the ground and lands on the pavement]

WHEN WORLDS COLLIDE

[Jimmy and Goddard are free falling down a massive wormhole.]

Jimmy: Waaah!

Goddard: (Whimpers)

[The player has to guide themselves through the wormhole and avoid random debris in order to reach the end of the portal.]

Jimmy: Leaping Leptons! What is that?! Watch out! Ah, falling debris! No no no no no! Aah!

Goddard: (Shrieks)

[Jimmy and Goddard hit a large piece of Debris before exiting the portal.]

[Jimmy and Goddard land at the front gate of a ghostly prison, barely conscious. A mysterious tall figure walks towards them.]

Jimmy: No... (in a whisper)

(and while Walker is talking here his voice slowly fades out.

Walker: Well now, seems that we got ourselves some garden variety criminals. Y'all are coming with me, rule-breakers.

[Jimmy is hand-cuffed and Goddard is stuck to a magnet. They are outfitted with uniforms, given ankle bracelets, and quickly thrown into a prison cell. Jimmy's eyes slowly open to a first person view as the guard's voice slowly fades in.]

Guard: Be still, criminals. The boss wants to talk to you.

[Walker phases through the floor. Jimmy and Goddard are spooked.]

Jimmy: Who-who are you?

Walker: That doesn't concern you. I see that look on your face, kid. Well don't be alarmed. Even though you are indeed a low-down low-life, there is hope for you yet. If you follow all the rules, you can be sure to get out before the end of the millennia. Hehe, step aside kid.

Jimmy: What do you want with us? We didn't do anything!

Walker: One rule you better follow in this prison. Don't speak unless spoken to.

[Jimmy and Goddard shimmy out of the way. Walker opens the door.]

Walker: I'll give you a break since it's your first day in the joint. Bon Appetit! It's lunch time.

[Cut to Jimmy and Goddard at an empty table in the cafeteria. The place is full of guards and prisoners and lots of ghosts. Jimmy touches his food with a fork and it begins to moan.]

Jimmy: Aaah! (Scared) G-Goddard! Can you analyze our location within a mile radius?

[Goddard nods his head then flips open his screen. He scans the area while Jimmy shutters slightly.]

Goddard: (Robot Voice) Location: Not found.

Jimmy: Not found? Great. So we're trapped in an unknown dimension with no way home. There's got to be a way out of here.

[A mysterious voice calls out.]

Mystery Person: Hey! Hey you! Yoo-hoo! Over here!

Jimmy: Huh?

[The player must find the source of the voice, for they might be an ally.]

Mystery Person: Hey, stranger! This way! Follow the sound of my voice! You're getting warmer! You're getting cold! You're red hot, you're on fire! You're frozen solid, my friend! Down here!

[Jimmy finds a table occupied by five strangers who definitely don't belong: An over eager man-child, who was the one calling out to him, a kid with a pink hat who looks to be holding a green spoon and a pink knife, & a teenager who looked only slightly nervous to be seated at that table.]

SpongeBob: Hello, friend! My name is SpongeBob SquarePants! Nice to meet you, stranger!

Jimmy: (Confused) H-hey. What's up?

SpongeBob: Oh, we're trying to escape.

Jimmy: Really?

SpongeBob: Yep. And get this: We're all from different universes!

Jimmy: Wait a minute. Are you serious?

SpongeBob: Mhm. As serious as a game of flapjack! At least, that's what Timmy's flying friends told us.

Jimmy: Flying friends?

Timmy: Yeah, they're, uh, they're my imaginary friends who can transform and grant wishes? Right now they're resting in my hands.

Jimmy: You mean those utensils in your hands.

Timmy: Yeah, those are the ones.

Jimmy: Okay. And what about you?

Danny: Kid, I'm nursing a serious headache right now and my powers aren't working.

Jimmy: Powers? What powers?

Danny: My ghost powers.

Jimmy: Ghosts? Ha! There's no such thing as ghosts! You're all crazy!

[Suddenly, all the ghosts around them begin to swarm their table.]

Skulker: No such thing, aye kid?

Jimmy: Well, it's a statistical and physical improbability, haha...ha...

Skulker: Well, good. I'm glad, kid. I'm glad because we've been desperate for a new punching bag and you're just the right size for our fists, ain't he boys?

[The ghosts start hooting and hollering in agreement.]

Skulker: You're coming with us, kid.

[Danny stands up from the table.]

Danny: Lay off him, Skulker. He doesn't belong here.

Skulker: Oh Danny boy, I couldn't agree more. So I tell you what, (He grabs Danny by the collar) why don't we take you instead?

Danny: Hey! Watch the stripes!

[Skulker begins to fight Danny. The player must try and subdue him.]

Skulker: Come on, ghost kid, show us what you're made of! Try and hit me, kid! Let's go! That's it! You've got a pretty tough swing for a weakling! Ooh, I'm so scared! Ooh! Not bad! Oof! Uh! Ah! Eh! Gah! Is that all you got? I still got some fight left in me!

Danny: Ah! Ooh! Ow! Gah! Ugh! Eeh! Stop it, Skulker! I'm not afraid of you! I don't need to be at my best to beat you! I can still throw a punch, neat! Take this,

Mohawk! Eat my dust not my shorts loser! Here! Have a refreshing taste of an ice cold beat down! Here, have this knuckle sandwich I've been saving!

[After Danny defeats Skulker.]

Danny: There, you're welcome. Can I go home now—

[Skulker grabs him by the ankle.]

Danny: What the heck??

Skulker: I don't lose so easily, brat.

[Danny yells as he's back into the ring. Jimmy gets an idea.]

Jimmy: Now is the perfect time to make use of this distraction.

Timmy: Distraction?

Jimmy: Goddard, go with Buck teeth and Pink hat, see if you can't grab the keys to that lock and these ankle bracelets.

Timmy: Hey!

SpongeBob: (Weakly) Yay.

Jimmy: Everything we need should be in that tall guy's office.

Goddard: (Barks with understanding)

[The player must sneak around Walker's office and get his keys. They can stun enemies and hide in small spaces. SpongeBob can increase and decrease in size when in contact with water. Timmy can switch between three wishes in a weapon wheel.]

Jimmy: All right boy, you got this. Cheesehead.

SpongeBob: SpongeBob.

Jimmy: Help my dog in anyway you can.

SpongeBob: You got it!

Timmy: Cosmo! Wanda! I could really use your help right about now.

Cosmo/Wanda: (Sleepy) ...mmm Uh...

Timmy: Dang it.

[Goddard and SpongeBob walk past Danny who is still fighting Skulker.]

Danny: Anytime now, guys! I could really use some help!

Jimmy: (From Goddard's screen) Don't worry, Goddard is on the case!

SpongeBob: Me too!

Danny: Okay, just hurry!

[The player enters Walker's office.]

Walker: (On the phone) Okay, okay, I hear you loud and clear. And the ankle bracelets work on both ghosts and non-ghosts perfectly. But if I'm to keep these prisoners in line, I'm going to need to put up some more signs or something to keep those delinquents from getting smart and taking over the entire prison yard. I understand, keep the kids under lock and key, no I grabbed the dog too. Well, what can he do inside of a ghost prison, anyway? All right, I understand, I'll straighten everything out. You got it, boss.

[He hangs up then walks out of the room.]

[If Walker catches the player.]

Walker: There you are, kid. Now I'm really going to throw the book at you. Wa-oh, we have ourselves a winner! Come here!

[The player grabs the key and Goddard rushes out towards Jimmy. Walker grabs Goddard and SpongeBob with one hand and the key with his other hand.]

SpongeBob: Oh boy. Can we talk this over?

Walker: You must think you're pretty smart, son.

Jimmy: (On Goddard's screen) I do. Goddard, play dead!

[Goddard blows up. Walker and SpongeBob yell out.]

SpongeBob: Oh my gosh, he's dead!

Jimmy: Here boy!

[Goddard reassembles and runs towards Jimmy with SpongeBob not far behind.]

SpongeBob: Whoo! Oh, that's a relief.

Timmy: Cool!

[Danny flies out of the prison ring after being punched by Skulker and lands on the ground in front of them.]

Danny: (Weakly) Okay, I'm ready.

Wanda: (Sleepily) What time is it?

Cosmo: (Sleepily) ?

Timmy: Cosmo! Wanda! You're awake! I wish we were free!

Wanda: (Yawn) Sorry, Timmy. Our powers are pretty drained right now, best we can do is make toys and Poof you a short distance.

Cosmo: Also, ghosts are big and scary and always look like they want to beat me up.

Timmy: Fine. Then I wish these bracelets were off.

[The bracelets disappear, but from every prisoner.]

Timmy: Whoops.

Jimmy: Should've been more specific!

Danny: Whatever. We'll deal with those guys later. At least I got my powers back.

I'm going ghost!

[Danny transforms into his ghost form.]

Jimmy: Whoa!

Timmy: Cool!

SpongeBob: G-g-ghost!

Danny: Okay. Let's head for the door!

[The player heads toward the door, but Walker regains his composure, presses a button, and locks the group inside of a cage surrounding the yard. They all turn around in shock and horror.]

Walker: Ahahaha! You kids are a barrel of fun, but playtime is over and I've got a prison to run (He cracks his knuckles and his eyes begin glowing) ...and you rule breakers are about to be punished.

[The player has to fight Walker. They have to get him to hit the electrified fence three times in order to progress.]

Walker: Escaping this prison is against the rules!

Timmy: Rules, schmules. We're breaking out and you can't stop us!

Walker: Oh we'll see about that, son.

Danny: Look out!

Jimmy: Get behind the tables!

SpongeBob: Ah! He's headed this way!

Walker: You kids might be crafty, but craftiness will only get you into trouble with the law. And I am the law!

Danny: Hit him now!

Jimmy: Eat energy beams, jerk!

Timmy: Take this, evil dude.

SpongeBob: Waha! Get back, evil doer! Return to whence he came!

[Walker hits the electric cage.]

Walker: Aah! You got lucky, punks. Aaagh! You've got guts, kids, but I like that.

Makes it more satisfying to break each and every one of you. Aaaagggghhhh!

[Walker falls to the ground and Jimmy unlocks the key, releasing the gate and opening the prison. Skulker walks past Danny.]

Skulker: Until next time, Ghost Kid.

Danny: Yeah (While groaning) , hopefully not too soon though.

[Skulker laughs and flies off with the other ghost.]

Timmy: Woohoo! We did it! We beat that ghost butt!

Danny: Okay, that was awesome! But we've gotta talk.

Jimmy: Sure, but can we get out of here first?

Danny: Way ahead of you. (He grabs everybody's hands) Timmy, grab my hand.

Timmy: I'm uh, kinda afraid of intimacy.

[Danny glares at him, takes his hand, and flies off.]

Jimmy: Whoa, cool!

Timmy: Yaggh!

SpongeBob: I'm flying, I'm really flying!

[A ghost flying by says boo.]

SpongeBob: Aaaahhh!

WHO YOU WANNA CALL

[The ghost zone begins flickering like a light show. They all suddenly pop out of the Fenton ghost portal. The Fenton ghost portal is one of several hub areas where players can replay missions, travel to new areas, and access other unlockables]

SpongeBob: Oof!

Timmy: Gah!

Jimmy: Whoa!

Danny: Ah!

[They all slowly regain their composure.]

Danny: Sorry for the crash landing. My legs fell asleep.

Jimmy: What is this place? It looks like a lab. A really old one.

Danny: It's my parents lab. They're ghost hunters.

Timmy: Awesome!

Danny: Not exactly. I'm the only ghost they seem to be able to catch.

SpongeBob: That's terrible.

Danny: Could be worse.

SpongeBob: How?

Danny: I don't know, I thought saying that would make me feel better. My family is still missing and I have no idea why.

Jimmy: Well whatever happened, we need to fix this. None of us should even be here.

Timmy: No kidding, I'm missing Crash Nebula for this.

[Loud noises are heard from upstairs.]

Timmy: Guys, what was that?

SpongeBob: Whoever it is, we should say how do you do, then let them rest in peace.

Danny: Unlikely.

[The player combs through the upstairs looking for the noise.]

Timmy: Cool, another ghost!

Danny: Oh great, another ghost.

SpongeBob: Aaahhh! GHOSTS!

[After defeating the ghost.]

Danny: Okay, now that that's taken care of, I'd like to save my friends and family now so let's get out of here!

AMITY PARK MUST DIE

[The player walks outside. They see the entire town is covered in Ectoplasm.]

Danny: Oh no...

Sam: Danny, up here!

Danny: Sam! Don't worry, I'll come get you!

Sam: I'm not worried!

[The player meets Sam on top of the building.]

Danny: Sam, what are you doing up here?

Sam: Keeping my distance from all the ghosts that are loose, what does it look like? Where were you?

Danny: I got knocked out and thrown through a ghost portal. I escaped Walker's prison where I met these guys.

Sam: Wow. I'm actually surprised. That's a new one. Aw! (Puppy speak) What a cute little puppy!

Jimmy: Oh, that's Goddard.

[Goddard pants with joy as Sam lifts him into her arms.]

Danny: Sam, did you see where those ghosts took my parents?

Sam: Yeah, they took them through a portal above Casper high that I'm pretty sure leads right to his castle. (Puppy speak) But the whole school is blocked by a giant ghost shield, isn't that right? Yes it is! Yes it is!

Goddard: (Panting happily)

Danny: Ghost shield?

Sam: The Ecto-Converter was stolen and I think it's siphoning off ghost energy to keep the shields up and running.

Danny: Well that explains why I feel so tired. How do we get inside then?

Timmy: (Clears throat) Allow me. Cosmo! Wanda!

[They poof into view.]

Danny: Whoa!

Sam: Uh...

Jimmy: Fascinating!

SpongeBob: (Gasp) They can fly!

Wanda: Timmy, they can see us!

Timmy: (Whispering) I got this, guys. Everyone, these are my imaginary friends, Cosmo and Wanda. They're super powerful flying creatures who can do almost anything.

Wanda: There are rules about this, you know.

Cosmo: Yeah, just don't tell Jorgen you saw us or I'll never achieve my dream of owning a funhouse!

Danny: Personal flying friends, huh? You mean like Fairy Godparents?

Timmy: Nope, not at all. That's stupid. Anyway, they can help us get inside Casper High.

Wanda: Um, Timmy, we've been meaning to tell you, but we've been low on magic since we got to this dimension and our wands have no effect on ghosts.

Cosmo: Yeah, right now this wand of mind is just a glorified back scratcher!

(Scratches himself) Oh yeah, that hits the spot.

Timmy: Dang it.

Danny: Okay, is there anyway to weaken the shields?

Sam: Hmm, if you can get rid of all the ghosts around the city, hypothetically you'll reduce the shields protecting the generators and then you're in! Oh, I almost forgot, take this communicator.

[Jimmy grabs it.]

Jimmy: Wow. If I can sync this to my watch, then you'll be able to hear everything no matter the distance or dimension we're in.

Sam: Um, thanks?

Danny: Look Sam. This will all be over soon.

Sam: Again, not worried.

Timmy: (Snickers) So mushy.

[Danny glares at Timmy. Sam lovingly drops Goddard to the ground.]

Sam: Now go save the world, please.

[When talking with Sam again.]

Sam: Go on, get a move on! Go save the universe or whatever! Don't forget, Danny, I'll always be in your corner.

[The player can stop the giant slime monster, capture all the ghosts, or save people from the sewers before destroying the ghost shield generators at Casper High and fighting the boss battle.]

SLIME BALL BLITZ

[Stop the slime monster.]

Danny: Ew. Where'd all this echo-plasm come from?

[Goddard licks some of it then gives Jimmy an analysis report.]

Jimmy: That's not echo-plasm, it's slime.

Danny: What's the difference?

Jimmy: It's apparently a universal energy source that can overload machinery if not harnessed properly.

Danny: Well, big brain here has been doing his research.

Jimmy: All in a day's work.

[As soon as they reach a larger mass of slime and ecto-plasm, the ground begins shaking.]

Timmy: (Shaking) What's happening?

Jimmy: (Shaking) I don't know!

SpongeBob: (Shaking) Look!

[The slime and and ecto-plasm come together in order to create a giant ghastly monster.]

Danny: Whoa. That thing is huge!

Jimmy: Indeed, it is. Any ideas on how to stop it?

Danny: We can try beating the living daylights out of it.

SpongeBob: How do we do that?

Danny: Simple, first we get it's attention, then we hit it with something big.

Timmy: Leave the distraction to me.

Cosmo: (Shouting) Who wants a giant apple pie?

Slime Monster: I do.

Danny: All right, let's get this over with!

[The mission starts. The slime monster shoots out slime and can be distracted with pie. Hit it three times to take it down.]

Danny: Alright, Slimey! Prepare to be beaten to a pulp!

Timmy: (Laughs) Where do you come up with this stuff?

Danny: Gotcha! I think I got him! Aw yeah! Aw man. This sucks. You win, creep.

Jimmy: Stand back, I don't want to have to use this. Who am I kidding? Yes I do!

Haha! Ah, I caught him! That should just about do it. I almost had 'em. Maybe next time, Boy. We can always try again.

Timmy: I've got magic on my side and I'm not afraid to use it.

Wanda: Me too.

Cosmo: Me three, also.

Timmy: Incoming! Haha, yeah! Fear the mighty wrath of a 10 year old boy's imagination. Aw man! This reeks! This guy cheated.

SpongeBob: Taste my fury! Aaahhh! Please, don't eat me! Ah Tartar Sauce.

Someday soon, I will defeat you. Watch out! Whoo! We did it!

[After defeating the slime monster.]

Danny: All right, we took the monster down.

Cosmo: And not a shred of pie went to waste!

Wanda: Save some for me!

SpongeBob: Hey, that wasn't so bad after all!

Jimmy: We should be done in no time.

Timmy: Okay, what's next?

[The mission ends.]

A DAY AT AMITY PARK (PARK)

[The group find Tucker being chased by a ghost.]

Tucker: Help! I'm being chased by a flying green-eyed freak!

Danny: That hurts, Tucker. I'll still save you though.

Tucker: (In the distance) Thank you!

[After defeating the ghost.]

Tucker: Whoo, thanks Danny. I thought I was a goner.

Danny: I believe it, man. Where did that ghost come from anyway?

Tucker: Oh, you're not going to introduce me to your new friends first?

Danny: (Sigh) This is Jimmy, Timmy, and SpongeBob. Happy now?

Tucker: I am. Okay, so some random ghost portals opened up all over town. I think the ghosts are trying to overshadow people.

Jimmy: Overshadow?

Danny: Basically turn people into zombies. Tucker: Ghost Zombies. They won't stop coming until you close all the portals.

Danny: Well how do we close them?

Tucker: Are you in possession of some kind of energy beam?

Danny: You know I am. I can blast the portals away, no problem.

Jimmy: I can also hit them with the energy beams of one of my inventions no problem.

Tucker: I like this kid. Free thinker.

Danny: Ha, stay safe buddy.

Tucker: You too, ghost buddy.

Sam: (Over Tucker's earpiece) Aw, that's sweet.

Tucker: (Embarrassed) I forgot you could hear that...

Sam: I'm so glad I did.

[Tucker sighs of embarrassment.]

[The mission starts. Stop portals by blasting them and defeat all the ghost as well.
While looking for portals to close.]

Dash/Kwan: (Yelling) Ah! Don't eat us!

Danny: Oh this should be fun. (Heroically) Ahem. Fear not citizens for I am here!

Dash: Hey, it's the ghost kid!

Kwan: Is he gonna eat us?

Dash: No Dunderhead, he's here to save us!

[Jimmy and Timmy are laughing uncontrollably while SpongeBob looks on in awe.]

Danny: You want a piece of me, ghost? Well have at it. Gotcha!

[The player defeats the ghost.]

Danny: Consider this crisis averted.

Dash: Whoo! I'm alive! I'm so glad Fenton wasn't around to see that.

Kwan: Yeah, we'd be the laughing stock of the whole school, yo.

[They walk away happily.]

Danny: ...did you get all that?

Tucker: I got the whole thing in HD and I'm uploading it to my hard drive as we speak.

Danny: Excellent.

How are these transitions going to happen from Slime monster to Dash and Kwan and then to Pauline?

[The team meets Pauline and Star.]

Pauline: Oh no, help! I'm being attacked by an ugly person!

Box Ghost: The Box Ghost considers himself mildly attractive!

Star: Don't forget about me!

Danny: Not to worry, ladies! I'll save you!

Box Ghost: You shall try, Ghost Kid!

[Danny beats the ghost.]

Box Ghost: I have been defeated once again!

Pauline: Oh, my hero!

Danny: Yep, all in a day's work.

[They walk away while waving goodbye.]

Pauline: Oh wow. I sure hope that Fenton kid didn't see that.

Star: Ha! Yeah! You'd be the laughing stock of the entire school!

Sam: (Over comms) Oh, I definitely have that saved.

Danny: Not another word.

Sam: Okay, lover boy.

[The group sees Valerie fending for herself against some ghosts.]

Valerie: Don't touch me, ghost freak! (While looking at Danny) You!

Danny: Oh boy.

Valerie: I'm coming for you, ghost freak!

[Everyone except Danny screams. The player must avoid her charging glider attacks and knock her off her glider.]

Valerie: If you think you're walking away unscathed, you got another thing coming!

Danny: I don't suppose we can work out our differences over tea and cookies.

Valerie: Oh I would love some, as I dance over your tombstone!

Danny: Harsh.

[After defeating her, she falls off her glider.]

Valerie: Do your worst ghost.

Danny: I'd rather not, I'm not a monster, here. I'm here to help you humans.

Valerie: Well you could've fooled me.

[Danny glares at her and puts a flower on top of her mask.]

Danny: There, truce.

[The team walks away and she grabs the flower, staring at it curiously.]

Danny: I think that's the last of them.

SpongeBob: Great! But we've still got to stop all these ghosts before they destroy this whole town!

Jimmy: SpongeBob's right. We need to focus on the mission.

Danny: I would rather punch some ghosts then stay and chat.

Timmy: Then let's go!

[The mission ends.]

SEWER PALS

[The team sees a green glow emanating from the sewers followed by some screaming.]

Danny: Um, guys...?

Sam: (Over comms) Yeah, Danny?

Danny: What's happening in the sewers?

Tucker: (Over Comms) Uh, it's nothing, except, you know, people have been getting dragged to the sewers by ghosts for who knows what.

Danny: Oh, is that all?

Sam: Can you investigate it?

Danny: Ah, sure.

Tucker: Great! Have fun! Don't die! Bye, man!

Danny: I am so going to get them for this...into the sewers I go.

SpongeBob: This day just doesn't seem to be getting any better.

[They open the sewer lid and enter the sewer.]

Danny: (Holding his nose) Here goes nothing.

Timmy: Ew, it reeks.

Jimmy: It's for the fate of the world so we have to do it .

SpongeBob: (With exasperated breath) It's not so bad. No, wait, yes it is.

[The player walks through the sewer.]

Danny: Hello? Any ghosts in here?

Timmy: (While holding his nose) Not that I'm complaining, but what exactly are we looking for?

Danny: Uh, I don't know. I guess whatever it is, it's big, it's green, and it doesn't want to give us a hug.

SpongeBob: Ah...

[The group notices a big green stain on the wall.]

Timmy: Is that what's left of his victims??

SpongeBob: I think I'm gonna be sick!

Danny: Wait a minute, that looks like ectoplasmic residue from some kind of ghost attack. And look over there! More ghost energy...follow that trail!

[The player follows the trail to a machine and some citizens who are chained to a wall.]

Timmy: What the heck? What are they doing??

Jimmy: It looks like they're...draining them.

Danny: What? How?? Why?!

[Suddenly a large figure appears behind them.]

Skulker: Is it next time already?

Danny: Skulker?? You're doing this??!

Skulker: Not by myself, kid...

[Another mysterious figure walks out of the shadows.]

Danny: Spectra?!

Spectra: My, my. What fine young specimen we have here.

Danny: Oh dear.

Timmy: So, what? Is she gonna destroy us or...?

Skulker: Probably. Then I'll take the ghost boy as a trophy for my wall.

Danny: What are you doing to those people, exactly?

Spectra: I'm stealing their essence so I may keep myself beautiful. What does it look like?

Jimmy: That's sick!

Spectra: I don't care. I deserve to be beautiful. Get them.

[The player must avoid Skulker's attacks and reverse the machine to stop Spectra.]

Danny: Ah! See if you can reverse the machine, somehow!

Jimmy: Uh, I can try rewriting it. Might take a minute!

Danny: Do it!

[The player must protect Jimmy from Spectra while he reverses the machine.]

Timmy: Come on, SpongeBob. We've got to protect him!

SpongeBob: Okay, here goes nothing. Hi-Yah!

Timmy: Look out! Ack! Take this, Ghost lady!

SpongeBob: I've got it, no problem! Piece of cake! Whoa!

Jimmy: I'm trying!

Danny: So am I!

[When the player loses.]

Skulker: Nice try, kiddies. Not happening! Your move, ghost kid!

Spectra: Oh, at least you tried! Hahaha! I don't think that's going to work! Come on, don't you want to try again?

[When the player succeeds.]

Jimmy: Yes! I successfully reversed the process of the machine.

Danny: That's great, now help the people and let's get out of here!

Skulker: Come back here, kid!

Spectra: We're not done with you, yet!

(The machine begins sputtering and people begin regaining consciousness.)

Spectra: What? No! You haven't seen the last of me-

Danny: I've heard that one before, have a safe trip!

[Spectra becomes a pile of dust while Skulker looks on with slight concern. Danny sucks them both inside the Fenton furnace.]

Skulker/Spectra: Aah!

Danny: And done. We get these people back to the surface and we can get out of here.

Timmy: Finally!

Jimmy: I'm going to shower for a week after this!

SpongeBob: I can help with that!

[SpongeBob begins blowing bubbles around all the captured citizens. He then blows a big bubble around the entire team.]

Danny: (Dryly) Thanks, SpongeBob.

[The team floats out of the sewer in the bubble before it pops. The citizens follow suit. The mission ends.]

GENERATION DESTRUCTION

[The player makes it to Casper High.]

Jimmy: There they are.

Danny: The generators.

SpongeBob: There's certainly a lot of guards down there.

Danny: Fantastic.

Timmy: It's nothing we can't handle.

Jimmy: All right, let's be smart about this.

Danny: (Mockingly) It's your call, genius.

Jimmy: I am genius. Thank you for noticing.

Wanda: Are you two quite done? Because we've got a shield to get rid of.

Cosmo: Yeah, you girls are making this old gal really sleepy.

Jimmy: Wanda's right. Cosmo not so much. We've got to get our heads in the game!

Danny: Okay, okay. I'm focused. This is for Amity Park!

[The player has to destroy all four generators without being defeated by the guards. If they lose all their health.]

SpongeBob: Ah tartar sauce. Fish paste! Aw barnacles. Aw phooey. Ow! Yeouch!

Timmy: Ow! Aw nuts. Yaaahh! Oh no. Help. Ehhyaaagh!

Cosmo: Phillip! No! Aah! Swirlie! Wanda! Mama!

Wanda: Aah! Look out! Oof! Eee! Cosmo! Egggh!

Jimmy: Leaping leptons! Puking Pluto! Agh! Oh blast it. Hoowaah! Oof!

Danny: Aw crud. Ouch! Whoa! Ow! Stop it! Aaaaghh!

[When successful.]

SpongeBob: Whoo! Go SpongeBob! Go SpongeBob! Go self!

Jimmy: Eureka!

Timmy: Woohoo!

Danny: I don't suck! Now to stop that portal.

[The group rushes into school in pursuit of their adversary.]

Danny: It's quiet...

[Suddenly a bunch of ghosts pop out of nowhere.]

Danny: Nevermind!

[The player has to climb three flights of stairs while evading enemies to reach the portal on the roof.]

Jimmy: Come on!

Danny: I hate this, I hate this, I hate this, I HATE THIS!

SpongeBob: They're everywhere!

Timmy: Look! Stairs! Run for it!

[The player makes it to the second story of the building. It's even quieter than before.]

Danny: This cannot be happening.

[They continue towards the portal. Danny sees a familiar face hiding under a desk.]

Danny: Mr. Lancer?

Mr. Lancer: Oliver Twist! Ghost kid? And his new band of misfits?

Timmy: (Snickers) Band of misfits?

Danny: (Whispering) Shut it.

Mr. Lancer: There'd better still be a school after this is all said and done!

Danny: Believe me, there will be. I hope.

[More robots come out.]

SpongeBob: Here they come!

[The player fights the robots and makes it to the third floor.]

Jimmy: Come on!

[They see the stairs leading to the roof at the end of the hall.]

Danny: Okay guys, looks like we're going to either make a mess or die trying.

Jimmy: That's not comforting.

Timmy: CHARGE!

[The player battles a crowd of ghosts in order to proceed to the portal. They can throw chairs, use their attacks, or just run past them, but they will outnumber the player.]

Danny: (Tired) We can't stop now. We've got to save my family.

Timmy: (Out of breath) I...hear ya...Whoo...but this is getting ridiculous. Can't a guy get something to eat around here.

[Suddenly a ton of food shoots out of the portal.]

Timmy: Sweet.

[The player can collect this food for health.]

Danny: You guys ready?

SpongeBob: (Weakly) Whoo.

Timmy: I'm still working off a sugar rush, so I'm good.

Jimmy: Do you even need to ask?

Danny: Then, let's go.

[They fly through the portal.]

Tucker: I hope they make it.

Sam: Of course they will.

Tucker: Want to bet on it?

Sam: No...okay, fine.

VLAD THE GREAT AND POWERFUL

[The player begins falling towards their destination.]

Danny: Everybody put your game face on. We have no idea where this leads.

Timmy: Ooh, sounds like a challenge. I love challenges!

Wanda: Careful, Timmy. Challenges come at a cost.

Cosmo: Oh, lighten up, Wanda. A little danger never killed anyone.

Danny: Just be careful.

[The team lands inside of Vlad's ghost lab.]

SpongeBob: Whoa. This place is so dark and spooky.

Danny: You get used to it. Wait, this is Vlad's castle. Oh no. Of course he's the one that kidnapped my family. Oh, that creep!

Timmy: Well do you want to just stand here or do you wanna kick his butt?

Danny: I'm going to kick his butt.

Timmy: Then let's do this thing!

SpongeBob: Um, when we find this Vlad guy, how do we stop him?

Danny: Leave that up to me, Spongeguy.

SpongeBob: SpongeBob.

Danny: Whatever.

[The player walks around Vlad's castle.]

Danny: What does he need all these books for? He already thinks he's smarter than everyone else. I hope Dani's okay. I really want to punch his stupid evil face right now.

Timmy: I could totally throw a party here. Nice echo! Echo! This is the coolest thing I've ever seen!

Jimmy: I wonder how one acquires such a castle as this. I'm positive he doesn't mind if I take a look around. Maybe I can keep a souvenir.

SpongeBob: Oh what a beautiful castle. Smells like cheese. Nothing is going to stand in the way of my duel with the forces of evil.

[The player walks towards Vlad's football field.]

Danny: Vlad.

Vlad: Hello, Daniel. I see you've made some new friends on your travels.

Danny: We have something in common.

Timmy: It's called kicking your butt!

Jimmy: Yeah, what he said!

[SpongeBob awkwardly gets into a fighting stance.]

Vlad: (Laughs) Wonderful. Just wonderful. I mean I couldn't have come up with a worse group of adversaries if I had tried.

Danny: Enough! Where's. My. Family?

[Three people in pods rise out of the stadium near Vlad.]

Danny: Mom! Dad! Jazz! Oh you're gonna pay.

Vlad: Hush, dear boy. The Syndicate will truly be proud of what I've accomplished here today.

Danny: The Syndicate?

Jimmy: Hey, what's your game here anyway?

Vlad: Oh, well, it's quite simple really. But I'm not going to tell you. Ahahahahaha!

Danny: Oh, we'll see about that! Team, Attack!

[The player must avoid Vlad's ghost blast & his clone attacks and throw objects at him when he reaches the ground. They must do this until they make Vlad stumble, accidentally releasing Jack from his pod who can then be possessed by Danny and used to attack Vlad.]

Vlad: Ooh, nice try. I'm not so sure that one will work, boy. That was a lucky hit. I feel like a kid again! Oh, now you've really gotten on my last nerves. You will not be winning this battle young Daniel. Take this, dogooder! Try that again! All right, Daniel, I've got your idiot father right here.

Danny: Hey! The only people who can make fun of my dad are me, my friends, and my family!

Vlad: My friends, my family, and I.

Danny: I'm gonna hit you so hard. Wait a minute. I don't have to.

[After taking over Jack's body. The player's attack power has increased and they break through Vlad's shields.]

Danny: (As Jack) You! I'm, uh, I'm gonna beat the living daylights outta you, Vladdy!

Vlad: Oh you've got to be kidding me.

Danny: I don't know, these gloves look pretty handy.

Vlad: (Gulp)

Danny: Oh no you don't! Take this! And that! And some more of this!

[After defeating Vlad.]

Vlad: Oh, banana bread! Using your father's own brutality against me. How barbaric.

Danny: (As himself) Well, it worked, didn't it? Now what are your plans, Vlad?

Vlad: Ooh, I'm hosting a tea party. Like I'd ever tell you. Hahaha!

{A portal appears.}

Vlad: Toodloo!

[Vlad disappears into the portal.]

Danny: Aw man. Where'd he go?

Jimmy: Beats me. The signal to his location isn't appearing on my radar.

Danny: Of course it isn't.

[A slime container rolls towards Danny's feet.]

Danny: What's this?

Jimmy: It looks like the same power source I used to power my Universe Portal device. I can use this to increase the range of the Fenton portal! At least for a one way trip.

Danny: Okay.

[Danny releases his family from the pods and they begin to wake up.]

Jack: Whoa, mommy! That was one freaky-deaky dream I had! Whoo!

Maddie: Oh, honey...why are we at Vlad's castle? And what's that ghost kid doing here?

Jazz: Psst...I'll distract them. (Pointing in a random direction) Hey look, is that a ghost in a top hat?

Jack: That'd be the ghost of Abraham Lincoln, Jazz! Oh yeah! Jackpot baby!

Maddie: Whoop whoop! Get him, Honey!

[They both run in whichever direction.]

Danny: (Whispering) Thanks.

Jazz: (Whispering) No problem, bro.

Timmy: Wow. Your sister's kinda cool.

Danny: Hehe, bite me.

SpongeBob: So, where to?

Jimmy: It's back to the Fenton lab for some much needed recon.

[They all head back to Fenton Works.]

DARE TO BE STUPID, STUPID

Jimmy: Okay. So it appears that all of our adversaries have formed some kind of alliance over the past several days. We found this slime canister at Vlad's castle so I can only assume that they're harnessing its energy for something sinister. They've already created their own portal device so who knows what else they're planning?

SpongeBob: How about an unpopable bubble?

Timmy: Or robots on motorcycles?

Danny: Or some kind of giant space doomsday weapon?

Jimmy: Probably not.

Danny: (With a weary smile) Why did you make a portal device in the first place?

Jimmy: Well, I uh...

[Everyone stops and calmly looks at Jimmy as he, for the first time in his life, fails to answer a question.]

Danny: Hey, um, Jimmy? You can get back to us on that if you're not ready to spill the beans, okay? But you have to tell us.

Jimmy: Uh-Oh yeah! Sure! That's totally fine with me!

Danny: Uh-huh. Hey, where did all these coins come from? (Danny picks one up) I mean what are these even for?

Jimmy: Ah! Those are nick coins, I mean, comet tokens! A universal currency I made that come in an infinite supply. They must've gotten thrown into the portal device while I was thrown in prison. We should collect as many of them as we can. We also need more slime canisters in order to power any portals we come across.

Danny: Oh I'm definitely calling them Nick coins now. [Jimmy growls] But, I've had my fun and I need to help get my town back in order.

Timmy: Wait, what?

Danny: I defeated Vlad. You don't need me anymore and I don't need you.

Jimmy: He does have a point.

Timmy: What? No! Listen buddy, that Vlad guy escaped and we just figured out that he's working with even more super villains.

Danny: Well I need to stay here and help fix my town. Cause it's covered in ghost energy.

Timmy: The entire UNIVERSE is still in danger, Dude. The whole Universe. Do you get it now?

[Danny thinks to himself for a second.]

Danny: Okay, I'll stay, but after this, we never have to see each other again. Ever.

Jimmy: Great! So we're all in agreement.

Danny: Afraid so. Where to?

SpongeBob: How about Bikini Bottom? I'd love to see how my hometown is doing.

Jimmy: Okay, next stop: Bikini Bottom. Come on Goddard!

Goddard: (Barks happily)

[They all walk inside of a portal.]

MEANWHILE

[Professor Calamitous sits at his computer monitoring Jimmy and his whereabouts.]

Calamitous: It's all going swimmingly. And why wouldn't it? I am a genius after all !

BG: And a sorry one at that.

Calamitous: Hush you. I've brought together adversaries from across the universe to help me in my endeavors and I couldn't be more excited.

[Vlad walks through the door.]

Calamitous: Ah, Vlad. How did it go at Amity Park?

Vlad: Oh, those kids were weak. They really thought they stood a chance. Especially the big headed one, you were right about him.

Calamitous: See, Beautiful?

BG: Okay.

[A Yolkian robot enters the scene.]

YR: Oh Calamity, I think you'll want to see this.

[They both peer over a tablet.]

YR: It appears the ghost boy and Neutron are butting heads with each other. Look at that bickering, hilarious.

Calamitous: Yes, and if we can get the entire group to grow apart, the universe will be putty in our hands. Ahahahaha! Plankton!

Plankton: (Over comms) What's shaking, my man?

Calamitous: Those kids are headed your way. Be sure to greet them as promised.

Plankton: Oh don't you worry, those little brats won't know what to expect from lil 'ol me.

WELCOME TO BIKINI BOTTOM

[The player rides a slide towards Bikini Bottom.]

Danny: Um SpongeBob?

SpongeBob: Yes, Danny?

Danny: We're headed underwater, right?

SpongeBob: That's right.

Danny: Well, heh, none of us can breath underwater!

SpongeBob: Oh, yeah, forgot about that.

[Jimmy pulls out some equipment from his hypercube.]

Jimmy: Guys, put on these helmets, quickly!

[They all scream with abject horror, except SpongeBob who screams with abject delight.]

[They pop out inside of SpongeBob's living room from his TV.]

SpongeBob: (Takes a deep breath) Ah! It's great to be back home! Gary!

Gary: (Meows with confusion)

SpongeBob: Jail. I was in jail. But they let us go! Or we let ourselves go. Well it was a ghost jail.

Gary: (Meows sternly)

SpongeBob: Sorry, focusing. Gary, where did everyone go?

Gary: (Meows cautiously)

[They hear commotion from outside.]

SpongeBob: What the heck is going on out there?

[The player walks outside and sees robots wrecking havoc all over town. SpongeBob screams. He shuts the door.]

Danny: SpongeDude!

Jimmy: SpongeBob.

Danny: Whatever. What's wrong?

SpongeBob: Robots! Robots everywhere! We're trapped!

Timmy: Dude, calm down.

Danny: Just, uh, find your happy place?

SpongeBob: Find my happy place. Find my happy place. Find my happy place...

[SpongeBob flashbacks to the Krusty Krab. The player plays through a flashback to learn more about SpongeBob and his world.]

SpongeBob: Ah! I've found my happy place!

Squidward: Well I haven't, so stop rubbing it in!

SpongeBob: Can do, good buddy!

[The player is to serve patties to customers by slingshotting patties at empty plates.]

SpongeBob: There you go, big fella. This one was made with love. Enjoy your meal, ma'am. Let this meal satisfy your lips and leave you with a big happy smile. Two more to go. Huzzah! I did it!

Patrick: Good job, buddy.

SpongeBob: Aw thanks, Patrick. I couldn't have done it without your support.

Squidward: That's rich. Shooting greasy food into people's mouths is a team effort.

Oh, how long will this nightmare continue?

[Suddenly, a giant robot lifts the roof off of the Krusty Krab.]

Squidward: (Sheepishly) Mother.

Plankton: (Over-Comms) I'm looking for one, Uh, SpongeBob SquarePants.

Mr. Krabs: You'll never get me formula, Plankton! Never! Wait, what?

Plankton: Yeah. I, Uh, need some advice, about Jellyfishing...and stuff.

Sandy: Y'know he's baiting you, right?

SpongeBob: It's okay, Sandy, I can do this. All righty, Plankton, what can I help you with?

Plankton: You can stand still while I vaporize you into pulpy goodness.

[SpongeBob begins screaming. The player avoids the beams and climbs the robot using SpongeBob's stretchy limbs to reach and his various bubble abilities to deactivate it.]

SpongeBob: What you need is a time out, Plankton.

[SpongeBob hits a button on the back of his robots.]

Plankton: (Sarcastically) Oh no, my plans! Soiled by a fry cook! Oh, how will I live on?

SpongeBob: Well, the first thing is-

Plankton: Psych! Nyahahahaha!

[Plankton slams his big robotic fist on top of SpongBob.]

Sandy/Patrick: SpongeBob!

Mr. Krabs: Nooo!

Squidward: Huh?

[When Plankton removes his hand, SpongeBob is nowhere to be seen.]

Mr. Krabs: Noo! SpongeBob!

Plankton: (Laughs maniacally) And now, with that young fool out of the way, nothing stands between me and my new empire. I, Sheldon J Plankton, now declare myself king and rule of all Bikini Bottom. Enjoyed your stay, losers. Bahahahahaha!

[The flash back ends.]

SpongeBob: Whoo! Okay, Iiiii'm Ready! I'm ready, I'm ready, I'm ready-

[SpongeBob looks up to see everyone staring at him.]

SpongeBob: What?

Timmy: You totally spaced out.

SpongeBob: I did?

Timmy: Yeah, you were like talking to yourself and being really weird and-

Danny: No time. Sam, Tucker, keep me posted if anything happens to Amity Park.

Tucker: (On comms) On it.

Sam: (On comms) Can do.

Danny: Do you have a plan of what to do next? This is your world after all.

SpongeBob: Hmm. We've got to find Plankton.

[Cut to the group outside of a wall blocking the entrance to the Chum Bucket and Krusty Krab.]

SpongeBob: Well this wall wasn't here before. That's interesting.

Jimmy: This is impossible.

Danny: This is ridiculous.

Timmy: This is awesome.

[Suddenly a few familiar figures begin running towards the group while being chased by Plankton's forces.]

SpongeBob: Patrick! Squidward! Sandy! You guys made it!

Patrick: Wuhhhh!

Squidward: Agggaahhhh!

Sandy: Agh! Get out of the way, SpongeBob, if y'know what's good for ye!

[A large group of robots and tanks and airplanes begin chasing SpongeBob's friends and they flee in the opposite direction.]

J/T/D/S/C/W: Aaaaah!

[They all hide behind Patrick's rock.]

SpongeBob: Boy you guys, am I glad to see you!

Sandy: Us too, SpongeBob. But now's not the time. Bikini Bottom needs ya and it needs ya now so hop to it and help save our skins!

Patrick: I believe in you buddy, now I'm going home to hide in fear!

Squidward: I can't believe I'm saying this, but Patrick's right, I am out of here!

[Sandy, Patrick, and Squidward run off in another direction.]

SpongeBob: Wait, guys! How do I save the town?

Sandy: Find the beach bums! Tell 'em Sandy sent ya! Don't go near the towers...!

Patrick: And don't eat yellow sand!

Squidward: And stay away from my house!

Danny: That was weirdly cryptic.

SpongeBob: Well you heard them, gentleman, it's time for us to save this town!

[The player is tasked with helping the citizens of Bikini Bottom by taking down the Jellyfish factory, liberating Goo Lagoon, or claim victory in the Bikini Bottom Derby before fighting through the Chum Bucket to get to Plankton.]

THE JELLYFISH BRIGADE

[The team arrives at Jellyfish Fields.]

Timmy: What the heck is that?

SpongeBob: (While staring at the strange structure in the distance) I have no idea. There are no buildings in Jellyfish Fields.

[Suddenly a TV screen nearby plays a commercial.]

Plankton: (On screen) Hello my fellow minions, my name is Plankton and this is Factory Fields, formerly home to those cumbersome jellyfish. Soon, we'll have a factory on every corner. It's even safe for the kids, probably. These bad boys can pump out more robots than you can shake a stick at. And nothing under the sea can stop it.

Timmy: What are the tanks for?

Plankton: I see you've noticed my own personal army. My armada of robots and transportation vehicles are here to protect you, watch over you, make sure you don't do anything wrong, and crush you for good measure. Now have a meaningless day full of despair and self-loathing, everyone. Ahahaha!

[The broadcast ends.]

Danny: Okay then.

SpongeBob: Come on, guys. We've got to save those jellyfish!

Jimmy: I don't know what saving those creatures will do, but you can count us in!

[The group makes it to the factory.]

SpongeBob: Okay! Now how do we get inside?

Danny: I might be able to sneak us in, but we have to deal with those robots, first.

Timmy: Leave that up to me. Cosmo, Wanda. I wish for one super amazing distraction, please.

Cosmo/Wanda: You got it!

Wanda: One spectacular light show coming up!

Cosmo: With lots of sparkly glittery things on top!

[The wish draws the attention of the robots who begin swarming around the light show while eating snacks.]

Timmy: All right, now's our chance! Everyone, into the vent!

Danny: But I...oh whatever.

[The player sneaks in through the vent.]

SpongeBob: Ooh, a bit of a tight squeeze there.

Danny: I can phase through walls, why am I even here?

Timmy: Moral support?

Jimmy: Guys, focus. We've got to figure out what the plan is!

[The player can crawl while observing the meeting between Plankton and his minions below.]

Plankton: Minions! Vlad has momentarily relinquished control over Amity Park

because of that sponge kid and his newfound allies. If you see them, take 'em out!

We can't have some snot-nosed little kids running around playing hero, now can we?

Now, begone!

[The player makes it to a room filled with hostages who are being forced to power the jellyfish harvester on bikes strapped to battery packs inside of bubbles. There are robots everywhere so the player will have to be sneaky, or not.]

SpongeBob: Oh no, they're being forced to harvest the sting of the jellyfish! We've got to set them free!

Danny: Wait, Spongeboy.

SpongeBob: Bob.

Danny: Okay. We've got to take out those robots, first.

SpongeBob: Okay, Ooh, a big red button. I wonder what it's for?

[Jimmy sees the word "Reinforcements" over the button in huge letters.]

Jimmy: Probably reinforcements. Best we try to avoid that.

[The group climbs down from the vent.]

Danny: If we can avoid detection, we won't have to fight anyone.

SpongeBob: I do like the sound of that.

Danny: Glad to hear it.

[The player can sneak past the robots to let out the hostages or fight their way through a wave of enemies before freeing everyone.]

Robot #1: Did you hear the one about the fish that crossed the road?

Robot #2: No, how did it cross the road?

Robot #1: Somebody threw it.

Robot #1 & #2: Ha. Hahaha. Ha.

Robot #3: Did you know? Stacy left me.

Robot #4: I'm sorry.

Robot #3: We were going to connect our circuits and start a hostile takeover together.

Robot #4: Come here brother.

Robot #3: Sob. Sob.

Robot #5: Do you know what Plankton is planning?

Robot #6: Beats me, as long as it pays well.

Robot #7: I heard there's going to be a huge party to celebrate.

Robot #8: I hope the boss invites me. I love to party hardy.

Robot #7: Me too.

[The team engages the robots.]

Danny: Well, this should be interesting.

SpongeBob: Hooray! I got one!

Timmy: Here, have some magic!

Jimmy: Robots, meet your maker, science.

[After deactivating security and stopping all the robots.]

Jimmy: All right, now it's time to free the hostages!

[SpongeBob opens one of the bubbles containing a hostage.]

Fred: Oh, thanks SpongeBob.

SpongeBob: No problem, Fred. Can you help us save the others?

Fred: Sure. You just gotta pop the bubbles. Is there a place where we can hide out for a bit?

SpongeBob: You can hide at Squidward's house! He loves company!

Fred: Thanks!

SpongeBob: No problem, friend.

[The citizens escape while Jimmy finds a secret door.]

Jimmy: Hey, look! We can exit through here!

[The group makes it to a large room with stairs, platforming blocks, and some buttons.]

Timmy: Aw rats! More puzzles!

Jimmy: It looks like an obstacle course. .

Timmy: Aw great, more moving. And of course you wouldn't have a problem with it. You've got super powers.

Danny: Sorry I can climb a ladder and hit a button without sweating?

Wanda: He's got you there, Sport.

Cosmo: Yeah, looks like It's time to whip yourself into shape, flabby.

[Timmy gives out a glare.]

SpongeBob: I don't know, it seems kind of dangerous.

Jimmy: Nonsense! If we can fight off ghosts and robots, we can cross some dangerous gaps.

Danny: Do I have to remind you guys that I can only catch one of you if you fall off the edge?

Jimmy: Thanks for the tip.

[The player has to platform and solve puzzles in order to make it across to the other side.]

SpongeBob: Wah! Almost lost my cool there. Hey look, a button! Wow, a ladder!

Jimmy: What a curious place to put a button. Leaping leptons, that pit is endless! This ladder looks handy!

Timmy: Yes, I get to press something! Neat, a ladder! Don't fall, don't fall, don't fall!

Danny: I hope pressing this doesn't make my pants fall off or something. Yah! Wait, I can fly. Oh wow, a ladder I can float in front of.

[After making it to the end.]

SpongeBob: We made it! Come on guys!

[They walk outside and are greeted by bucket heads while being chased to the edge of a cliff.]

SpongeBob: Oh no! More robots! Incoming!

Timmy: Oh no! What do we do?

Danny: What does it look like? We fight our way out!

[It's a battle arena and the player must defeat all the robots in order to continue.]

SpongeBob: I don't want to hurt you guys, but I'll do what I can to stop you! Look out, sir! Sorry, ma'am!

Timmy: They're not stopping. Why are there so many of them??

Jimmy: Chin up, guys! We can do this!

Danny: Speak for yourself! I'm having serious issues here!

[After defeating the Bucket heads.]

Timmy: (Slightly tired) Whoo-hoo! We did it!

SpongeBob: (Weakly) I feel so alive!

Jimmy: (Laying on the ground) You could say that again!

Wanda: (Panting) Good job defeating those bucket wearing scoundrels, kids.

Cosmo: (Exhausted) Oh it was nothing.

[Wanda rolls her eyes.]

Danny: (Losing breath) This...is...getting ridiculous...need...some time...to rest.

Timmy: (Weakly) Okay, grandpa.

Danny: (While lying on the ground) I'll throw you into the next portal I swear.

[Fred walks up to the team.]

Fred: Oh, I almost forgot. Here's one of our tin foil hats. Courtesy of the Beach Bum Brigade.

SpongeBob: (Completely worn out) Thanks Fred.

Fred: No problem.

[Cut to one day later back at the SpongeBob's Pineapple where everyone is sleeping on the ground. The player can choose when to wake them up.]

[The mission ends.]

KING OF GOO LAGOON

[Cut to our heroes making their way to the beach.]

SpongeBob: Ah, Goo Lagoon!

[The beach appears to be completely intact, except that robots are now in charge.]

Danny: Oh look, more robots.

Jimmy: SpongeBob, is there anyone here willing to help us?

SpongeBob: Well, there is my good friend, Larry the Lobster. If anyone really cares about the beach, it's him.

[The heroes find Larry with a cast on his leg.]

Larry: SpongeBob? SpongeBob, is that you?

SpongeBob: Yep, that's me. (Sigh) What happened to your leg??

Larry: It was those darn robots. They tripped me and then started pointing and laughing.

SpongeBob: (Gasp) Is that why your leg is broken?

Larry: No, I hit my leg on a coffee table. Babes do love signing casts, though. Anyway, you guys gotta help me get rid of these robots.

SpongeBob: How can we do that?

Larry: By winning the Ocean Man triathlon. If you fellas could somehow beat those metal jerks, I'd be glad to reward you. If you win, I'll give you my tin foil hat.

SpongeBob: (Eagerly gasp) You're part of the Beach Bum Brigade?

Larry: Indeed. I'm second-in-command. Now go, my child. Regain my honor! Fight for the beach! For the babes!

Danny: Nothing in my vocabulary can describe how weird that conversation was.

[The player can compete in a surfing competition, a scavenger hunt, and a kite flying challenge. The player needs to win two out of three in order to get the tinfoil hat. Each event comes with an optional tutorial.]

[The player chooses the surfing challenge.]

SpongeBob: Hey, Scooter.

Scooter: SpongeBob! What up, brah?

SpongeBob: Me and my friends are looking to join the surfing competition.

Scooter: Nice, you'll definitely want to try and beat the big kahuna over there. He's declared himself king of the beach, but I think you can take him, little dude.

SpongeBob: You think?

Scooter: I know it.

[The challenge begins. The player needs to get as many points as possible by going through checkpoint buoys, doing tricks, and staying on the board while avoiding obstacles and opponents.]

Realistic Fish Head: The competition looks mighty tasty this time of year! In this corner: SpongeBob, a ghost boy, a big headed kid, and a buck tooth weirdo! And in the other corner: A big mean robot who really knows how to surf! Now, let's begin the race!

[3! 2! 1! Go!]

RFH: And off they go! Good move by SpongeBob! And SpongeBob is down! Ooh, that's gotta hurt! Now those are some gnarly moves! And the robot has taken the lead! And the robot is left in the dust! It looks to be getting close! Nice moves! Bad form! That kid is here for the steal! And the kid is down for the count! The kid didn't come to disappoint! The kid, gone but not forgotten! And this competition is just about over! In the winner's circle: Little kid surfers! In the winner's circle: the big kahuna! We have a winner!

Danny: Does he really need to do a victory dance? Take it easy, big guy. Wow, I never thought surfing would be this much fun.

Jimmy: This is humiliating. I'm actually impressed. We actually did that! That was awesome!

Timmy: This game stinks. I'm never playing it again. Oh yeah! We won! In your face, evil robot!

SpongeBob: Don't give up, guys, for we will try again and again until we may try no more! Thank you! Oh, Thank you! I-(sniffles) I promised myself I wouldn't cry! This one's for Bikini Bottom!

[When talking to Scooter again.]

SpongeBob: Thanks for all your help, Scooter.

Scooter: No problem. I'm just here to give my fellow fish a helping fin. Hang tight, brah. That's rough, Dude. There's always tomorrow, and the day after that.

[The player chooses the scavenger hunt.]

SpongeBob: Bubble Bass? What are you doing hosting the scavenger hunt?

Bubble Bass: Well, Sponge-Loser, I like to watch the simpletons fail then get back up, then fail some more. Ehehehehe!

SpongeBob: Mhm. Well we're here to enter your slippery challenge, Bubble Bass.

Bubble Bass: Try as you must, you're never going to make it out, alive that is.

Hehehe! My money's on the big dumb robot.

[The challenge begins. The player is to use the anchor to launch themselves. They must grab the chest and bring it back to the start first.]

RFH: Are you ready? Get set...Go! And they're off! Ooh, that's gotta hurt! Watch out for those nasty robots! Pretty sure that's cheating! Watch out! It looks like time is moving faster! Look, more robots! That's gonna leave a mark! We're almost out of time! And the winner is...! The robots! The losers!

SpongeBob: Hey! Ew, goo.

Timmy: How many times do I need to fall before I start winning??

Jimmy: This stinks beyond all reason.

Danny: I'm never gonna live this down, or get this stench off my suit, ew!

SpongeBob: Well Bubble Bass, we won, what do you think of that?

Bubble Bass: (Grumble) Luck favors the foolish. You won't win again. Have fun being a loser. Ha! What a brilliant show of failure. Don't come back anytime soon.

[The player chooses the Kite flying competition.]

SpongeBob: (Gasp) Mermaid Man and Barnacle Boy! In the flesh!

Mermaid Man: Wha? Huh? Oh, it's that sponge kid, and a group of Girl Scouts! Oh goody! I'll take a box of coconut macaroons, two boxes of lemon squares

Barnacle Boy: Oh, will you pipe down you old coot. All right, you kids looking to sign up for this here event going on?

SpongeBob: Whatever you say Barnacle Boy!

Barnacle Boy: Okay. Well, let the challenge begin then!

Mermaid Man: Stay vigilante, young ones! EVIL lurks around every corner!

SpongeBob: Will do, Mermaid Man sir!

[The challenge begins. It's about collecting clams while flying inside of the kite.

The kite and kite holder switch halfway through. Beat the robots to get the high score.]

RFH: Are you ready to fly, folks? Then here we go! And the Underdogs take the lead! Ooh, and the robots have taken over! What form! Ooh, look out for that wind! What a good save! Take that, evil robots! And the ball is in their court, metaphorically speaking! It's time to crown our kite flying champion!

SpongeBob: Hooray! This game is hard!

Danny: (Wheezing) Give me a minute... I did not expect to win at all.

Timmy: I was born to fly! I never want to fly again!

Jimmy: Victory pose! Well that sucked...

Mermaid Man: You did it, kid! Better luck next time, Rookie. Come back around noon-ish!

Barnacle Boy: Good work kid, now go away. Oh, nice try kid. Bring back lots of pudding!

[The player returns to Larry.]

Larry: Wow! You guys did it! You've taken back the beach! Here's your hat!

SpongeBob: Thanks Larry! Say you wouldn't know where we could get another one of these hats do you?

Larry: If you want to find another hat you must look to where you struggle most.

Spongebob: Woow so wiiiisse. Oh I think I get it. We have to go to the salty spittoon!

Larry: No

Spongebob: Rock bottom?

Larry: No

Spongebob: {Gulp} (in a whisper) Shh- Shh- Shh... Shell city?!

Larry: No Spongebob. The boating school.

Spongebob: Ohhhhhhhh (laughing) Diyiiyiyiyi! Your riddles are the best Larry!

Larry: Sure Spongebob.

Spongebob: Will we ever see you again?

Larry: Uh, SpongeBob. You come here every week.

SpongeBob: Oh yeah.

Larry: See ya, little dude.

[The mission ends.]

MRS. PUFF'S WACKY DERBY

[At Mrs. Puff's Boating School, everything looks relatively normal. Except for the large crowd in the back.]

SpongeBob: Mrs. Puff? MRS. PUFF?? I wonder where she is?

[The player meets Mrs. Puff.]

Mrs. Puff: SpongeBob? What are you doing here?

SpongeBob: Well, we're trying to collect these tin foil hats so we can take down Plankton's radio towers without getting hypnotized an-

Mrs. Puff: Oh, that. Well, the only way you're getting one of those from me is by passing your driver's test.

SpongeBob: NOOOO!

Mrs. Puff: Calm down. Since that's not a possibility, I've decided you can earn it in the Bikini Bottom derby instead. All you have to do is win, get me my tax write-off, and ram into some vehicles for some hardcore fun! Do you think you boys can manage it?

SpongeBob: Can do, Mrs. Puff!

Mrs. Puff: As the leader of the Beach Bum Brigade, I give you my word that you will not fail!

[The race is about to begin.]

Mrs. Puff: Ladies and gentlefish! Get ready for the Bikini Bottom Boating Derby! First place gets to wear this hat and a 100% coupon for the Chum Bucket! Everyone else: Kaboom! Racers: Start! Your! Engines! Get ready! 3! 2! 1! GO!

[The race begins and the objective is to stay alive, knock out opponents, and use power-ups & boosts in order to win. Too much damage to a vehicle and you run on foot until the next lap begins or power-up is collected.]

SpongeBob: I am a road warrior! Out of the way! Look out pedestrians!

Timmy: Cosmo, Wanda, help! Ha! What could possibly go wrong? I'm a ten year old boy driving a car!

Jimmy: Sorry! Get out of the way! Maintain current trajectory! Coming through!

Danny: This was such a bad idea! Aah! Turn, turn, TURN! Watch the speed! Don't worry, I know exactly what I'm doing!

Female Driver: Hey! Out of the way punk! Get bent! My grandmother drives better than you! Move! Don't make me hurt you, pal! Beat it! Hill! Clear out! Woohoo!

Male Driver: My leg! My leg! Wipeout! Move it! Don't hurt me! Get out of the way! Yaaaah! I'm gonna die! Eat coral!

[They finally make it to the end of the race.]

Mrs. Puff: (With a happy tone) Congratulations and well done SpongeBob, you didn't die. Here you go! Wear that hat with pride, SquarePants! Now please don't come back until this mess is all over and done with, SpongeBob.

SpongeBob: Can do, Mrs. Puff!

[The mission ends.]

RADIO WAVE RELAY

[The group put on their hats. In front of them is the Chum Bucket with a giant smoke stack on top.]

SpongeBob: Oh boy.

Jimmy: Too late to turn back now.

Danny: Are you sure about that?

[They walk inside and see a brand-new staircase in the middle of the dining area.]

Wanda: This is getting ridiculous! How much chaos and destruction can Plankton cause before somebody stops him??

SpongeBob: (With a deep breath and a low voice) Fear not dear Wanda, for I am here to help save the day from doom and destruction! No matter how long or hard or scary it is, I will do what I can to save this town!

Timmy: Okay, no one is this happy all the time.

SpongeBob: (Normal voice) I'm not just happy, I'm ecstatic!

Danny: (Smiley)...Okay.

[They find Pearl on the second floor.]

SpongeBob: Pearl? What are you doing here?

Pearl: Well, Dad said he was just gonna have a talk with Mr. Plankton, but I've been waiting here for three days and there's nothing good to watch on TV.

Karen: That's my screen you're messing with, young lady!

Pearl: Sorry, Mrs. Plankton.

Karen: It's no problem, just be careful with the buttons.

SpongeBob: Karen, do you know where Plankton is?

Karen: He's on the rooftop two floors up. He's just past the room of evil robots. You can't miss him.

SpongeBob: Thanks.

Karen: And tell Mr. Krabs that I'm too old to be babysitting his daughter!

Pearl: I heard that.

Karen: I know!

[The player makes it to the third floor to find a pit of lava with swinging axes and a rope bridge between them and the staircase.]

Jimmy: Villains. Always with the theatrics.

SpongeBob: (Gulp) Well, here we go.

Danny: Look out for those axes!

Timmy: Ah! I'm too young to be burnt to a crisp!

Jimmy) Follow my lead, gents. We just might make it across! Almost there... Ha! We made it! In your face, Plankton! Well, come one!

SpongeBob: I'm right behind you!

Timmy: Me too!

Danny: Hey, wait up!

PLANKTON'S GUIDE TO HAPPINESS

[The player walks up the stairs to find Patrick, Squidward, Sandy and Mr. Krabs locked in chains by Plankton and being forced to sing sea shanties.]

Plankton: Sing that little bitty again, my minions.

Mr. Krabs: (Grumbles then sighs) All right, Plankton. From the top lads, lassie...

[They all begin snapping and harmonizing.]

SQ/P/S: Ooooooh...

Mr. Krabs: (Singing) Oh, now I really really want to meet the Maker of the seas.

SQ/P/S: Oh.

Mr. Krabs: Oh, I really hope that they don't think it's blasphemous of me.

SQ/P/S: Oh.

Mr. Krabs: I really hope that they can make a friend out of me!

SQ/P/S: Oh.

SQ/P/S/K: Oh, I want to meet the Maker of the seas!

Plankton: A little flat for my taste, but good. Now tell me where that secret formula is!

Mr. Krabs: No! I'll never talk!

SpongeBob: Plankton! You leave poor ol' Mr. Krabs and his money alone! Patrick!

Patrick: SpongeBob!

SpongeBob: Sandy!

Sandy: SpongeBob!

SpongeBob: Squidward!

Squidward: (With a glum expression) SpongeBob... Maybe just a huh? (as he looks up)

SpongeBob: Don't worry guys, we're here to save you.

Plankton: (Squints) Why are you here to sell me cookies? Hehe! The only one you can help is yourself to a seat, watching me rule this town with an iron fist. Now as you can see, I'm very busy trying to take over the world and torture your friends, so if you could all just kindly get out of my way before I step on you! Eh, what the heck, I'll do it anyway!

SpongeBob: Not today, Plankton!

Timmy: Yeah!

Cosmo: CheesePants, fudge head, Chewbacca, and the invisible kid have come to put an end to your schemes, buster!

Wanda: Yeah! When this is all over, you're getting a time out.

Cosmo: Yes ma'am.

Plankton: Ahahaha! Ha! Okay, okay. I've had my laugh. If you want, I'll let you all go free. Here, have some lemonade. (He offers it to SpongeBob before yanking it away) Psych! Ahaha!

SpongeBob: (Gasp) You fiend! All right team, Attack!

[It's a boss fight against Plankton. He's in a big crab hopping across the towers surrounding the roof. Sabotage his towers then shoot him while he's down. Avoid his laser beam attacks which increase in speed.]

Plankton: All right, SpongeBob HeroPants! I'm gonna enjoy taking you down a peg! And your little friends too! Now hold still! Karen, update my schedule to destroying the fry cook. Have you seen my commercials, by the way? They really capture my good side. Now hold still you meddlers. Hey, no fair! Don't touch that! Wait! Stop! I was so close! Do you have any idea how hard it is to get your face on a blimp? Newsflash, it's very hard! This can't be how it ends! Nooo!

[After defeating Plankton.]

Plankton: Curses, foiled again by the fry cook and his compatriots! You win this round, Sponge kid.

SpongeBob: Hooray!

Plankton: Psych again! Haha!

[Plankton escapes through a portal.]

Jimmy: Dang it! Another escape!

SpongeBob: Well at least everyone here is accounted for.

Mr. Krabs: SpongeBob me boy, you've saved us. I can't thank ye enough for keeping our hides safe and protected. And of course me money.

Sandy: Yeah, SpongeBob. I thought I'd be singing while shoveling for the rest of my days.

Patrick: Yeah, good work, little buddy!

Squidward: Yeah, thanks. I guess now I can go back to my miserableexistence.

SpongeBob: Nonsense! You can come with us, Squidward!

Squidward: ...I'll pass, thanks.

Sandy: Oh, I almost forgot. Here. I found this canister inside of Plankton's lab and thought you might be needing this.

Jimmy: Wow. Thanks.

SpongeBob: Yeah, thanks Sandy!

Sandy: Oh it ain't nothing.

Jimmy: Well gentleman, it's back to the Pineapple.

Timmy: Let's go!

[They all walk back to the Pineapple.]

Squidward: So, let me get this straight: The fate of the universe rests in the hands of those four idiots?

Sandy: Uh-huh.

Squidward: We're doomed.

IDIOT ACADEMICS

[SpongeBob is pacing back and forth while the others sit on the floor cross legged.]

Jimmy: What is it now, SpongeBob?

SpongeBob: I'm just wondering: Why did they all come together at all.

Jimmy: Simple: They copied my invention, they're all evil, it's pretty easy to understand.

SpongeBob: Yes, but I mean, why today? Why now? Why are they working together? What does the universe have that they want? And where did all these robots come from?

Timmy: Y'know he's got a point. My friends' powers are still on the fruit and we only know that they stole the nerd's invention and created a massive amount of enemies. Magic is powerful, but there are limits.

Danny: Yeah, and ghost energy needs to be harnessed from somewhere.

Jimmy: Wait a minute, are you suggesting that they have an unlimited supply of energy? That means they can just keep on attacking us over and over again, no problem at all. That's not possible!

Timmy: Look around you man, you're underwater, talking and sitting under a pineapple to a dude who can turn into a ghost, a kid with floating friends, and a guy named SpongeBob SquarePants. NOTHING HERE MAKES ANY SENSE!

[Jimmy crosses his arms in annoyance.]

Danny: Look. All we have to do is stop the energy source. What did you call it? Slime? We just take that and this whole nightmare ends.

Jimmy: If what you're saying is true, then they're using "magic", ecto-plasm, apparently krabby patties too? Anything with special properties to increase their supply of power. If we're gonna stop them, then we need to head for the source. Our next stop should be Dimmsdale.

Timmy: Woohoo! Yeah! I'm headed home!

[Everyone stares at Timmy.]

Timmy: Whoops. Sorry.

Jimmy: Everyone climb into the TV!

Timmy Move it, I'm crawling through dimensions here!

Wanda: Ow! Cosmo, move your head!

Cosmo: Ow! Wanda, move your butt!

Danny: Hey! Scoot over!

SpongeBob: I'm actually really uncomfortable right now.

[The group disappears into the screen leaving nothing but static. Gary meows with pride.]

THE DIMMSDALE BOYS

[The boys end up falling straight out of the sky into Downtown Dimmsdale. They're all screaming and end up landing inside of a dumpster.]

Timmy: Ah, ew! That's so gross!

Danny: This feels appropriate.

Jimmy: Ugh! I didn't even get a DNA sample!

Jimmy: Ugh! And I didn't even get to ask what species of turtle they were!

SpongeBob: Blagh! It's going to take me years to clean out all of this!

Wanda: (Poofs in) Oh stop your whining. (She poofs them all clean) So you got shown up? You still saved two different realities.

Cosmo: Yeah, that's one more than most people ever save!

[They all look at each other.]

SpongeBob: We can make this work. Right guys?

Jimmy: (While glaring at Danny) Maybe if some people start pulling their weight!

Danny: Oh I'm sooooo chocolate swirl but my toy watch isn't the one that broke is it?

Jimmy: This isn't a toy! It's a high tech state of the art device that functions at multiple levels of analysis for our state of survival and if it wasn't for this watch we would be in a much worse spot than this dumpster!

Danny: If it wasn't for that watch we wouldn't be in this dumpster at all!

Spongebob: Hey, remember people we are a team.

Danny: Oh can it talking cheese!

Spongebob: Hey!

Timmy: (slowly)...yeah. We're a team!

Danny: You too beaver boy.

I am sick of hearing you guys preach about teamwork and the fates of your planet.

Jimmy: So you're telling me you don't care about the universe?

Danny: Care about what exactly? Do you people even know?! That's all we've been saying! We don't even know what we are fighting! And now I'm supposed to sit here and get lectured by football head about the importance of his technology and how he's going to save us all?!

Danny: So really what are we fighting? Can anyone tell me about the big evil force we are fighting or are we still going to pretend that we know?

(Silence eats at the room and the souls of the 4 protagonists)

Danny: (quiet, angry, and disappointed) I was right. I should have stayed in Amity Park This has nothing to do with me anymore and you don't need me.

Wanda: Danny that's not true!

Cosmo: She's right, who else could I watch go into random mood swings if you're not here?

(Wanda glares at cosmo)

Cosmo: What?

Danny: Yea I'm out of here. (Danny is now taking off in the sky)

Wanda: Wait! You won't be able to get back to Amity park!

Danny: (under his breath to himself angrily) I can figure it out!

Danny: She's right.

Jimmy: Yeah, she is. All right, Wanda. I'll try to better recognize where we fail and succeed as individuals.

Wanda: Well, good. It's about time you boys start truly appreciating each other.

[They see Dimmsdale has been graffitied and is flooded with ladders, salt shakers, and gray school buses.]

Timmy: Oh no...

Jimmy: What is it?

Timmy: Pixies, Jimmy. Pixies and Anti-Fairies. They're the reason that Cosmo and Wanda can only do small wishes.

[Timmy sees a statue of Crocker.]

Timmy: And I know who they're working with. Come on!

OH PRINCIPAL MY PRINCIPAL

[They meet Principal Waxleplax.]

PW: Oh, Timmy. And Timmy's friends. What brings you here?

Timmy: Um, Principal Waxleplax, what happened to Dimmsdale?

PW: Oh. Well, some blue floating children and some pointy hatted children came in like a huge storm and reigned havoc wherever they went. Truly the most unruly children I've ever met.

Timmy: What are the buses for?

PW: For sending children to camp Learn-a-Torium of course!

Timmy: Drat.

PW: Now Timmy, If you and your new friends can help bring smiles back to Dimmsdale, it would be much appreciated.

Timmy: Well how do we do that?

PW: Ooh hoo hoo, destroy everything that looks sad, boring, and out of place. Giant salt shakers, really? That's not normal! Neither are kids with wings.

Cosmo: (Off screen) You said it.

[The principal looks around in confusion for a bit before regaining her composure.]

PW: If you can help make Dimmsdale more fun, I'll certainly help turn those F's into C's.

Timmy: How about A's?

PW: (Laughs) Oh, what a card you are, Timmy.

Timmy: (Groans)

JUST THYE LUCK

[When taking away all the oddities around town.]

Timmy: There's one. Gotcha! No more Mr. Nice Guy! That's a bit weird. I've gotta be close. Goodbye, bad luck! I don't think so, Pixies! No anti-fairies allowed!

Danny: Huh, weird. I guess that takes care of that. I don't have a clue what any of this is. That's strange. That's too weird.

Jimmy: There's no such thing as bad luck. What the heck? That's taken care of. That's so trippy. I got one! Please let this day end.

SpongeBob: Wow, it's just like magic. That's so cool. Neato. Take this, bad luck! Taste my karate chops! Oh yeah!

[After finding all the oddities.]

Timmy: Okay, Mrs. Waxelplax, we found all the weird things and threw 'em away.

PW: Oh, thank you, Timmy and his weird friends. Just be careful of all the weirdness going round. Stay safe!

FORTRESS OF LONELINESS

[The team is on their way to Timmy's home.]

Timmy: Um...

Jimmy: What is it, Timmy?

Timmy: Do you ever feel like you're stuck repeating the same thing over and over again? But that it's all your fault too?

[They all pause for a moment.]

Jimmy: I'm not quite sure I know what you mean.

Danny: I do. I'm stuck in this stupid place with people I don't know to save a world I'm not even sure I'm excited to go back to. Like, when does it end? How many times do I need to get beaten up or captured before it becomes someone else's problem.

SpongeBob: That's kind of selfish.

Timmy: Actually, that's kind of the exact word I was looking for.

SpongeBob: Danny, I know it seems bleak, but you have a whole city and people that love and care for you. You can't turn on them just because things look bad.

Danny: Yeah, but-

SpongeBob: No buts! Keep that chin up! We have the power and responsibility to help others, who would we be if we ignored that.

Danny: ...wow. That was...kind of profound.

SpongeBob: Well thank you! I've been borrowing Gary's dictionary and my brain absorbed some of the words.

Danny: Well keep it up.

[They arrive at Timmy's house which has been TP'd.]

Timmy: Oh man. My parents are gonna kill me.

[Timmy barges through the door.]

Timmy: Mom? Dad? I didn't do it!

Wanda: No one's here.

Cosmo: No one except that trail of footsteps.

[They follow the footsteps upstairs to Timmy's room.]

Timmy: Aha!

[He gets hit in the face with a pillow.]

Vicky: Stay back! I'm warning-Oh. It's only the twerp.

Timmy: Ahem, what are you doing in my room?

Vicky: Hiding from my bad karma.

Timmy: What?

Vicky: Look, Twerp. I've done a lot of bad things I was really proud of, but now karma has decided to come after me for my (air quotes) wicked ways. So stupid.

Timmy: Ah. Okay. WHY ARE YOU IN MY ROOM?!

Vicky: Cause I thought I'd be getting paid today. Instead, my money turned to dirt and all the food grew legs and ran.

Timmy: Will you excuse me for a second?

[He closes the door.]

Timmy: We're going to have to go somewhere else to recon.

Jimmy: Where did you have in mind?

[Cut to Crocker's secret underground lab.]

Timmy: Surprised this place is still here.

Jimmy: This is the fourth lab I've seen today, but this guy seems like the real deal.
A true mad scientist.

Danny: Emphasis on mad.

Timmy: Take anything you see. I don't think he'll be using this lab for a while.

LEARNING'S FOR THE BIRDS

[The player can look around the lab.]

SpongeBob: Ooh, a jellyfishing net! (Presses a button causing it to suck up anything in a mini tornado) And it sucks!? I'll take it!

Jimmy: What's this? (He releases a Crocker virus then calls it back) Cool! With a few modifications, I can make this work to my liking.

Danny: Okay, this looks like some kind of weird, crockpot trapper thing.

Timmy: I think you can use it to capture stuff like fairies...ghost. Just like ghosts and stuff.

Danny: Sweet, I'll take it.

Timmy: Wait a minute, is that a wand?

Wanda: It's a fake.

[Timmy begins swinging it around.]

Timmy: Are you sure?

Wanda: Positive.

[Timmy clocks a button on the wand and fireworks start flying out of it.]

Jimmy: Look out!

Danny: Hey watch it!

SpongeBob: Whoa! Aaah!

Wanda: Turn it off!

Timmy: Okay!

[He turns it off.]

Wanda: Looks like some kind of signal flare. It's pretty dangerous. Best if you put-

Timmy: And I'm keeping it. When am I ever going to have the power of a wand in my hands again! So worth it.

[Wanda groans. Suddenly the TV begins displaying Crocker on a throne.]

Crocker: Citizens of Dimmsdale, as you know I and the Syndicate have taken over this miserable town. But I consider myself a fair ruler. Those of you who don't wish to see me rule, raise your hands.

[Hands are raised. He turns them all into farm animals. Crocker laughs like a madman.]

Timmy: That fiend! We have to stop him.

Cosmo: Look!

[The screen shows the Learn-a-Torium turning all the kids into brain dead zombies.]

Timmy: He's going to leave every kid in the world a mindless drone doomed to work for all eternity!

Cosmo: Yeah! That shouldn't happen until they become adults! Come on, champ, let's get cracking!

Timmy: To the Learn-a-Torium!

[They exit Crocker's lab and are now in the hallway. The player can now head towards the Learn-a-Torium.]

[They make it to the Learn-a-Torium.]

Timmy: Oh no! All the kids are trapped in those...learning centers. It makes me sick!

Cosmo: I don't know, it just looks like school with extra steps.

[The students eyes are forced open as they view appropriate "learning" material.]

SpongeBob: How do we get them out of there?

[Timmy sees some costumes in a chest.]

Timmy: By cheating the system.

[They all put on happy peppy costumes in order to infiltrate the facility.]

Danny: This is somehow only the second most embarrassing thing I've ever worn.

SpongeBob: Wow, do I feel extra special!

Jimmy: Okay, Turner, what's the plan?

Timmy: Uh, we just go in?

Jimmy: Okay. Let's go!

[The player walks through the door and sees a very dangerous obstacle course blocking the path to the children.]

Timmy: When did that get here??

Wanda: They must've added it recently.

Cosmo: Welp, it was nice knowing ya, Timmy.

Timmy: Come on let's go.

Cosmo: Eep!

[The player must avoid swing hammers, fire pits, falling anvils, rolling holders, and lasers in order to make it to the other side.]

Timmy: Okay, Turner. You've got this. Easy. Easy. Success! Aah! Don't get hit by lasers. Don't get hit by lasers. Do not get hit by lasers! Eyagh!

Cosmo: Whoa! Aah! I regret nothing! Curse you gravity! Owie! Oof! Ow! Hey! Watch it! Wanda!

Wanda: Aw nuts. Hey! Stop that! Waaagh! Cosmo! Save yourselves! Aah! Yah!

Danny: Yeouch! Ow! That hurt! What the heck?? Look out! I hate this so much!

Jimmy: Steady now! Hey! Waha! Oof! Ugh! This sucks!

SpongeBob: Ooh, wasn't ready for that. Yowie! Don't fall, don't fall, don't fall!

Tartar Saaauce! Heeelp! Oof! Yeouch! Dang it! That hurt!

[They make it to the other side and hit the button, shutting down the obstacle course.]

Timmy: (Panting) I wish we had something to drink.

[Cosmo and Wanda poof juice boxes into their hands.]

SpongeBob/Timmy/Jimmy/Danny: Thank you!

Jimmy: Does anyone else think it's weird that these holograms just gave us juice that we can taste, touch, and feel?

Spongebob: (shrugging and sipping away) hmm mm...?

[They're now occupied inside the security room and notice that there's a lock on the door. A magic lock that prevents every tone from opening the door.]

Timmy: I've used my brain too much in the last few hours and I need a break.

Danny: Somebody's got to open it.

SpongeBob: (While observing the lock) It looks like a bubble wand will do the trick.

Jimmy: Okay, that's it, SquarePants! There's no way something as silly and stupid as a bubble wand is gonna unlock this-

[SpongeBob opens the door.]

Jimmy: ...

SpongeBob: Wow. I didn't think that's work!

Jimmy: ...sorry.

SpongeBob: That's okay. No one expects the mighty power of a bubble wand!

Jimmy: (Laughs) No, I guess not.

[They make it inside the "classroom" where Chester, AJ, Trixie, Francis, and several others are being re-educated.]

Timmy: Guys?? Can you hear me??? Someone unlock the restraints!

Jimmy: On it.

[He hits the wiring with a baseball bat and everyone is set free.]

Timmy: Chester? AJ? Speak to me!

Chester: (Yawns) Whoa! Who are you guys?

SpongeBob: We're the team with no clever name!

AJ: That seems rather redundant.

Timmy: They're okay.

Francis: (Groans) What happened? Was I actually...learning?

Timmy: (Whispering to Cosmo and Wanda) Maybe we should put him back in there for a little bit.

Francis: Turner! Thanks.

Timmy: You're welcome?

Francis: I'm going to go back into society and make a real difference! By bullying even harder!

[He gives Timmy, Chester, and AJ an atomic wedgie all at once off screen while the others grimace at the fatal act. Francis then leaves.]

Francis: Bye. (door slam)

[Trixie flips her hair back.]

Trixie: Oh wow, that was the worst spa treatment I've ever gotten. I'm never coming back here. Oh, Tommy.

Timmy: Timmy.

Trixie: Right. Thanks for saving me!

[She gives him a kiss on the cheek before waving and leaving.]

Trixie: Come on, Veronica.

Veronica: Coming.

[She walks out while giving Timmy heart eyes, which creep him out.]

Danny: Dude, what was that?

Timmy: I don't want to talk about it.

[Jimmy looks outside the window with binoculars.]

Jimmy: Is it just me or are those flying things swirling around your house, Turner?

[Timmy looks through the binoculars and sees his house being carried up into Fairy World.]

Timmy: Oh come on!

Danny: Uh, where'd it go?

Timmy: (Sighs) To Fairy World...

Danny: What?

Timmy: (Whispering to Cosmo and Wanda) Jorgen better do us a solid when all of this is over!

Danny: (While speaking to the others) Is he talking to an imaginary friend or...?

Timmy: Okay, we're going to Fairy World. It's a, Uh, secret amusement park in the sky...because we have those here...

SpongeBob: Ooh, just like Glove World! I call shotgun!

Timmy: I wish we were all at Fairy World!

SIEGE OF THE FAIRIES

[They all poof into Fairy World which is under siege by Crocker.]

Timmy: What did he do?

Cosmo: Oh yeah, I'm going to have nightmares for a while!

Jimmy: I'm assuming he's over by that big glowing wand.

Danny: Then that's where we're headed.

Wanda: Careful now, kids. Fairy World isn't a normal, Uh, theme park. It's meant for flying creatures and impervious ones at that.

Cosmo: That's right, so get used to jumping!

SpongeBob: Neat! I love jumping!

Cosmo: Me too!

SpongeBob/Cosmo: (While jumping) Wheel!

Danny: Follow them!

[The player must platform across clouds hitting levers and buttons along the way in order to get to Crocker.]

SpongeBob: Look at me, I'm bouncing. (Singing) Oh how I love bouncing, cause bouncing is a wonderful thing! Boy do I love bouncing, up and down like a spring!

Danny: Uh, I'm ignoring that.

Timmy: Look! Pixies!

Wanda: Pointy headed freaks. All they want to do is be boring and cause havoc for us fairies.

Danny: I thought you guys were genies?

Wanda: Uh, it's just a nickname?

Cosmo: Yeah, that's right. And don't ever use it again!

Danny: Okay, sure.

Timmy: Guys, I think I can see my house from here!

Jimmy: I see it too! We're getting close!

[They make it close to the house near the tower when they start hearing multiple voices.]

Timmy: I think I hear Vicky, and Jorgen...and Tootie?!

Tootie: (Yelling) Timmy! I can hear your heartbeat! I know you've come to rescue me, my dear!

Danny: I'm assuming that's your other girlfriend.

Timmy: Why now?

Jimmy: (Laughs) Ha, let's go lover boy.

Timmy: Shut up!

[They walk into the house and see that it's totally empty. But there are still voices being heard from outside.]

Mr & Mrs. Turner: Timmy! Save us!

Timmy: Mom! Dad! Don't do anything to them, Crocker!

Jimmy: This is obviously a trap!

Timmy: I don't care! I'm gonna save them!

Danny: Wait up!

CROCKER'S BIG DAY

[They all rush through the house and see the tower at the end of a giant platform where Crocker has Vicky, Tootie, and Timmy's parents hostage. Jorgen is being constrained by a shock collar.]

Mr. & Mrs. Turner/Tootie: Timmy!

Vicky: Twerp!

Crocker: Hello, Turner. I see you've brought your FAIRYGODPARENTS!!!

Timmy: What do you want, Crocker? You've already taken over all of Fairy World, what use are they to you?

Crocker: Leverage. Jorgen?

[He shocks him violently.]

Jorgen: Aaaagh! (While fried) Yes, non-puny human?

Crocker: What do the rules say about harming creatures with magic?

Jorgen: Bah, Fairies cannot directly kill, maim, or injure other living beings.

Crocker: Understandable. So if I, let's say, pointed this big pointy wand at Turner's friends and family...

Timmy/Wanda/Cosmo/SpongeBob/Danny/Jimmy: Noo!

Jorgen: Noo! You cannot harm others using fairy magic! That is against Da rules!

Crocker: Rules, smules! You're the so-called keeper of the Da rules, you can change them, and I am ordering you to change them, now!

Jorgen: Fool! Tampering with the rules could destroy the entire space-time continuum! Everything would cease to exist!

Crocker: Hmm, let me think, change it!

[He shocks Jorgen again.]

Jorgen: I can't harm you using magic, but I can use MY FIST!

Timmy: I wish Jorgen's collar was gone!

[Suddenly Anti-Cosmo and Head Pixie show up.]

Anti-Cosmo: Ah Ah Ah, Timothy.

Pixie: You're interfering with our contract.

Timmy: What contract?

Anti-Cosmo: The one that says stopping the takeover of the entire universe by using fairy magic against any member of the Syndicate will result in a depletion of any and all magical abilities.

Wanda: So you're the reason we lost all our magic!

Cosmo: You fiend, I wanted to make pudding all day long.

Anti-Cosmo: ...nothing's stopping you. HP and I made sure that all your wishes needed to be indirect in order to halt any immediate progress in your feeble journey to stop the "bad guys". Oh heavens! Hahaha!

HP: It was truly an honor to be a part of this evil scheme. Ha. Ha ha...ha.

Timmy: (Through gritted teeth) Cosmo, Wanda, I wish we were inside of a big metal cage.

[A cage poofs into existence.]

Anti-Cosmo: Uh...

Timmy: Danny, can you take over Jorgen's body?

Danny: Uh, okay.

Jorgen: Wait, what?!

[Jorgen's body is possessed by Danny, meaning he's magic proof.]

Crocker: Oh Pooh!

Anti-Cosmo: Flee my monotone friend! Flee!

Danny: (As Jorgen) Oh no you don't!

Anti-Cosmo: Oh I pity myself.

Anti-Cosmo/HP: (Yell into the distance)

[He throws them all the way into Fairy Court where they await trial for their crimes.]

Danny: Now, (cracks knuckles) I believe there's a bad teacher who needs some discipline.

Crocker: You fool, I wished for the body of an Olympic athlete. I'M RIPPED!

Danny: Guess I'm fighting a crazy guy. Not the first time.

[The player is in a three round wrestling match against Mr. Crocker. If the player beats Crocker, at least twice, they win! The others are attempting to free the hostages while offering moral support.]

Danny: All right, Crazy pants. It's time to end you.

Crocker: Don't be a fool, child. I can offer you whatever your heart wants. Money, respect, gold, love, and more gold!

Danny: All I want is to shut you down for good.

Crocker: Fine! Have it your way, teenager.

Danny: This is for you, Timmy! Take that! Oh, you want some more? Well here it comes! Stay down! I'm king of the ring and nothing's gonna stop me! Get bent, Dude! I'm not giving up, not today! Whoo hoo! I did it! I've won! No way, I lost! Best two out of three?

Crocker: Fear me, child! I make children cry with my face alone! You'll never defeat me! Bahahaha! I'm king of the world, mother! I call this the ladykiller! It seems to only work on alligators and elderly women! Noo! That's impossible! How could I lose yet again! Curse you, Ghost child!

[After defeating Crocker, Danny holds him in place.]

Danny: Do you wanna do the honors?

[Timmy charges up for a kick.]

Timmy: Gladly.

Crocker: (Gulp)

[The player runs toward Crocker and hits him with a super punch which knocks him out of his power suit and cage and into the sky. Suddenly a portal appears.]

Crocker: This isn't the end, Turner. I'll defeat you and all your little friends too.

Bahahaha!

[He enters the portal.]

Jimmy: (While looking up) Nowhere to hide...

[They release all of the hostages. Danny jumps out of Jorgen's body.]

Danny: Uh, thanks for the assist.

Jorgen: Don't mention it. Now get out of here!

Danny: Geez, okay, I'm going!

Tootie: Oh, Timmy. My hero!

[She kisses him on the cheek without letting go while Timmy rolls his eyes in protest.]

Vicky: Hey, you. How do we get out of this place?

Jorgen: Take the rainbow bridge near the exit. You can't miss it.

Vicky: Come on, Tootie, let's get out of here.

[Tootie finally let's go of Timmy.]

Tootie: Bye, Timmy. I'll see you, tomorrow.

Timmy: (While shivering) I sure hope not.

SpongeBob: She seems nice.

Jimmy: (Mockingly) Yeah, she does, doesn't she?

[Timmy growls, but then his parents come over.]

Mr & Mrs. Turner: Hi Timmy!

Mr. Turner: I don't know what kind of weird, crazy interactive ride that was, but I want to do it all again next year. Oh please, Timmy, can we? Idea for if the two are

terrified. Mr. Turner: "I don't know for sure who was responsible for this kind of torture but I bet you it's was (pans over to dinkleberg) DINKLEBERG!

Mrs. Turner rolls her eyes

Mrs. Turner: Yes, Timmy, it would really mean the world to your father, and me.

Timmy: (Slightly confused) Sure, I guess?

Mr. & Mrs. Turner: Yippee! Bye Timmy!

[Mrs. Turner runs towards the exit with Mr. Turner in her arms.]

Danny: You've got some interesting parents.

Timmy: Yeah, I do don't I?

Jorgen: Timmy.

Timmy: Uh, yes, Jorgen?

Jorgen: You and your allies have freed me from the shackles of that lunatic and his deranged-ness.

[Other fairies show up.]

Cupid: He totally doesn't understand the concept of love and that's why he needed to go IM-mediatey.

Tooth Fairy: Thanks to you I no longer have to stare at those wretched teeth.

(While shivering) Egh!

Binky: Because of your help, now everyone can celebrate my birthday!

Jorgen: We're not celebrating your birthday, Binky. By the way here's your gift.

Binky: (Happy gasp)

[He unwraps the gift and it's Jorgen's fist punching him out of frame.]

Jorgen: It was pain! Haha! Ahem. Anyway, we're all very grateful for what you have done here.

Tooth Fairy: That's why we're letting you leave with a warning.

Danny: A warning?

Jorgen: You've got ten seconds.

Timmy: *Get us out of here, genius!*

Jimmy: (While pressing the button on his watch) Waaagh!

[The team teleports away.]

Jorgen: Yes, what great and not-so-puny heroes they've turned out to be.

LOSERS 101

[The player is one again falling through the wormhole.]

Jimmy: What the heck?

Timmy: Dude, what's wrong?

Jimmy: It's my watch! My signals jammed!

SpongeBob: What does that mean?

Jimmy: It means we're off course! This wormhole isn't taking us to Dimmsdale anymore!

Danny: Then where is it taking us??

Jimmy: I don't know!

Timmy: We're gonna die!

[They all begin screaming as the wormhole grows more unstable and starts shining more intensely.]

I'm thinking either they all get captured one by one and wake up inside the room of confusion having to go through their own trials. Or maybe they travel together when they disappear one by one and realize they're already in the room of confusion. I definitely need to see if I can find a good example similar to this.

I like that second idea about them just slowly disappearing from one another a lot better as they walk into a room altogether and then just disappear. I know what you're at least trying to get at with that. I just can't think of a good example. I might honestly be thinking of scooby doo because I'm sure that's one place I've seen this.

RETURN OF THE BOY GENIUS

[They all fall to the ground of the lab before regaining their composure.]

Danny: That truly was something else.

[Jimmy frantically checks the monitor.]

Jimmy: Where are they...here boy!

[Goddard teleports into the lab.]

SpongeBob: Have you found your friends yet?

Jimmy: No, for some reason, they don't appear to be anywhere on the planet.

Danny: How is that possible?

Jimmy: Oh no. It's because he took them...into space!

Danny: Whoa! I actually love space!

Timmy: Me too!

SpongeBob: I've been up there once, it's pretty empty.

Jimmy: Gentleman, it's not just Calamitous who resides up there, but your arch-nemesis as well. They've been one step ahead of us this entire journey. How about we go turn the tables on those them. Who's with me?

SpongeBob: I am.

Timmy: You can count on me!

Wanda: Me too!

Cosmo: Don't forget about me and Phillip!

Danny: Oh I'm so going up there!

Goddard: (Puts his paw in the middle and says GO TEAM UNION!)

[They all cheer GO TEAM UNION with joy.]

ADVANCED FRIENDSHIP MECHANICS

[The player needs to get some materials from the house for the rocket.]

Jimmy: Mom? Dad? Where are they?

Hugh: Psst! Down here, Jimbo!

Jimmy: Dad?? Why are you hiding in a chest?

Hugh: Well, some big evil space thingy started patrolling the neighborhood looking for you, Jim Jam. Hi. Who are these guys?

Jimmy: They're my...friends.

Hugh: Well I'm glad you're making new friends, Jimmy. Uh, has anyone seen your Mom?

Judy: Hugh, you locked me in the closet, remember?

Hugh: (Stuttering) Well, I, hehe, I gotta go. Coming, Honeybun!

Jimmy: Okay guys, we need some Purple Flurp, for fuel. A TV, for the radar. And finally an alarm clock, for an epic countdown.

Timmy: Say no more, friend.

SpongeBob: We are on the job!

Danny: We've got one more journey ahead of us, Jimmy.

Jimmy: That we do, Danny.

[They get all the items.]

Jimmy: Okay, time for a montage.

[A montage of Jimmy building the rocket with his friends is shown. They finish it.]

Jimmy: She's perfect!

SpongeBob: What's she called?

Jimmy: I call her the USS Reunion.

Danny: Nice.

Timmy: Well what are we waiting for? Let's go save your friends.

SpongeBob: And save the universe!

TO THE MOON AND BACK AGAIN

[They hop into the rocket and the countdown starts.]

SpongeBob: 5!

Timmy: 4!

Danny: 3!

Jimmy: 2!

SpongeBob/Jimmy/Timmy/Danny: 1! Go!

[The rocket fires up and shoots out of a hatch in the roof of the lab. They all begin screaming.]

Jimmy: Hang on!

Danny: It's the only thing I can do!

Timmy: Whoooohooo!

Cosmo/Wanda: Aaaaahhh!

SpongeBob: Iiiiiii'm Readyyyyyyyyy!!!

[The player now has control of the spaceship and has to navigate and shoot flying debris and Calamitous' drone ships as well as flying ghost, Anti-fairies, and flying Plankton robots.]

Jimmy: Hang on, guys! We're getting closer! Don't lose hope now! Stay vigilante! We can do this! Don't give up!

Timmy: We've totally got this! Yeah! The Union is unstoppable! We're coming for you, bad guys! Look out below! We are not losers, we are Kids!
We can always try again!

Danny: Down with the Syndicate! We're going to save. This. Universe! Watch out! Yeah! We're unstoppable! Just keep trying!

SpongeBob: Huzzah! Let's go Union! (Stomps feet) Let's go Union! (Stomps feet)
Not today, space garbage! Go team! You guys are awesome! I love this team! Look out world, here we come! If we fall, we fall as a team!

CASTLE PAIN, YA

[They make it to the space station, which is shaped like a castle on top of a stick.]

Jimmy: No way...

Timmy: Okay, now I'm scared...

Danny: Hopefully they decide to go easy on us...

SpongeBob: Spooky...

[SpongeBob takes a picture with his camera. They all stare at SpongeBob.]

SpongeBob: What?

[They make it to the castle and enter through the gate. In front of them is a giant hole in the floor.]

Jimmy: Careful you don't fall in.

Danny: Yeesh.

[The player walks into a chamber with a sodden bridge over lava filled with obstacles and booby traps.]

Danny: (Yelling) Isn't this overkill?!

Vlad: Glad you agree. Hahaha!

Danny: We just need to inch forward.

SpongeBob: Okay! Don't think about the bridge, made of wood, over lava...

Timmy: Focus, Squarepants! Our whole universe is on the line.

SpongeBob: You're right! WE'RE HERE TO SAVE YOU, UNIVERSE!

UNITE

[The player successfully avoids the traps.]

Jimmy: Hurry, we don't know what could be behind that door!

[They bust open the door and see a tall staircase leading to another door.]

Danny: End of the line.

Timmy: It's now or never.

[After walking up the tall staircase, they make it to the building where the villains are chilling inside. They open the door. It's nothing but a giant empty room. Jimmy's friends are stuck in pods against the back wall.]

Jimmy: Carl! Sheen! You guys okay?

Cindy: (With crossed arms) we're fine too.

Danny: Looks like everyone is safe.

Jimmy: (With a confused expression) Miss Fowl?? What are you doing here?

Miss Fowl: Calamitous never forgave me for failing him. This is all part of his revenge plot. Also there's a giant robot under the floor.

Jimmy: What?

[The robot triumphantly emerges from the ground with the entire Syndicate inside.]

Calamitous: Ah, Jimmy and his teeny tiny friends. Glad to see you could make it to this final intense final showdown for the fate of the universe!

Vlad: Easy there, Professor. Don't hurt yourself.

Calamitous: Thank you. Anyway, do you want to see a giant robot wreck mayhem and destruction on the fabric of reality?

Jimmy: Nooo!

Calamitous: Well too bad! Release the Egg-bots!

[The player is on a platform away from the robot and has to lure it by dropping cargo on it and hitting it with lasers. The enemy fights back by hurling fireballs at the player and releasing goons.]

Timmy: Hit them in their stupid faces!

SpongeBob: Fireballs!

Jimmy: Open Fire!

Danny: Incoming!

[The robot begins falling apart until the only thing left is a giant glob of doom holding all of the villains. The glob transforms into the shape of a giant creature looking to wreak havoc.]

Plankton: You didn't really think we'd go down that easily, did you?

SpongeBob: Well, actually-

Vlad: Oh you were right, Calamitous. These children never stood a chance.

Crocker: I can't wait to squash Turner like a bug. Hehe!

Calamitous: Well, children, it's time for you to meet your doom!

[The player has to both collect and avoid flying rocks and stop the Syndicate from destroying the fabric of reality by shooting projectiles fueled by ghost energy, cosmic energy, magic energy, and the power of managerial love right back at them!]

Calamitous: Ah! Stop it! Noo!

Crocker: Noo! This is too big to fail! I won't let it! Agh!

Plankton: Well this stinks! I can't believe this! Stop it, simpletons! Aagh!

Vlad: Oh Drat! This was all going according to plan! How could it fail so miserably!
No!

[The player hits them with a final blow by riding a comet like a rocket right into the creature.]

Danny: I'm a real life astronaut! Whoo hoo!

Jimmy: Ride 'em cowboy!

SpongeBob: Surf's up!

Timmy: Bonzai!

The Syndicate: Nooo!

EPILOGUE

[A huge explosion occurs followed by a white flash of light. It's time for an epilogue.]

Jimmy: Ahem. So, we did it. We saved the universe from being rewritten by a bunch of old guys and I can safely say: it was neato.

Timmy: Ugh, just say neat.

Cosmo: Can I tell the story? I do a mean impression of a sock puppet!

Wanda: Cosmo, shush.

Cosmo: Shusing.

Danny: Uh, anyway, the Syndicate came back to Amity Park because they were frozen in goop. They'll thaw out eventually.

Jimmy: And when they do, we'll be ready for them.

SpongeBob: Oh yeah! I got a medal! Then Patrick and I went jellyfishing!

Patrick: It was awesome!

SpongeBob: Sandy and I went to the park to practice Karate!

Sandy: Heck yeah we did!

SpongeBob: And Squidward and I went to work!

Squidward: How thrilling.

Timmy: My turn! I can't get into any details, but I went on a date with Trixie Tang...and Tootie...with Vicky as chaperone...

Wanda: A boy always treasures his first cat fight.

Cosmo: Especially if you're the cat!

Goddard: (Barks with glee)

Jimmy: (Laughing while being licked by Goddard) Okay, okay, down boy! I got to present my findings to my class. I got an A.

Cindy: Of course.

Jimmy: But ultimately, the thing that was most surprising to me was all the friends I made along my journey, how many battles were fought, how we just hung out together, and we saved the universe together. Huh. It doesn't even feel weird to say it. WE SAVED THE UNIVERSE!

[Everyone begins cheering. We see everyone getting together for a photoshoot.]

Timmy: It's funny how being wrong makes you feel right, the people you meet, they change you in all sorts of cool ways.

Danny: My gifts, they don't define me, I define them by how I go about using them and who I choose to use them for.

SpongeBob: I'm not taking advantage of all the wonderful things I have in front of me. I'm embracing all the good things that life has to offer.

Jimmy: It's not the world I love. It's the people in it. And I'm going to spend every day showing them again and again...

[Snapshot photograph.]

THE ENDHey so I was taking notes and trying to figure out ideas on a separate google doc and then I was gonna paste em here when I got something that I thought would be somewhat presentable but I'm just gonna start laying out ideas here so please correct me and change em with whatever you think would be good.

Foils is what I'm going for. Calamitous, of course, challenges Jimmy intellectually while the Yolkians challenge his size and numbers. Plankton is a negative force against SpongeBob's positivity. Crocker is a sour adult, but I also want to incorporate Vicky who's idea of fun is bring sorrow to others. And of course Vlad is a mirror version of Danny who's selfish and self-serving.

So i think one of the most important things is probably to layout everyones foil and so for jimmy being intellectually upstaged is going to be a huge challenge for him and I guess something that would bother him the most so if prof. Calamitous can upstage Jimmy intellectually and outwit him at most turns throughout the game

that is a starting point probably. Actually the fact that they get along in a team so well is a great character arc for jimmy to follow because he obviously doesn't know how to work in a group. Especially with people he doesn't like. That was outlined in the beginning and he does work with carl and sheen but they more just kind of sit back and applaud his genius so then Jimmy would have to learn that he isn't needed all the time and he can't do everything by himself and if he tries to do so it would be a bigger failure than others. So maybe a mission could be sliced out to really showing how jimmy crumbles if he works by himself and he can't do it alone

Timmy hates rules and loves to be on the more wild side of things so maybe there could be a section in dimmsdale where timmy has to go in solo to infiltrate crockers propaganda class and then as a consequence of that the player has to watch the propaganda and go through this fake daily routine of something he's not and then maybe at some point he could actually fall under mind control or maybe he can just have enough time to break chester and AJ out and that's a way that the two could be introduced into the story but then somethings still got to be done in order to give you more levels. So maybe he can escape with AJ and Chester but then have to go back to set everyone else free.

So then who would be keeping guard of the kids because we can't do vicky considering she is already in timmy's house but I'm sure she wouldn't mind being a torturer of school children through her own free will. So maybe a mini vicky boss fight? (I don't know about that one i don't like it too much.) Maybe you could just save Chester and then AJ is being used as a child dictator and then you have to fight AJ and the pixies and anti fairies give him powers to do so. That would give Timmy more motivation to save everyone because then by stopping evil AJ all the other kids would be set free as a consequence. And AJ could use his big brain

against Jimmy's and that would make Jimmy feel insecure. And if we are trying to bring out Timmy's strength more he often uses child-like love for what he is passionate about (like comic books and movies ect.) To maneuver his way through battle and he's really strong in that sense but he is also one of the more immature people in the group especially considering Vicky terrorizes him and oppresses him so maybe if there was a mini fight against vicky that could be good for his character arc but that would be hard to work in.

He also gets easily ungrateful because he can wish for whatever he wants and then at the same time the fairy wishes are keeping him tied to childhood. He makes immature wishes for things like super epic robots to fight the enemy. He isn't ready to let go of cosmo and wanda because in a sense they tie him to childhood and stop him from growing up and he allows them to stay around. So one option is he could give up cosmo and wanda for the greater good of the universe. I could see that being really cool if it's executed properly.

With spongebob what is his greatest foil or greatest obstacle? I honestly think that you got it right when you said it would be interesting if spongebob loses confidence in himself to help when he can;t help the group because to spongebob the greatest enemy would probably be the internal group turmoil. (I mean if they all fight with each other then they are all kind of their own enemies) but spongebob would probably be most crushed by that because that is where he gets a lot of his happiness from just helping others. So if he does save them from mind control but then later he has to actually save the group while they are not mind controlled but can't do it then that would be a huge self esteem blow for sure.

So we can watch as the group slowly starts to fall apart but then spongebob would probably be the last person to give up on the group but if spongebob is

pushed so far that he does give up on the group then you'd know that the group trouble is seriously bad. Spongebob is almost never ever broken. So how do you break spongebob the unbreakable?

Well a good insult towards timmy is that without his fairies he would really be nothing. Danny would be lost without his powers for the most part although he would be better off than timmy would. Jimmy defines himself by his intellect so if you take that away then he's a shell of a man. So spongebob is really the only emotionally secure guy on the team that seems to shrug off most things. All things except well losing friends and being a bad friend at that.

So the group can totally go into one other with those kinds of insults for sure. Especially pointing out that without his fairies that were gifted to him that timmy would be nothing. At least jimmy and Danny had to work on their skills to be at the level they are now but all Timmy has to do is sit back and say some words and boom he get's what he wants. He is on most levels the spoiled rich kid because of the fairies and he likes it at that. He also hates his life at home so this does kind of turn into a game and an escape for him.

You can make fun of jimmy all day for only propping himself up by his brain power and the wise man will always beat out the intellectually arrogant guy.

Maybe jimmy could lose his intellect some how or at least get it handicapped by some pixie magic or something and then he'd have to function as the "stupid" kid and learn what that's like. If someones smarter than Jimmy that'll just kill em so really putting him up against AJ and calamitous but making calamitous a bit smarter (or maybe not bc calamitous isn't that kind of villain) but I could see villain AJ being like that mostly because I think they've done it before but then I wouldn't want a repeat of that.

What's the worst thing for danny? A lot of Danny is just he's an awkward teenage boy and there's a lot of moments in the show where he uses his powers to his own selfish advantage (like possessing people for fun) so his problem is selfishness or that's one of them but I feel like Danny's got more that I just can't pin point at the moment. Danny leads a double life which is pretty cool so maybe we could go into how that affects you on a more personal level as well.

Danny is very much afraid of becoming like Vlad or rather Dark Danny, an evil and selfish ruler who enslaved his family. But he's also afraid of disappointing everyone around him. He's afraid of losing control of his life and either becoming evil or losing everything. So he only trusts himself to help everyone.

If I were to do a summary of the story, I'd want it to be this: Jimmy is collecting slime to power his new machine: the universe portal machine. He wants to build a device that lets him travel to different universes to share his intellect and communicate with like-minded geniuses. Little does he know, Calamitous is scheming to steal the plans to his new invention. He gets paired with Cindy, much to his dismay, and refuses to work with her. Cindy arrives at his lab, only to speak to him through Goddard. After a few days, Calamitous shows up at the Candy Bar in a giant gorilla suit to fight Jimmy. Jimmy, of course, defeats him. But to Jimmy's surprise, the Yolkians have arrived and begin taking charge. Jimmy was duped by Calamitous and overcome by King Goobot, so as he sits foolishly in a tractor beam, the Yolkians blast him and Goddard into a portal machine they made themselves.

They land at the door of Walker's prison and are quickly taken into a cell. After figuring out that they have no clue where they are, they're taken to lunch. There they meet three strangers: SpongeBob, Timmy, and Danny. They explain how they were all shot out of a portal and dragged into prison after fighting if they're

arch nemesis. They come up with a plan to escape the prison, but it requires starting a riot, sneaking into an office, and taking down Walker. After being Walker down a level, the group escape the prison and soon realize that the fate of the universe rests in their hands.

They arrive at Amity Park only to find it overrun with ghosts, covered in ghost energy, and littered with banners with Vlad's face on it. The group has to stop all the ghosts, clean up the town, and take down Vlad. After finding Vlad and defeating him, they soon find out that he and the newly formed syndicate have a master plan in place. The group goes through Vlad's portal in order to enter Bikini Bottom.

Bikini Bottom is surrounded by tanks, planes, and evil robots. Plankton is in the middle of capturing all of SpongeBob's friends. The group must release all the captured Jellyfish, liberate Bikini Bottom, and defeat Plankton. The group confront him, tell him to stop torturing SpongeBob's friends, and destroy his robot army. They use the portal that was given to Plankton to leave Bikini Bottom.

After stepping through the portal, the wormhole between dimensions begins reacting violently and the group is thrown into an unfamiliar world. The tension rises as they try to figure out what to do, but they instead split apart, determined that they don't need each other to save the universe. They discover that they're inside of Calamitous mountain lair in his room of confusion and they figure it's a prime opportunity to figure out what their plan is. King Goobot is there with Beautiful Gorgeous while speaking with the other villains on separate screens. After doing some damage and stealing the plans to their doomsday machine, the group escapes to Dimmsdale.

Dimmsdale is occupied by bad luck, boring activities, and the face of a teacher even a mother couldn't love. Crocker has kidnapped the children and

brought them inside the Dimmadome in order to be re-educated while the adults are brainwashed into thinking that Crocker is great. The player needs to liberate the Dimmadome, take back Fairy World, and defeat Crocker. After Danny takes over Jorgen Von Strangle's body and defeats Crocker, he exclaims that it's too late to stop the plans of the Syndicate.

The group, now calling themselves the Union, have arrived at Jimmy's lab. Retroville is overrun with Volkians, unfinished statues of Calamitous' head, and evil robot monkeys who steal items and punch/kick people. The group needs to get rid of the villains, restore the town, and get to Calamitous' secret base on the moon. After finding and defeating the giant Ape blocking the Supply of slime in Retroland, the heroes build the rocket needed in order to reach the secret base on the moon.

After landing on the moon, the heroes find that they'll have to fight every type of enemy they've fought at that point in order to reach the base on the other side of the moon. After defeating all the enemies and platforming across the moon, the Union makes it to the Syndicate's main stairwell. As they climb up the stairs, the world begins shifting into another dimension as the Doomsday device begins reforming the universe. The heroes begin platforming and fighting their way to the Syndicate. They make it to the device, but it's counting down. The Syndicate is in a blimp attempting to fly away, but the Union has to shoot down the blimp to force them into the ground. As the Syndicate falls towards the ground, the blimp slips away and reveals a giant robot formed of a tank turret, a giant fairy star, a janky robot gorilla with a Volkian stomach base, and a ghost energy aura. In order to fight the beast, the heroes must individually climb the robot to take out each separate energy source while avoiding the goons on the ground. After finally sending the robot into the recesses of space and letting it freeze, the Union has

remembered that the Doomsday device is still counting down. Everyone is freaking out and wondering what to do while SpongeBob unplugs the machine at the last minute.

Three days later, Jimmy is doing a report in class with Cindy by his side and the Universe Portal Machine on the other side. Jimmy recounts how growing up requires letting go and friendship comes along with it. He tells of how the Universe rests not in the hands of the many, but the few. He gives a warm look to the class while remembering the friends he made along the way. In a flashback inside Jimmy's lab, the Union take a picture together in front of the portal machine with all of their new friends.

So this is where you want to change up the story from what you've got so far then? Because I think in general those first 2 sections are really solid and then if we wanna add in an extra bikini bottom level that would be good.

Absolutely. I believe each level should be at least two out of three things: Fun, story relevant, and engaging. I think Bikini Bottom should be based on some of the old SpongeBob games which involves having mini-games, racing, puzzle platforming, and rhythm sections

Retroville can be a kind of open world where Jimmy creates new items from objects he finds, he helps people around town by getting certain items and tasks done, and flying around in his rocket fighting bad guys

Dimmsdale should be a huge playground for Timmy to wish up something silly and fun for him to fight and move around in, usually transforming his appearance. He should also have tougher enemies to show how weak and helpless he feels without his fairies. But the enemies should also be kind of boring like an evil textbook or floating clock or something like that, I haven't figured it out yet.

And last but not least, Danny. He should have great power, but a multitude of enemies who overwhelm him unless he gets help from others. His world feels kind of claustrophobic and he sometimes feels above it all. But the town is bigger than he thinks it is. He needs to trust in the town and not in himself in order to help save it.

Calamitous lair, despite being in a frosty mountain, is kind of like Syndrome's lair from the Incredibles since it has lava pits and giant head carvings of Calamitous everywhere. He keeps all of his unfinished inventions in an abandoned storage closet, but his really strong inventions he keeps by his room to remind himself of how smart he is. Of course, he hardly acknowledges the help of the alien Yolkians who provided the numbers and the means to defeat their greatest foe, Jimmy Neutron.

The Chum Bucket is a symbol of Plankton's pride and failure all wrapped in a restaurant/laboratory. He got confident and added two floors to his failing restaurant to show how big and tough he is compared to Mr. Krabs and everyone else in Bikini Bottom. He's above everyone and would rather make foes, not enemies.

Crocker is believed to be a crazed old teacher with fairies on the brain. He wants to rid the world of doubters and prove that he knows all and anyone who questions him will be punished. He begrudgingly commissions Vicky to help in his quest for he too enjoys the melancholy sadness of the innocent. He also acquired the services of Anti-Cosmo and HP in order to rid the world of fun and stop any and all fairies from stopping his plan. Hence, fairies now have to use back up magic just to keep up.

And Vlad of course has a monument to his glory in the shape of his castle. He aspires to prove Jack an imbecile while also taking everything from him, only being

stopped by Jack's son Danny. He will use the power of the ghost zone in order to bring the citizens of Amity Park and the world to his knees. He will stop at nothing to make himself ruler of the universe.

Hey so two random ideas for Danny and so one is what if there was a section of the game where he gets trapped in a phenton thermus and I forgot the other one it was at the tip of my tongue.

Anyway ok i'll keep all of that in mind. You've clearly thought about the locations way more than I would have ever considered them but I'll keep that in mind for sure and then that was good to get a recap because I had forgotten so much of the shows themselves so thank you for that.

No problem.

Jimmy's special ability is inventing new objects by finding random items and either creating a gadget or a gizmo, one a melee/ranged weapon that has certain status effects (like Breath of the Wild) and one cosmetic. Goddard is Jimmy's ultimate invention and can turn into a scooter, a po-go stick, or a magnet.

SpongeBob can absorb water in order to increase or decrease in size in order to fit into small areas or break certain objects. He can also climb any wall and fit into any area he wants to.

Since Cosmo and Wanda are on backup power, Timmy must collect wish stars to make new wishes which transform him or supply him with a magical object that can increase his speed, make him fly, or disguise him as a goon. Once full power is restored, he can now make wishes from the radial menu.

Danny can of course go invisible, intangible, and fly as well as shoot ghost energy from his hands. He can also overshadow enemies and allies in order to take control of them.

Ok awesome. Knowing the power system more clearly should be super helpful to me.

So also would this be like a they go through their rooms and then finally they reach a certain point of growth like maybe they have to reach this shiny glowing object at the end and grab it and then individually they are spit out of the room of confusion.

It could be something like that

Ok let's keep toying with ideas on that cuz i don't really like that one.

Room of Confusion Ideas:

Danny:

- 1: Fights dark danny/vlad illusions
2. Poses someone (great idea i know) OR possessed by someone??
3. A mythical flash to the end of the game and watches himself and the team get pummeled by the syndicate

4. Gets his powers taken away as he is in the room of confusion
5. Split into two kinda like the dream catcher episode and except severs the hellish personality within him and then that danny sucks the other danny into the phenton thermus and then danny can travel through the room of confusion
6. A little section where danny can watch Calamitous hold sam captive maybe kill her maybe not - So then imaginary fight with Calamitous but then obviously he's the winner. So maybe the player can take him to like 1hp and then calamitous offs sam and then danny transfers to another part of the room
7. Maybe you can walk through amity park after it's in ruins and destroyed by the syndicate and then you go down the street to your house and look for you're family and there's some ominous music going. You can't find them but then you can watch these little hologram like flashbacks of how Jazz and Jack and Maddie all get captured by the ghosts and then Maybe watch Vlad try to marry maddie or something
8. And so then maybe because danny sees this and he's becomes angry at himself for pushing off his responsibility and he sees a glimpse of dark danny
- 9.
10. If we can combine 5, 6, and 7, we could have a really interesting scenario for Danny

Timmy

1. Losing cosmo and wanda #1 fear. So maybe he can't use cosmo and wanda in this scenario at all and he has to function without them and then the whole goal of his level can be to save cosmo and wanda I like this one, of course the gameplay will need to be fleshed out for Timmy

yea yea for sure that's definitely gonna be the toughest part. So if dimmsdale is supposed to be a playground for Jimmy then would it be possible for you to construct the game mechanics in his room of confusion sluggish and constraining and well prison like I guess. That might be something we can start with.

2. Timmy trapped with vicky without his fairies is kind of an option (maybe)

3. Something with the secret wish?

4. Man I'm having a tuff time thinking stuff up. Well what would timmy's life be like without the fairies maybe we could explore that and idk if you could implement a combat system that he can use without his fairies just for this section but that seems like it would be very complicated

5. Timmy definitely has the most flexibility in the scale to which his powers can be used but he also is constrained by keeping a good relationship with cosmo and wanda who can keep him in check. Unlike danny cause danny for example can just use his powers whenever he wants so he can go off the deep end way easier.

6.

7.

8.

9.

10.

The timmy value hierarchy goes

Timmys own selfish intentions but those are tied in with cosmo and wanda

Wanda Cosmo

Aj Chester

His parents maybe but not by much

Spongebob

1. Spongebob sees the doors to the krusty krab and then he walks in and plankton owns it and maybe he's controlling everyone with chum bucket hats

2. Spongebob can't see himself becoming plankton or on that level that's too far for my boy. Maybe a shift towards the evil for him while he's in the room. Maybe ideas of torture for others or self harm or something but it can't be that extreme cause spongebob isn't like that.

3. Maybe since spongebob is the friendship guy he can watch how everyone in the group is going to crumble individually and then for a cherry on top he gets to watch his own world crumble

4. So then maybe spongebob's thing is that he has to play through getting everyone back together in his own room of confusion and he individually goes to talk to everyone and maybe play through something that would resemble that reunion for each character. So like a reunion simulation and then he actually has to execute it for real once he is out of his room.

5.

6.

7.

8.

9.

10. Honestly, all four of these ideas are perfect. I'm definitely thinking each character's mini quest has three parts that eventually converge into one place

So would they all converge in this final place and then maybe there is a little bit of tension once they are all there but spongebob can first dive in and slowly help pull everyone together. Because I wouldn't want them to get up and make along like immediately after they leave the room. I think there should still be some tension in retroville but by the time they fly into space then they can finally tolerate each other better than they ever thought and they can work really well together.

Jimmy - ideas for jimmy are tough

Jimmy value hierarchy?

Smarts

His inventions might even be ontop of Carl and Sheen

Carl Sheen/Gottard (I can't decide)

1. Loses smarts?

2. Loses gottard - gottard would be interesting especially if we bring him more to the forefront of the game

5. So he can see Carl and Sheen disappear. Sees Cindy disappear at some point and he should kinda regret that cause they were project partners and he just ignored her completely

6. We should try to make some good calamitous parallels but I just can't think of anything so that's annoying. Calamitous honestly isn't that evil of a guy Vlad is probably the worst one in the group in terms of character complexity and acting out evil deeds and having a reason to be evil. Next I would say planktons the

most evil but he's mostly one dimensional. So if we can show Jimmy using his intellect for far worse than Calamitous ever would well that should hopefully scare timmy

7. Oh you know what was a good episode? When sheen get's like crazy wrinkle brain and just terrorizes retroville? That episode really scared me cause I wasn't expecting that from sheen and he's a go lucky joking kinda guy so if we can hit that kind of creepy vibe with this that would be good.

8.

9.

10. He should definitely lose Goddard, I also think he should see everyone in his life being taken away and learn to appreciate his life before it's all gone

To build off of your point Jimmy is at fault here the most. More than anyone else. If there is anyone who needs to learn the biggest lesson her it's jimmy for sure.

Also I just realized, the room of confusion should happen after Fairy World. I'm not sure what to put in the middle or to leave it as is. I'm also thinking all of their friends show up at the final battle to help them, but it's just a thought. I also believe that each character should have a devastating reaction to something happening that goes opposite to their character, but only when it's absolutely earned. SpongeBob goes sad. Jimmy feels stupid. Timmy takes things seriously. And Danny feels completely helpless.

Yea I think that a great idea. Maybe at first jimmy can feel stupid in the beginning and then take offense if someone points it out but then later towards the end something along those lines of jimmy does something stupid comes up again but he has a much more mature reaction to it. Obviously it wouldn't have to be shown so outrightly and so flatly but I think that in general if we did that it would

be a good way to measure character growth. And then if we can go along those lines but for each character that would be even better.

Totally, for sure. We at least have a good foundation to work off of and edit.

I'm glad we've got some good ideas down.

I don't know why, but I'm inspired by the movie Holes. I like how everyone starts off unlucky, but all the stories converge into an incredible resolution. Just a great inspiration for me.

Story definitely needs a strong subplot to challenge the characters. And Timmy should definitely reveal that he's been slowing down progress to avoid going home.

I really like that timmy idea. That would be good. And I've never seen holes but I do like the concept of "everyone starts off unlucky" Most people do anyway so that would be really interesting.

So how would timmy be slowing progress then? Because I would say cosmo and wanda but they are low on magic. MAYBE he can sabotage jimmys watch and then when it malfunctions and sends them into calamotouses lair then the blame is more on him. And then maybe there can be other little glitches in Jimmys watch for example. that would be cool. But then There would need to be like other smaller moments of interruption sprinkled throughout the game just not seeming super big until that point.

And also unlucky how? Like how would they start off? Maybe Jimmy get's his watch taken away in the room of confusion and then he has to find it (sorry I'm going all over the place with ideas)

For the most part everyone seems to be starting off pretty unlucky. Timmy probably has it the worst considering cosmo and wanda don't have their powers but then everyone else they get displaced from home which is pretty bad for all of them but they still have their safety nets with them I guess (Jimmy still has goddard and danny has his powers and spongebob has... well himself)

Where else would Timmy sabotage the group or slow them down I guess.

The sabotage can be from selfishness or maybe just accidental since Timmy isn't thinking about consequences. Jimmy and Timmy are polar opposites so they'll argue a lot. SpongeBob wants to keep everyone together. Danny just wants everything to be normal. I'm thinking Timmy breaks the watch on accident and Jimmy tries to shift blame, but Danny remembers that Jimmy built the device in the first place.

Well what do you mean Jimmy shifts blame. Like he neglects the fact that he broke a poorly made watch? I think it would be better if Timmy does it on purpose or at least some things on purpose. It would definitely make it more interesting from a character interaction perspective if Timmy is purposefully breaking things but I see what you mean with the it's also Jimmy's fault. That could get them at one another's necks a bit easier. But I still think having timmy consciously do that or stuff along those lines would be better one because it would be more interesting but it fights along the lines of his character to purposefully do that for the sake of remaining on an adventure

Yeah, you're right. Timmy needs to act selfishly and it needs to be revealed that he's been sabotaging the mission. I also think Danny should be dismissive of the other characters. The characters should have their flaws in full display, but

they slowly open up and start acting kinder towards each other, then at the end they truly become friends.

Oh, maybe at the end of each level, the villains grab a couple of the group's friends, they end up in the room of confusion, and they help in the final battle against the Syndicate. They can distract them and help take out enemies.

Also, maybe they try to take Danny's powers forcefully like capture him in a machine or something.

Ohhhh I like that idea. We should try to see how that one could work with the dannels getting his powers taken away.

So I had a really strange dream last night and some of it might maybe could help with this so here it is. It's really dark. I remember checking a chair in the kitchen with blankets to see where the dead teacher is and he's not in the house and I remember thinking that this is some serious conspiracy cover up. Something is so wrong here. He was killed by someone. As soon as I started to catch on I heard a voice and it probably said something along the lines of OH NO NO. And I think I'm about to continue investigating this murder. My legs are grabbed by two hands that come out of the floor and then I'm dragged through the floor. I go to an underground room to see this glowing ball with green fire light emanating off of it and I'm thinking where is the teacher? It might be the flying dutchman or vald or a ghost character I've never seen before because this part gets blurry but he explains to me how they or maybe he killed Mr. Krabs in this glowing light of green fire where this white ball is and it seems kind of mushy. The ball has the appearance maybe more of wax that hasn't melted yet but could probably be squished by the hand. I guess Mr. Krabs was my teacher and so then the ghost thing tells me that he was going to do it with me next and he had already tried 3

times but it hasn't worked so far. Then 3 Lifeless figures of Danny appear that are sprawled out on the ground rung around this ball. They all seem to be dead and then He says something like we will get it this time. (I guess I'm danny in this dream now) Then the wax ball cracks and a skull pours out of the chiseled cracked ball and in my dream it was assumed that the skull was Mr. Krabs's skull. That was my dream. It was so odd but I thought it was kinda cool especially if it could help give you ideas.

Solid room of Confusion Ideas. The room of confusion happens after fairy world and that would make sense too because if Timmy is sabotaging the watch for example then Fairy World wouldn't be a bad spot to do it.:

Also going over the best times to give them their most opposite character reactions to a situation.

Timmy might start to take life a little seriously once he comes to terms with what it would be like without Cosmo and Wanda. Then when he starts to take things seriously maybe only then could he find them and get them back.

Timmy : Loses cosmo and Wanda and then structuring gameplay and fleshing out that idea around that. His goal is to get them back.

Spongebob would be at his saddest when the group is torn apart. He probably cares less for how he feels and more for how others feel.

Spongebob: Watches visions of how the group individually tears themselves apart as they are alone. Watches as bikini bottom comes crumbling down and then watches himself begin to tilt towards evil. Plays out a simulation of trying to bring the relationships within everyone in the group back together and then maybe he can play within himself and try to fix himself?

Danny would be at his most helpless when he gets captured and loses his powers. I'm not sure when you would want him to get captured but I still really like that Idea.

Danny: So Danny is split into two and vacuumed into the phantom thermos by an evil shadowy version of himself. He can watch sam be captured by calamitous (now i'm thinking it could also be vlad) He has a little fight with calamitous or vlad and then if he knocks him down to 1 hp Calamitous or vlad suddenly make Sam appear out of nowhere and just blast her in the face or stab her or something(maybe we can make it kid friendly idk how friendly you'd want it). Then Danny can walk around amity park and watch the crumbling of the town and watch Vlad capture Jack and Maddie and Jazz from within his own house. I'm not sure how we could end this one to make it satisfying that Danny escapes the room of confusion.

Jimmy: I really can't think of what to do for Jimmy. You said we could make all of his friends and family disappear in front of him. Maybe he can watch as all his inventions are used for world domination which again is what's already happening to begin with in the story so here might be a good spot to really let Jimmy feel the guilt and the weight of that responsibility. I'm not sure how we could end his either. At least for jimmy and spongebob we've got an idea of how we can do that. I just can't think of a very triumphant moment to give jimmy or Danny so that they can come out of the room of confusion like better people. I wouldn't want them to all realize how great friends they are with the team because even though that's important spongebob is kinda already doing that in his room and we will see all the characters realize that they need each other outside of the room of confusion after spending more time together defeating enemies. So I'm just trying to think of a good personal transformation for jimmy and also Danny at that. Maybe he can

accept that sometimes he's wrong but that seems pretty cliché but at least it's a start.

I'm thinking Danny saves Sam by letting go of fear and fighting a shadowy version of Vlad head on and eventually knocking him out. Every time Vlad hits him, he gains some of his power back. Then maybe he's the one to find SpongeBob. Jimmy could be climbing a tower of his inventions and is teetering at the top, ready to fall. But he's grabbed by what at first looks like Carl, Sheen, Cindy, and Libby. But it turns out to be Goddard, Danny, Timmy, and SpongeBob. Goddard might have been thrown in and he stays inside because he misses Jimmy and is surrounded by a "fake" version of him that continues to taunt him.

Also, the reason Danny could've lost his powers is because he was hit by a ray Plankton made at the last minute so now he's slowly losing all of his powers.

I like that idea the ray idea. Can you elaborate on the goddard thing cause it's kind of confusing me.

Sure, he's probably captured right before Danny is hit because he was trying to grab him back. So now Goddard is missing and Danny is losing his powers.

So would goddard also be in the room of confusion or this is just a simmy illusion kind of thing. Because I think it would be better if they actually have to rescue goddard once out of the room of confusion and since he is supposed to be in calamitous lair I think that could work.

Yeah, you're right. Goddard should just be captured and sitting inside of something like a containment unit.

And then so danny would be fighting this illusion of vlad to get sam. Well would it be real sam or fake sam? I like the idea of them capturing their friends but I don't think it should be too many and then with your idea about how they can all help out at the end I just wouldn't want it to get too clustered at the end and if we don't show them being captured or hint at it or something and then all of a sudden all of their friends are captured I'm worried it could get annoying isn't the right word but I wouldn't want it to seem excessive or out of place is what I'm getting at. I hope that made sense.

Oh I understand, that's why I was kind of throwing around the idea that at the end of each level, a couple of their friends were maybe captured by goons, brought to the main villain, then sent through the portal with them. Maybe they're all put into a separate room together. Actually, they could all end up on Pupanunu Village together and have to coordinate together with the locals and Tak in order to find a way out. Maybe they also figure out where the heroes are and place a portal where needed in order to help out.

I don't know what this island is but I like that idea a lot better. The side characters can still help but they don't fill the role of a main character in doing that and they don't have anything better to do. So then Cindy and Carl and Sheen can run that project and then direct everybody else on what to do. That's a way better idea I'm a huge fan of that one. Plus then they would need to summon the heroes to save them from everything. That's such a good idea dude. And they have their own motives to get off the island so maybe we can put Cindy Sheen Carl Libby

on the island. Also I think if we are going to put them on the island we should show a little cutscene before hand of them trying to sabotage calamitous and then they are captured. Because if he captures them just to capture them I feel like that wouldn't be as good and since we are already taking some of the characters hostage in the beginning of the game (like how jazz, maddie and jack, and squidward sandy and patrick are going to be taken hostage) I just wouldn't want to over do it.

So maybe Cindy and Libby can try to take down a calamitous thing and then at the same time Carl and Sheen can try to do that and then they get in each others way and then all 4 of them are thrust onto this island. And then we can do the same thing with Jazz and then maybe with patrick as well. And then with AJ and Chester after the player breaks them free from their torment. And then we can set it up so that each side character is at least instructed to do something on the island so they aren't a waste of space. We don't have to play through it but to just point it out.

And then maybe Calamitous can point to the fact that he has everyone hostage after you take them out at the space station and then he can use that as like a final collateral and then maybe like a final final showdown at the island or maybe just a rescue mission or maybe they could have already escaped the island by the end of the game and calamitous doesn't even realize it yet.

Yeah yeah, I'm liking this. I'm thinking maybe instead of Jazz it would be Sam and Tucker, but I'm not sure how yet. Now I'm thinking they maybe go in to shut down the portal but get sucked in by accident. If it all were to be playable, it have to be short missions to gain supplies, get across an area, or just fight off some huge enemies. I'm kind of thinking like the MJ and Miles segments in

Spider-Man PS4 but a lot more engaging. And in each section, new people fall onto the island. The goal is to help them, get supplies, and try to get their way off the island. Still fleshing out the gameplay.

Yea yea same and tucker for sure dude. Yea if we were to make it playable I just wouldn't want it to be boring because I could see that getting very boring very quickly so it might just be better to leave it unplayable but I'm not sure what the best thing to do is.

What if in the room of confusion they all go through their separate sections and then they all end up in one room at the end (assuming that everyone does their thing at the same time) and then that can be like a final test for the group. But I would still want to test their teamwork and their faith in one another even outside of the room of confusion so I don't know about that one.

I'm thinking that they're either inside of a black room or a room with a strange pattern. Jimmy would be jumping on boxes of his old inventions and each box disappears after he jumps on them. He makes it to the top, but only sees a glowing light at the bottom and one box under his feet. He's trapped at the top with no one to help him so if he lifts himself up, it's to the bottom he goes.

SpongeBob passes by bubble versions of all his friends that end up growing and eventually chasing SpongeBob. He runs and jumps on what look like platforms from Jellyfish Fields. He hops on some giant Jellyfish and flies off on one, but

then giant bubble versions of the team show up and burst his giant inflatable Jellyfish which leads to him falling towards the ground.

Timmy is in a shooting gallery with a magic wand, hitting cardboard cutouts with Vicky, Crocker, and Francis' faces on them. But suddenly cutouts of his parents, Cosmo, Wanda, Chester, AJ, and even Tootie appear. If he hits one, he loses health. He decides to run towards a big funhouse, but it leads into a long inflatable hallway, at the end is a light and what looks to be a 100ft drop to the ground. Timmy escapes his responsibility and jumps.

Gotcha so they are all running from their fears I like it. Well kind of Timmy the most I guess but no even spongebob is.

Danny is of course losing his powers. He walks along a long and distorted curved hallway with flooring similar to the Fenton lab. At the end of the curved hall is the Fenton Portal. After walking through, Danny is swarmed by ghost he cannot beat. As soon as the player's health hits 1, Vlad comes flying down and shows Danny's friends and family are chained to a Boiler from the Nasty Burger that's set to blow up. Danny's only chance is by defeating Vlad, but he has no chance. Danny tried to get up, but is too weak. He sees a glowing light under him and allows himself to fall off the platform towards the light.

All four of them are falling towards the light and end up knocking heads. They get up and notice they can't touch the light alone, only when they all have their hands together. (I really like this too. We can have another dialogue scene where they fight blah blah and then maybe through a button sequence or just individually moving all the characters to specific spots then they'll grab hands.) As soon as they touch the glowing orb, it turns into a slime ball and explodes. It heals

Danny and restores his power, it creates a device for Jimmy that allows him to suspend objects in a beam in midair and either throw them or stop their momentum. Also would he get his watch back? Or are we going to have to make the player do something? Or will the player even need the watch at this point?

(I'm thinking since they're already there that they steal some slime, steal the doomsday plans, and jump through a spare portal). Ok I'm down with that. I think it's cool that they can't rely on Jimmy's watch anymore. Raises the stakes and makes the player do more overall.

Timmy gets X-Ray glasses that let him see where he can use magic to power his wand (I guess because it's back up magic, Cosmo and Wanda have to siphon some off of specific energy sources. In the original Fairly OddParents games, they had to collect running wish stars so maybe it can be like that, I haven't worked it out yet). SpongeBob gets his work hat and Spatula and begins serving out patties to bad guys. They might fight a fake Vlad, Crocker, Plankton, and Calamitous, but they disappear after one hit and return again. After Danny saves his folks, Jimmy moves the box staircase into a bridge, Timmy turns all his friends and Family back to normal, and SpongeBob stands at the top of a Jellyfishing hill serving Krabby Patties to a captive audience, finally the room begins to crack open with light pouring inside and showing them a way out. They take their upgrades and run outside where they eventually find Goddard.

Ok I really like these concept ideas and transitions. It's all very dream like and it fits so well with the theme especially the falling and the cracking open of light and then they reemerge as new beings. It's great.

So it's only in their union with one another do they learn that they can conquer the world or at least take on what the world throws at them.

I still think there should be a section where they do something noteworthy on their own and then they all converge together.

I totally agree. Maybe there should be some kind of mini open world section where the characters talk to someone like Gary or Bolbi or something and they give them a single task before sending them off towards the light. I'm kind of thinking of the astral plane from Black Panther for inspiration.

I had to look up the astral plane I haven't seen black panther but I really like that ominous vibe and aesthetic. A realm of mystery mixed with a familiar face. Wait what do you mean sending them off to the light? Because I imagine the task would happen before they all come together with one another because I feel like there has to be some individual personal growth before they are ready to come back together and hold hands with one another and recognize how badly they need each other.

So I was imagining it like everyone has their intro sequence of these awful terrible things happening and then you can wander your way through those and then after that you would be transported to your solo quest and then after that they all kind of fall together.

So I'm not sure what you think of that but I'm still not really clear on how you were picturing it or if it was along those lines.

That does clear a lot of stuff up. (yeah that's how I was picturing it would go with the individual levels) What if the individual missions take place inside of each

of their worlds. I'm also thinking of the tutorial from Kingdom Hearts 1 for inspiration.

Sorry there are some many things that you are using for inspiration that I haven't played or watched. I'll look it up though.

It ain't no problem.

Ok I just saw the first two minutes. So you are in this weird black void and then the player would see a friend manifest and then talk to them? Are you thinking along those lines? Ok I'm really digging the kingdom hearts vibe especially for what we are aiming at.

I'm still trying to figure out how to fit this task in because I would want the player to go through the task but then still realize that he isn't enough without the others. So like a mini kind of accomplishment or maybe not mini but a valuable lesson learned but not fully learned and then the final lesson is to act out the fact that you trust everyone around you so you grab their hand and form an unbreaking chain of trust. I guess I'm aiming for growth individually but not fully transformed as individuals until the trust is placed in the group and I think both is needed. Because No mans an Island as they say but if you only rely on other people that won't be very good as well. So If we can show that they walk this line of individuality but group trust that's wait I think would be best. I think that's what I've been trying to get across in terms of like figuring out what to do with the room of confusion and if we can show that more than visuals then the better but this is still very abstract so we'll see how it goes but let me know you're thoughts for that. How were you thinking the room of confusion would be laid out before I said how i thought it would be?

Yeah, that's what I'm going for. I'd hate to make you do more than you are already, but there's a long form video analysis on Sly Cooper 2 which probably has one of my favorite video game narratives I've ever seen. It's a little over an hour, but it does have some great ideas in there. I can send a link if you're interested because I don't think many games outside of AAA titles put as much thought into a story as that game did. I don't know if this is quite helpful, but it may help with fixing more problems and the game does gel really well with its gameplay segments. I don't know, what do you think?

I'm trying to say that the video I'm talking about gets across the style of gameplay better than I am right now and you have to see it to know what's up. It's a great video, I promise.

I'd be down to watch it but if it's about an hour it might take me today and tomorrow to finish. Dude I feel like I haven't done enough for you I've barely actually written a script and I really think I've got to do a better job of trying to make this a great game or at least as good as I can make it from where I'm at with writing. So I'll look at it for sure. The art style for it looks sick though.

Yeah I'm ;probably gonna need two days to get through the video. It's getting late by me now so I can only do a little tonight probably I might not even be able to tonight but I can start tomorrow for sure.

I want to give you a script that I can be proud of personally though and with a lot of the ideas I've been tossing out I'm not feeling particularly confident in them I'm just trying to sift through all the not so good Ideas I've got until I can really get something that can stand as a good concept for 10 or 20 years. Maybe it's too ambitious but I'm really latching onto the idea now that if we make

something truly good like really outstanding it will do well. The internet tends to do that to indie projects it's so strange but it's awesome. I usually like watching game review stuff anyway so it shouldn't be too bad.

I'm gonna call it a night from me but thanks for bouncing all of these ideas back and forth with me.

Thank you. Take your time on the video and I love having you on the project, you're helping me out a lot and I couldn't do it all without you so thanks. See ya tomorrow!

Aww that's awesome to hear. I don't feel like I've been too helpful but I'm glad I can speed it up for you and help out. Thanks again for letting me on man this has been a great experience so far on like multiple levels and you've been super helpful in taking a look at my ideas and giving me feedback on them. I've never gotten that opportunity to even get this kind of feedback so it's been very helpful to my learning as well.

Yeah I'll see you ("see you") I guess. Tomorrow

Ok I got through the video. I really like the character interplay and the open world design that they have going on. When he was talking about the villains it made me realize that we don't have a lot of Villain interplay as one thing so that's something that we can work on for sure and I really liked what they did with the turtle dude and how they forced you to play as him to save the other characters so I'm not sure if we could do something similar but I'm just pointing out that I really liked that. It makes me want to look over the character dialogue as well to make it that kind of good intercharacter connections.

So far I've just looked over the beginning scene with carl and sheen and jimmy but that was good so I'm thinking more in terms of in the group and then just making the villains play off of each other more is something I really think we are missing.

I think you're right, we definitely need more villain banter. We need to feel their presence across the game. And the banter between the heroes should feel more natural and playful

I absolutely love this dialogue, it totally fits the characters! Quick question: have you looked at the concept art for the game?

Yeah sorry about the late response. I really liked some of the stuff I saw for the concept art. I was gonna say I might be able to help you out with that as well since I'm trying to learn 2d animation now

Oh that'd be awesome. Did you see some of the SpongeBob art?

I'm sure I did I just can't remember. You had mermaid man headshots at different angles right? And I think there was something for Jellyfish Fields as well.

I can go look again now

I just wanted to know your opinion on the SpongeBob character designs. There's more concept art on the Game Jolt page.

Are you talking about the photo I put down below? I didn't realize that you were going to model the characters after that design I thought that was just a og character concept of a realistic spongebob jimmy danny and timmy that you had put up on the page.

I was picturing that you would make the models cartoonish like the show so anyway here were my initial thoughts. From what I know about anatomy and proportions from a character design perspective it's good I don't wanna say it's bad because it's not bad it's just so out of the box I'm not sure how that design would be received .

I think the best of the 4 designs you have going along those lines is timmy. It's in the realm of cartoonish but not

Oh I didn't know that. I'm gonna have to look that up as well. Oh ok I see so with the clothing designs and all it's from the musical got it.

Oh no that's unfortunate about the impressions. Ok because I always get weirded out when cartoon characters are brought into the realm of realism so I think that's why it puts me off but I see what you mean about modeling too because then you really have to break the realms of like normal human proportions. Right I see that.

Well this is more just a personal opinion but I just get weirded out with more realistic looking portrayals of cartoon designs. Another thing is if you are

going for this style (I forgot what the uncanny valley is exactly but that's what I'm having in mind.

Ok I like that concept of disney infinity. I think the best drawing you had was timmy it had it's own style but still had a more cartoonish element to it that worked well in terms of blending in with the more cartoony style of the world.

Sorry that's not that helpful and like I said this is my opinion as well and subjective and all that so sorry go ahead.f

Yeah send it to me.

I like the idea of not wanting to rip the og designs I;m totally for that but I can't really verbalize what I think needs to be changed about the designs that you've got so far. It might be the human faces for me that just put me off but like I said if you wanna go for this style then I'm behind that I'd be worried about 1 the hyper realism and well yea that's the main worry but then also I cant really imagine how this would work with characters like plankton but if you've got ideas lay em out. I know I just criticized you on this and all so I don't want to make you feel like you need to retreat or anything. I'm hoping that wasn't to harsh but anyway sorry go ahead.

Yeah send em. Spiderverse designs I really liked as well

No worries. I've got a lot of ideas. I might need to send a bit of info your way, but it will all help out in the end and I think you'll definitely enjoy watching some of the videos I'm sending your way. Thanks for the feedback. Hyper realism isn't my thing so to make it stylish as possible should work. I'm also inspired by Spider-verse designs as well. But let me send you some useful items.

I can look at it on monday It's midnight by me so I'm gonna go to bed now but with the designs yea it just wouldn't feel like it's a nick game which is kinda what we're going for but it would feel more like separate franchise and I guess it's just strange to me seeing cartoon characters in more human form but not to rub salt in I just want to try and better organize my reasons for why I'm saying what I'm saying.

Thanks for being so open to criticism I really appreciate that.

Yea thank you too. I started watching the pizza delivery video the acting in it was not that great it's making me laugh thinking about it now but I still love when people do that it's so awesome that they want to make that stuff live action. I'll see you in a bit.

No worries. Take your time. I guess this is slightly more dramatic than a typical Nick game. But I'm glad to hear your opinions on all of this. Take your time to think it over, I'll see you in a bit. Thanks.

Thank you for being this honest. Ultimately, I want to be faithful to the cartoons, but I also don't want to distract from the story and despite how much I'd love to use the original designs, I think in order to keep this game unique and the story as honest as it needs to be, I have to branch out in the designs of the main characters. Of course, the original models will be unlockable and available upon completion of the story, I just don't want this to become something that looks like a reskin of Nicktoons Unite because it isn't, it's something more unique than that. I guess I want to challenge expectations and make it harder for myself by telling the story this way, but I want it to stand on its own fully and I think signifying the

changes from the original game through the tone of the story, the change in gameplay, and different designs would help in that. If it felt right to use the original designs, I definitely would, but too many items are judged because they look like the original cartoon but edgy or in a different tone, I want to keep the same tone but explore the themes by bringing the story closer to home for the audience and I don't want to distract from that by them only focusing on the look of the characters, they should speak for themselves. I also really want the actors to shine and the game to have more freedom in its design as a whole, more room for different ideas and despite how creative and unique these shows are, people pigeonhole these shows as soon as they see them and I don't want to give anyone the chance to do that with this game. Sorry, if it's not a great answer, but it's what I got.

No dude if it's the best answer you've got that's ten times better than nothing. follow your gut. At the end of the day you're the one in charge I'm just more a support character. You can really make it look good with the style your going for but just as a warning there will definitely be people that are going to dismiss this game based off of the different style but like you said people would probably criticize a reskin of the same designs as well just how much I'm not sure and compared to a different style like this one I don't know what would get more criticism but I can really respect your determination to go way out there and take that risk because I guess either way it's a risk just what your doing is a lot more risky and I really respect that.

I really appreciate you just taking all the criticism I said and not getting defensive in a bad or negative manner.

So then the questions gotta be asked: How is plankton gonna look? Lol. That's the one guy I can't see being easily translated to this style. I mean it's not really easy with any character but plankton would be especially hard.

Also I just want to let you know as of right now I'm only able to do about 3 hours of work a day for this project. I'm trying to find jobs and work on applying for school scholarships and also work on my personal projects at the same time but I'm gonna try to do about 3 hours a day for unite at least for right now and if I end up getting more time I can try to put more in. I haven't been as efficient on working on this project as I'd like to be so far but I'm really gonna try to be as productive as I can with the time I've got I just need to get better about getting the ball rolling at the beginning and then really get into a groove after that.

Thanks. Take your time, 3 hours is plenty. In terms of Plankton, he's short, short-fused, and can only really intimidate SpongeBob without all his machines. His design is going to be a mad scientist crossed with a Bond villain and a broke college graduate. Meaning he's going to look unkempt, stubborn to a fault, and delightfully evil. No one takes him seriously unless he's using his machines, in this case it would be tanks, airplanes, blimps, and minions of the robot and mind controlled variety. It's basically his big day and he wants everyone to see him winning. In terms of Bikini Bottom as a whole, I'm mainly taking inspiration from various sources in terms of slapstick, zany humor, and defying the laws of physics. It's basically a circus under the sea that few people can make sense of.

Thanks for being so lenient about time with me. sounds like you've really thought about his design. Broke college grad has to be my favorite phrase there. Should be a cool design to see.

I totally get it, thanks for not totally hating the style change. I'll send you a link to the musical, take your time of course.

Well I'm not going hyperrealistic, the style is more based off Disney Infinity and Fortnite

It's actually based on the SpongeBob musical. I originally wanted to go for a cartoon style but 1. The characters art styles didn't mesh well in 3D and 2. Nobody can do a good SpongeBob impression. I've seen people try and it's not pretty. At least this way, people can judge the voices and characters as their own thing. On the plus side, it's only the SpongeBob characters getting this treatment. Ren, Stimpy, and Rocky are still goofy animals

