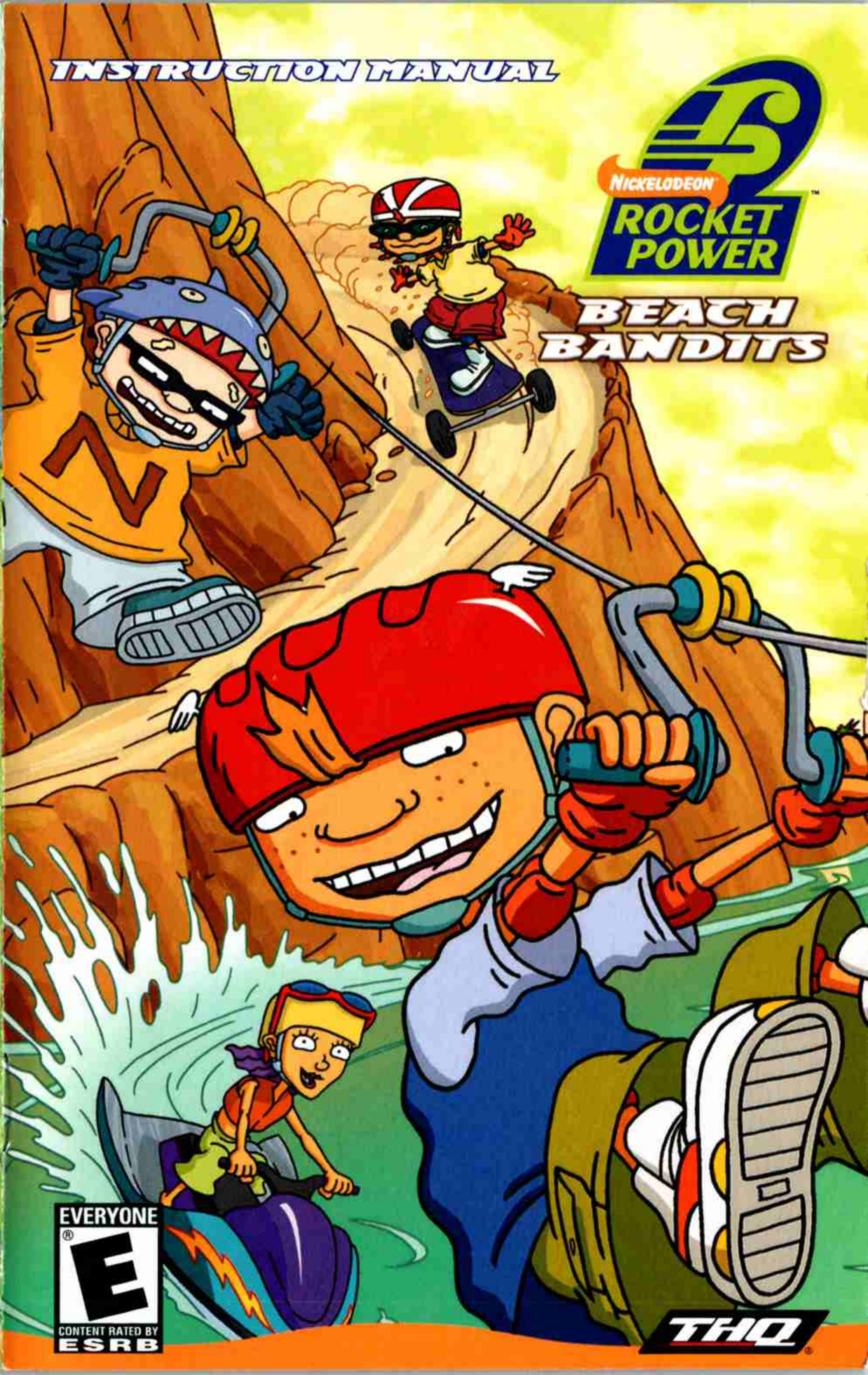


INSTRUCTION MANUAL



BEACH BANDITS



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

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

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

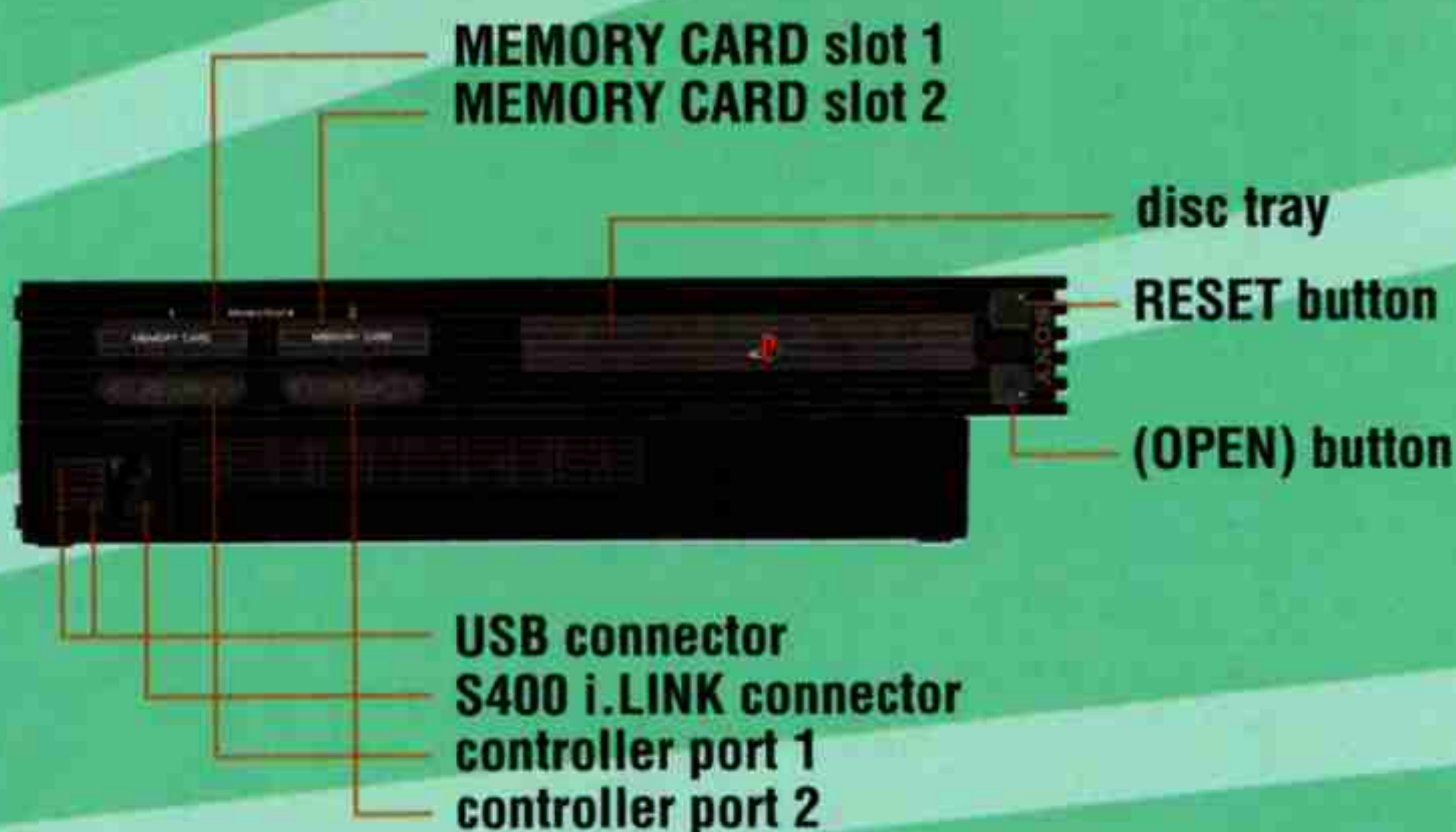
HANDLING YOUR PLAYSTATION 2 DISC:

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

CONTENTS

<i>Getting Started</i>	<i>02</i>
<i>Game Controls</i>	<i>04</i>
<i>Story</i>	<i>06</i>
<i>The Rocket Power Team</i>	<i>07</i>
<i>The Locals</i>	<i>08</i>
<i>Robots</i>	<i>10</i>
<i>Playing a Game</i>	<i>11</i>
<i> Main Menu</i>	<i>12</i>
<i> The Game Screen</i>	<i>13</i>
<i> Items</i>	<i>13</i>
<i> Pausing the Game</i>	<i>16</i>
<i>Saving and Loading</i>	<i>17</i>
<i>The 'Zine and Multiplayer Games . .</i>	<i>18</i>
<i>Ocean Shores Surroundings.</i>	<i>19</i>
<i>Credits</i>	<i>27</i>
<i>Limited Warranty</i>	<i>29</i>

GETTING STARTED



GETTING STARTED

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

Memory Cards

To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1. You can load saved game data from the same card, or any Memory Card containing previously saved Rocket Power™ Beach Bandits games. For more information, see **SAVING AND LOADING** on page 17.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION



Note: Rocket Power™ Beach Bandits does not support digital controllers.

GAME CONTROLS

On-Foot Controls

BUTTON

Left Analog Stick

ACTION

Moves player. To walk or sneak, push the stick a little way over. To run, push it all the way over. You can also use the stick to climb up ladders, vines, and other vertical surfaces.

Right Analog Stick

Rotates/tilts camera

 button

Chuck a puck

 button

Jump

 button

Action (open doors, throw switches, press buttons, etc.)

L1 button (press)

Cycle camera zoom

L1 button (hold)

First-person view

R1 button

Auto-Opponent (aims your hockey stick at the nearest opponent)

L2 button

Opponent Select (press to cycle counter-clockwise through opponents)

R2 button

Opponent Select (press to cycle clockwise through opponents)

START button

Pause game

GAME CONTROLS

Vehicle Controls

BUTTON

Left Analog Stick

ACTION

Steers left and right, and adjusts your character's tilt when you are in the air. When on the ground, brake your vehicle by pulling back. (It is also used with the R2 button to perform tricks and grabs.)

 button

Accelerate (hold  to go faster)

 button

Jump

L2 button

Grind: Press and hold to lock onto grind bars and rails. Press the  button while grinding to swap grind position.

R2 button

Perform stunt

START button

Pause game



STORY



Riiiiinnngg! School is out for the summer, and Team Rocket Power gets set for another fantastic season of sun, fun, and adventure. This should be the best summer vacation yet!

With the sun beaming down, the gang jumps on their skateboards and cruises down to the Shore Shack. But when they get to the beach, it's a disaster!

There are killer sets rolling in, but all the sand has disappeared! The beach is a barren field of jagged rocks.

A local town official announces that the annual Ocean Shores Surf Classic has been postponed. As the stunned crowd falls silent, he introduces

a stranger to the crowd. The mysterious man is Eric Golem, the chairman of Ocean Shore's newest addition, Golem Industries, that is setting up in the area around Ocean Shores.

The town official adds that Mr. Golem has kindly donated a large sum of money and the assistance of his company to solve the disappearing sand problem. Golem promises that the people of Ocean Shores have nothing to fear, and the crowd erupts with cheers as the sun gleams off Golem's broad grin.

Everyone else seems to relax, but Team Rocket Power smells a rat. Looking under the Pier, they find a weird robot up to no good. As soon as the robot realized it had been seen, it ran off, beeping! Clearly visible on its side is the logo of the Golem Corporation - what is his link to the missing sand?

Can you help Team Rocket Power find their stolen beach? Without sand, Ocean Shores will soon be out of business for good. Ray and Tito will be out of a job, and the summer will be ruined.

Find the Beach Bandits, before it's too late!

THE ROCKET POWER TEAM

These are the members of the Rocket Power crew available for you to choose from. If you've got the skills, more characters will be unlocked once you've beaten Golem Industries and returned Ocean Shores to normal.

Otto Rocket

Otto is skilled, fearless, and is as good as he thinks. Otto is always ready to go, especially if Reggie eggs him on.



Reggie Rocket

Just as good if not better than her talented brother, whether it comes to skateboarding, in-line skating, surfing, or anything else under the sun.

Twister Rodriguez

Otto's best bud and partner in crime. Twister can cut it on a board with the best of them, when he's not using his camera to film some outrageous moves.



Sam "Squid" Dullard

Sam may lack skill, balance, and style, but he makes up for it with brains, computer skills, and a bucket full of bravery.



THE LOCALS

Here are a few of the colorful characters you can find hanging out in Ocean Shores. Some will be happy to help you, but others will want something from you in return.

Ray "Raymundo" Rocket and Tito Makani

These two buddies can usually be found in the Shore Shack, either dispensing burgers or dispensing shaggy dog surfing stories. A good source of info, not to mention junk food.

Eric Golem Senior & Eric Golem Junior

Daddy Golem might seem like Mr. Clean, but with a son like Junior floating about, you can bet he's up to no good. Something smells fishy, and it's not the beach...

Lars Rodriguez, Sputz Ringley & Pi Piston

Twister's older brother, Lars, and his two teenage henchmen. These guys are always up to no good, but often can be persuaded to hand over a piece of juicy information... for the right price.

Conroy Blanc

Mr. B, aside from being an excellent schoolteacher, moonlights as the supreme

lord of Madtown Skate Park on weekends and vacations. Don't you wish your teacher was that cool?



THE LOCALS

Eddie: Prince of the Netherworld

The mysterious Eddie: Prince of the Netherworld, lurks about Ocean Shores, leaping out at people and yelling a lot. Attention-seeker or just plain crazy? No one knows for certain, but Eddie sure does keep his ear to the ground. Or he has access to dark secrets...best not to ask, really.



Officer Shirley

Not so much the long arm of the law as the harsh word of the law. Officer Shirley keeps the kids of Ocean Shores in line with equal amounts of tough talk and niceness. Seek her out if you've got a legal question. Unless the question is "Am I in big trouble?"



Chief Nerdocrat of the Seacrest Engineering Club, Oliver's technical savvy and unlimited budgets make him a guy well worth knowing. Arcade games are his weakness.

Oliver Von Rossom



Mackenzie Benders

Mackenzie may only be five years old, but she knows what she wants... And you'd better be very nice and get it for her, or prepare to flee in terror.



ROBOTS



Golem Industries has a secret plant that manufactures robots, which they then disperse through the region by using spawner pads. The best way to deal with the robots is to run up and smash the pads with your hockey stick. Pucks won't work, and otherwise, reinforcements will just keep teleporting in from HQ.

Golem's robots may be tough but they're not all that smart. Most will have a moment in their attack cycles when they are vulnerable, or, if worse comes to worse, you could try running away.

One hint though - they can't be hurt while they are still trying to teleport in. Give them a moment to get their act together - then swat them.

Robots and spawners will often drop goodies when you knock them out. Mostly it's low-level stuff, but occasionally they will drop a rare powerful item.



PLAYING A GAME



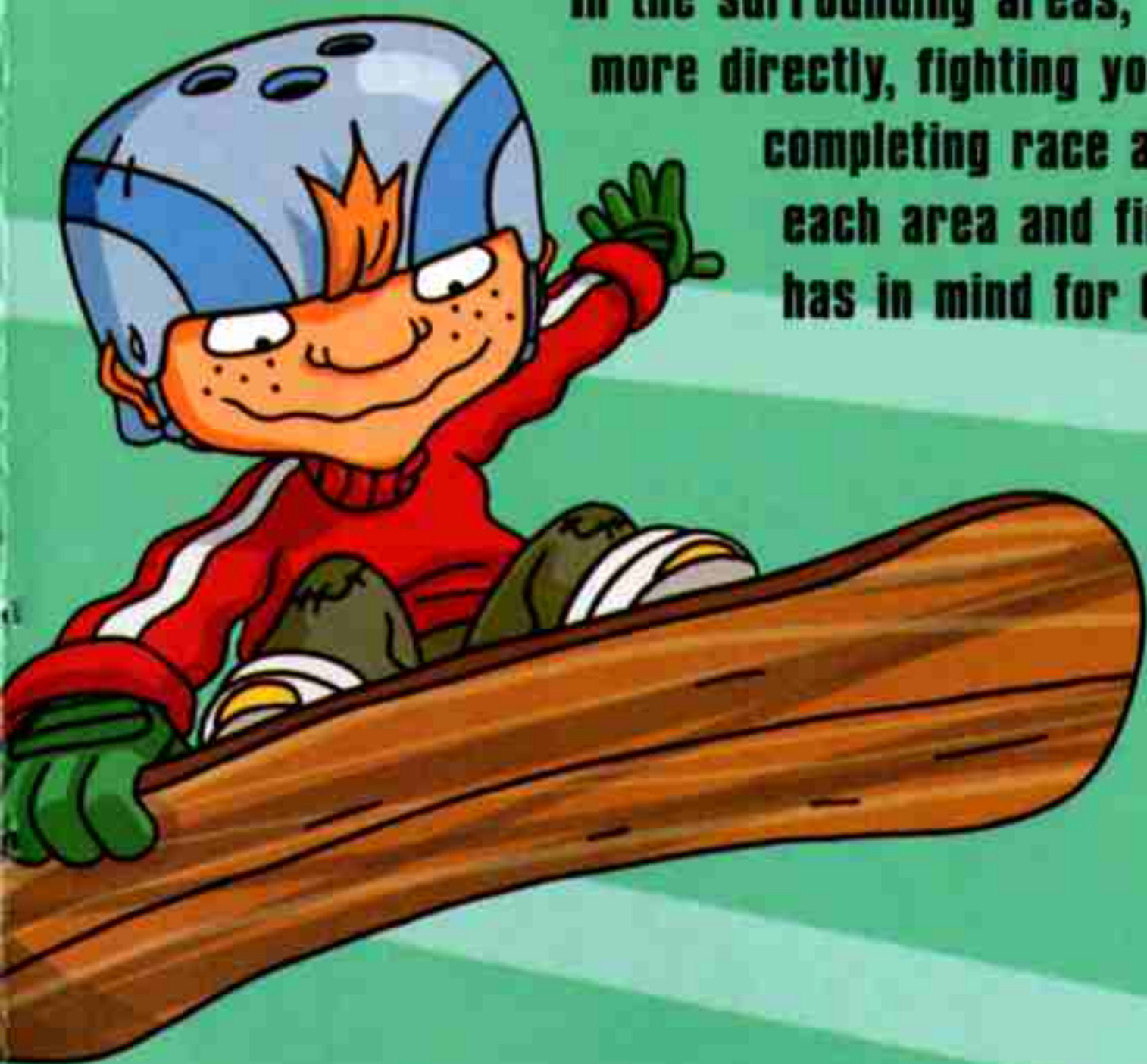
In Rocket Power™ Beach Bandits your goal is to travel through the game world and find out what has happened to the sand.

You will be told pieces of information as you travel, which will open up new areas. Each time you finish an area, it will be added to The 'Zine so that you can replay it as often as you wish.

NOTE: For more information see "The 'Zine" on page 18.

You start out in Ocean Shores and must find out where your next destination will take you. People will tell you things you need to know if you walk up and talk to them. Sometimes, they will want you to challenge them at an extreme sports event before they will tell you, or they will want a special item that you will have to get for them. Once you've made them happy, they'll tell you what you need to know.

In the surrounding areas, you will have to battle Golem's robots more directly, fighting your way through platform challenges, completing race and stunt events, solving puzzles in each area and finding out what Golem Industries really has in mind for Ocean Shores.



PLAYING A GAME

MAIN MENU

Story Mode - Here's where you begin.

- **New Game** - Begin a new game of Rocket Power™ Beach Bandits.
- **Load Game** - Load a previously saved game.
- **Continue** - After you load an existing game, select Continue to start the game where you left off.
- **Tutorial** - If you get stuck playing any part of the game, these short movies should help you figure out what to do.



The 'Zine - Access levels you've unlocked in Story Mode.

Options

- **Sound Settings** - Adjust the sound settings.
- **Subtitles** - Turn the subtitles on or off.
- **Controller** - Check out the controls and button functions for the game.
- **Cheats** - Here's how to unlock all the 'Zine levels, without playing through the whole story.

Multiplayer - Go straight to all the two-player levels you have unlocked to play against a friend.

Extras

- **Movies** - See the very first episode of Rocket Power™, ever! You have to unlock Part A and Part B by getting a high score in both the Shooting Gallery and the Arcade Game... Plus, watch sneak previews of upcoming Nickelodeon games.
- **Gallery** - Browse through character designs and art concepts from the game's production.
- **Credits**

PLAYING A GAME



The Game Screen

- **Health Meter** - Your character's health is shown here.
- **Coin Counter** - Displays how many coins you've collected so far.

ITEMS

The Hockey Stick

This is how you deal with pesky Golem robots. By pressing the  button, you can either chuck a hockey puck at them to keep them at a distance, or walk up close and knock them out. They think they are pretty tough, but your job is to show them that they are no competition for Team Rocket Power!



NOTE: As you progress through the game, you will find more powerful pucks to replace your default orange puck.

Rocket Power Mode

When you're on a vehicle, a "stunts" bar (located on the side of the screen) fills up depending on how many stunts you successfully pull off. Once you've filled it up, your character engages Rocket Power Mode - this gives you extra speed and power to charge ahead in a race, or get higher air doing stunts. You'll need to activate Rocket Power Mode to reach some of the harder to reach coins and pickups.

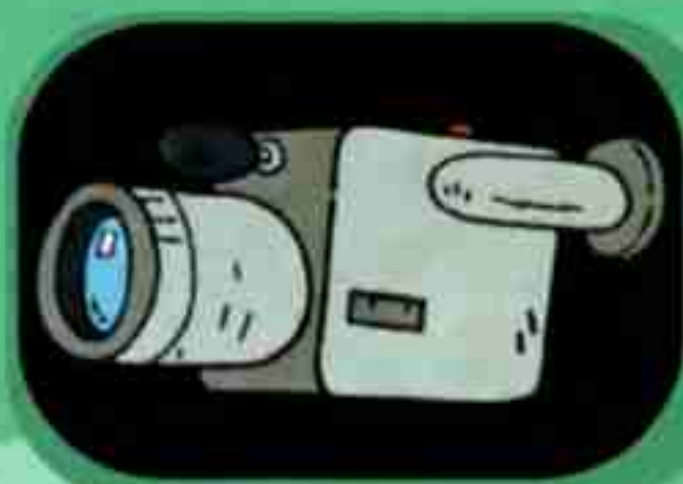
Twister Cam

In some levels of the game, Twister will be required to take photos to use as evidence of Golem's insidious plans for Ocean Shores. The Rocket Power kids will show these to Officer Shirley later on.



PLAYING A GAME

When you are in a Twister Cam level, you will notice that the L1 button will flash in the corner of the screen. Pressing the L1 button will take you into Twister Cam mode.



Once you are looking through the camera, your goal is to find a piece of evidence nearby. Look around using the left analog stick until the REC light flashes red, then you will know that you have the evidence correctly centered in the frame. Press the  button to take the picture.

At the end of a Twister Cam section, Reggie and the others will look at the shots to see if you've got the evidence you need. If you haven't taken four correct photos, you'll be sent back into the area to try again.

Gold Coins

Gold Coins are scattered throughout the areas near Ocean Shores, and can also be won by beating the record times and high scores in various sports challenges. Gold Coins unlock secret characters at the end of the game, as well as an entire hidden Skate Park level that will be opened for you to play in. If you haven't collected all the gold coins in an area, you can go back for them by using The 'Zine.



Silver Coins

Silver Coins are available in the Ocean Shores area and can be used to play mini-games down on the Pier. You can find Silver Coins by performing stunts and exploring Ocean Shores's many nooks and crannies.



Health Pickups

These tasty treats refill your health bar. They come in different sizes, from a light snack to a hearty meal. Keep an eye out for them, because if you run out of health, your character gets pooped and has to re-start the area you are in from the last respawn point.



PLAYING A GAME

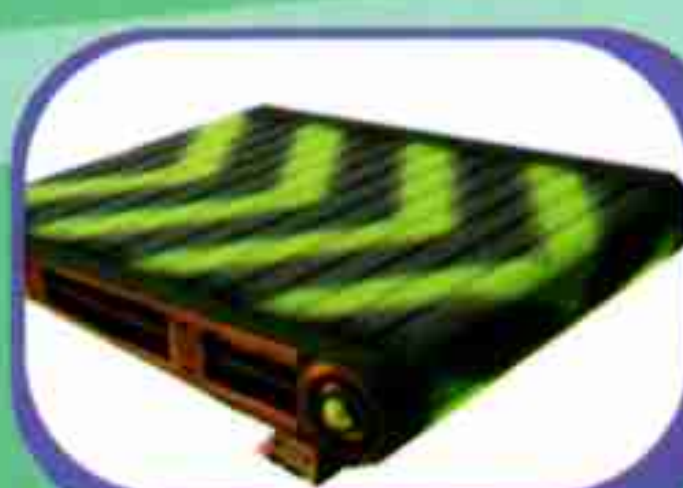
Respawn Points

These rocket icons save your progress so that you don't have to go all the way back to the start of a level if you make a mistake. They don't save your game in The 'Zine though, so don't switch off until you've completed the level.



Boost pads

The presence of arrows on a racetrack are a dead giveaway that there is a boost pad around. Boost pads are very useful when you're ready for them, giving a skilled player a handy burst of speed. Make sure you are prepared however, as many people just can't handle the speed and go flying off the nearest corner of the track. There are also boost pads that can help you get over large jumps when you're on foot.



Special Pucks

These are some of the special pucks that you will find in the game. All are limited in number, so use them wisely.



Infinite Pucks

Infinite Pucks allow you to slap as many shots as you can until time runs out.



Power Pucks

Power Pucks zap any pesky robots or teleports nearby.



PLAYING A GAME

PAUSING THE GAME

Press the **START** button at any time to pause the game and access the following options:

- **Continue** - Takes the player back into the game.

- **Sound Settings** - Adjust sound settings.

- **Change Character/Vehicle** -

Accessing this menu allows you to change between characters in most levels, and also to change your vehicle when you are in Ocean Shores. In some levels though, you won't be allowed to change characters or vehicles - usually because a special skill, item or ability is required for that level.

- **Quit Game** - Return to the Main Menu.



SAVING AND LOADING

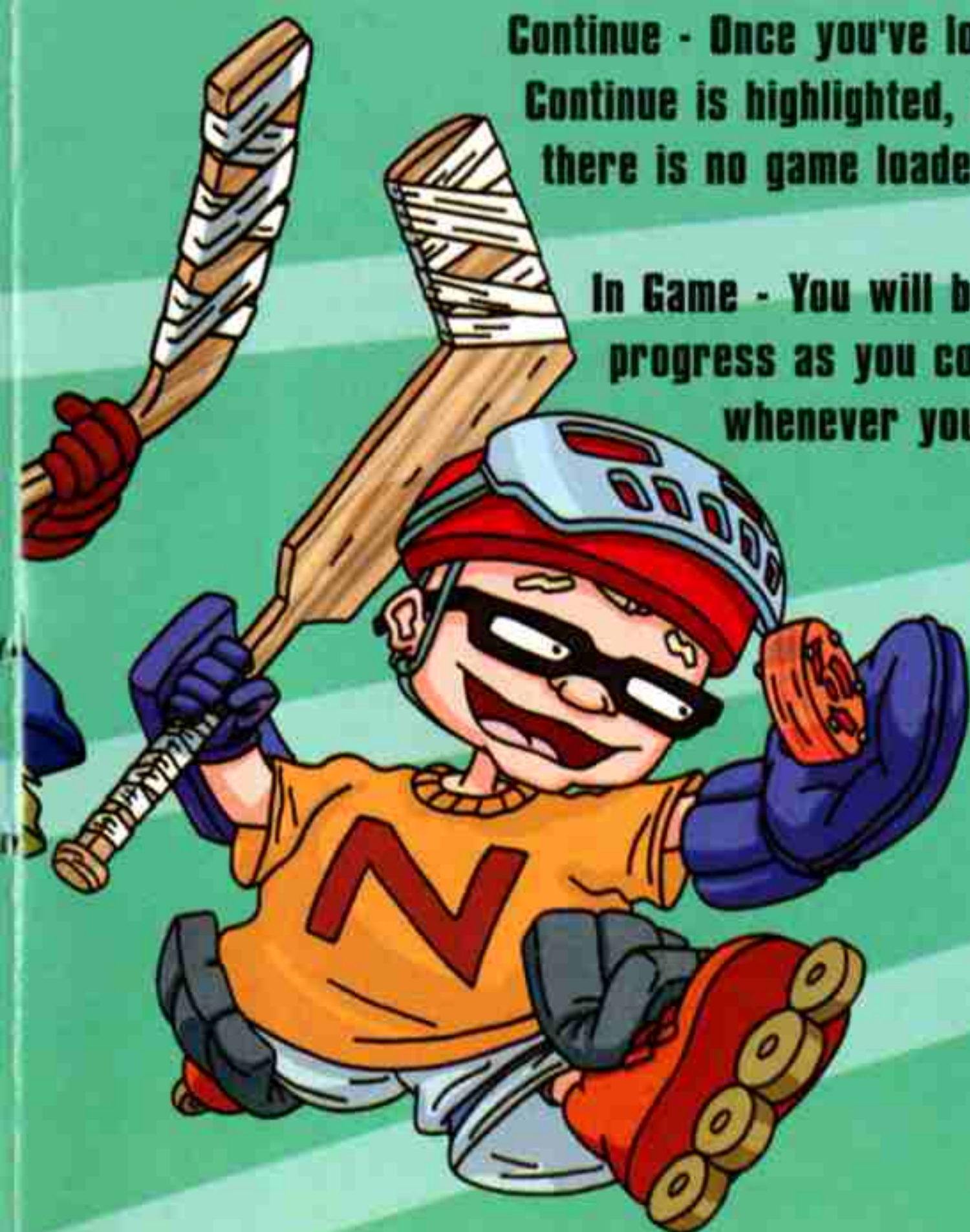
When you start a new game in Story Mode, you will be given the option to save your game. If you do this, you'll be able to continue on from where you left off in Story Mode. Plus, the levels you've completed will be available to you in the 'Zine, so you'll be able to go back and re-play any level you've unlocked. This is especially important if you want to go back and pick up any Gold Coins you may have missed.

New Game - To start the adventure, select Story Mode from the Main Menu, then select New Game. You will be asked if you want to save your Game Data. If you have a memory card inserted, press the  button when Yes is highlighted to save your game. You'll have to name your game so you can find it again later. Use the cursor to enter the name you'd like and then press the  button when Ok is highlighted.

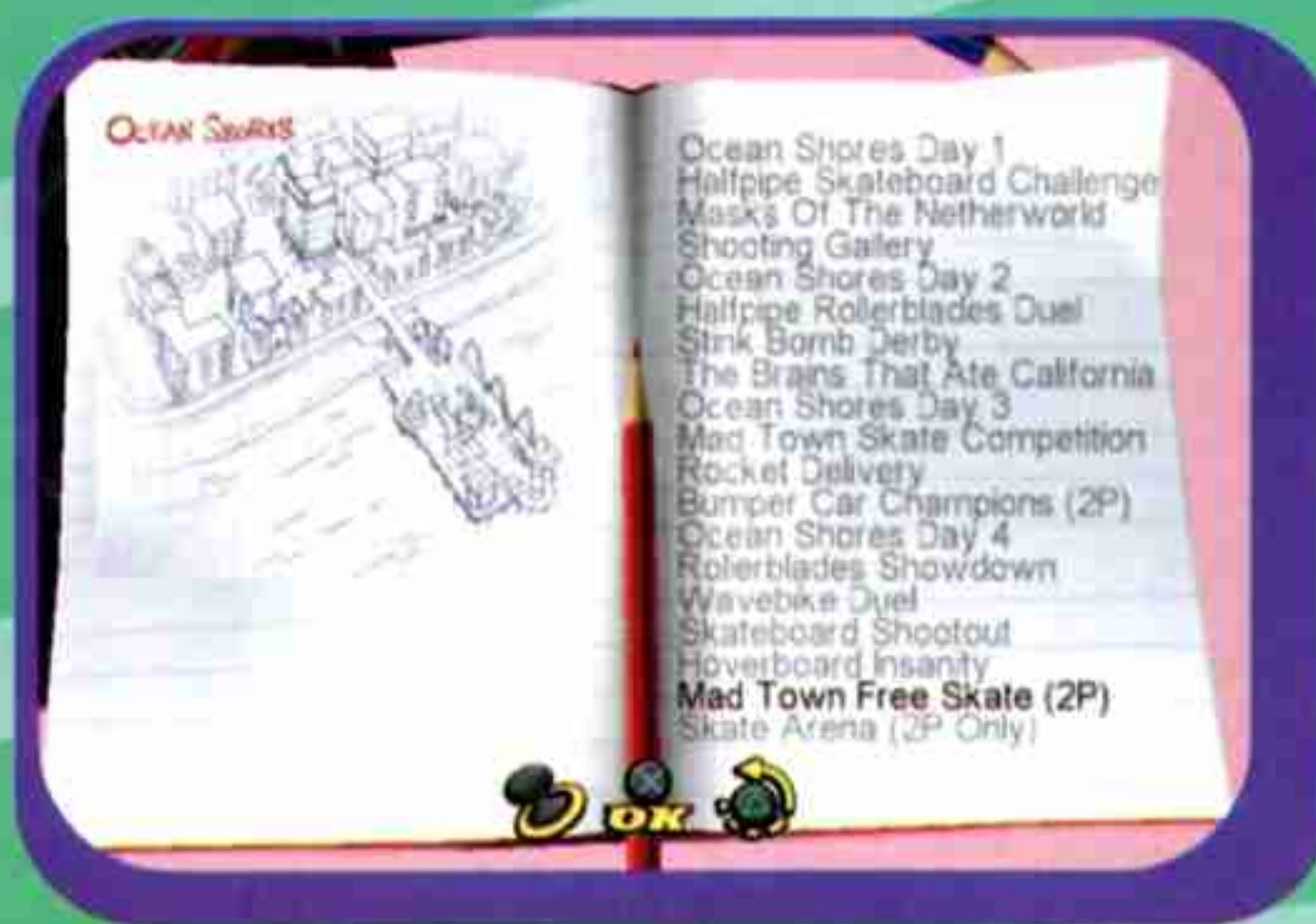
Load Game - Once you've saved a game, you can find it again by selecting Load Game from the Story Mode menu. If you don't have a memory card inserted, this option will not be available. First press the  button when the appropriate MEMORY CARD slot is highlighted. Then, scroll down to the name of the game you want to load and press the  button.

Continue - Once you've loaded a game, press the  button when Continue is highlighted, to start in right where you left off. If there is no game loaded, this option will be unavailable.

In Game - You will be asked if you want to save your progress as you complete levels throughout the game and whenever you quit a game.



THE 'ZINE AND MULTIPLAYER GAMES



The 'Zine is Reggie's magazine that she publishes, with the help of Sam and a desktop publishing program. In it, apart from her usual round-up of Ocean Shore's extreme sports and kids' events, she is also documenting the struggle against Golem and the exploits of Team Rocket Power.

Each time you complete an area or enter a new environment, it is added to a page in the 'Zine. From the Main Menu, you can access the 'Zine and use it to jump to any level in the game that you have completed. Flick through the pages to see the environments you've unlocked.

When you replay a level from The 'Zine, you are taken back to the start of the level to try to collect any Gold Coins you've left behind, beat your best time, or beat your high score. When you finish that 'Zine level, you will be taken back to the beginning of the level.



OCEAN SHORES **SURROUNDINGS**

Ocean Shores



Ocean Shores is your hometown, your hangout, the place to be. Or at least it was before the beach was ruined.

You'll come back to Ocean Shores several times during your adventures. Each time, people will have moved around and there will be different items to collect, different challenges to attempt, and new clues to obtain.

Here's where you normally kill some time:

Shore Shack

This is the Headquarters for Team Rocket Power, not to mention home of the Shore Shack Shake. Oh yeah, Ray & Tito are the resident owner and cook.

Madtown Skate Park

The Rocket Power kids spend altogether too much time skating the ramps of Madtown. If you've got a skate-related question, then Conroy Blanc will be only too happy to help out.

City Hall

The city's answer to crime, Officer Shirley, can be found here most of the time.

The Pier

Want to get your game on? Then collect a load of silver coins and bring them down to the games at the Arcade. Step right up, everyone's a winner!

OCEAN SHORES **SURROUNDINGS**

Bus Stop

There are several bus stops around Ocean Shores - each of them will take you to another area once you have found a Bus Pass for that environment.

The areas surrounding Ocean Shores are where you'll be sent off to in order to find evidence of who is behind the missing sand. Your first stop is Golem Industries. Something mysterious is happening and our gut tells us Golem Industries is hiding something. While you're there, the Rocket Power crew will find some peculiar evidence that will lead them on their way, that's for sure.



The Lakes

Golem's huge pumping stations are pumping The Lakes dry. He's taking the water away for his own mysterious purposes, and ruining The Lakes for everyone else in the process. You'll have to find your way through the forest and figure out how to shut his pumping stations down. Jet around The Lake and deal with a giant barramundi!

Hazards:

- Crab Robots
- Falling Rocks
- Sinking Logs
- Barramundi Boss

OCEAN SHORES **SURROUNDINGS**

The Robot Factory

The Robot Factory is hidden underneath the Wishing Waters waterslide park. Once you've found the secret entrance, you'll need to build your own robot to explore the factory and find the evil supercomputer Cyrax that runs the whole show. Shut him down, and Golem's robot army will soon be no more.



Hazards:

- Electric Floors
- Toxic Waste
- Laser Cutters
- Welding Robots
- Cyrax Memory Core Fight

Mondo Mountain

The hidden HQ of Golem Industries, this volcano lair is hiding the true secret of Golem's dastardly plans for the area. A shocking surprise awaits Team Rocket Power in here... who would have guessed it?

Hazards:

- Molten Lava
- Steam Jets
- Monorail Ride
- Ninja Robots
- Volcano Boss
- Final Showdown



YOU

Okay, Here's How it Works...

1. Purchase specially marked THQ/Nick video games. Simply look for the THQ/Nick Prize Points logo on the back of the box.
2. Go to www.thqnickprizepoints.com for instructions on setting up your Prize Points account or obtaining the mail-in certificate for ordering program merchandise rewards. If you are under the age of 13, your parent or legal guardian must provide consent before you may fully register online or order merchandise rewards. Registration on the website is not required for mail orders.
3. When you're on the website, you can register with your own user name and password, and become a THQ/Nick Prize Points member.
4. After you've registered, locate the 16 digit alpha-numeric code located on the THQ/Nick Prize Points card inside the video game box. Follow the instructions to enter this code in the space provided on the website.
5. Next, locate the 6 digit game number (located at the bottom of the next page) and enter it in the appropriate area on the website.
6. When you've collected enough THQ/Nick Prize Points, pick your very own Prize Points Reward from the list of available items and place your order. Shipping/Handling fees required for each item ordered.*



PlayStation®2



*Additional purchases required to qualify for Prize Points rewards. Offer expires 7/31/03 or while supplies last. Good © 2001 Paramount Pictures and Viacom International Inc. All rights reserved. Nickelodeon, The Adventures of Jimmy Neutron Boy International Inc. Nickelodeon, Rugrats created by Klasky Gups, Inc. SpongeBob SquarePants created Exclusively published by THQ Inc. THQ, the THQ logo, and the THQ/NICK

CAN CHECK OUT... ...ALL OF THESE GREAT REWARDS!



Prizing design/
colors subject
to change.



www.nick.com www.thq.com
Rocket Power® Beach Bandits (PlayStation 2) **438375**

only in the U.S. and Canada (except Quebec). Subject to official rules at www.THQNickPrizePoints.com. © 2002 THQ Inc.
Genius, Nickelodeon Rocket Power, Rugrats, SpongeBob SquarePants, and all related titles, logos and characters are trademarks of Viacom.
by Stephen Hillenburg. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.
Prize Points logo are trademarks and/or registered trademarks of THQ Inc.

BLAST OFF!

PlayStation®2



NTSC U/C

JIMMY NEUTRON BOY GENIUS™



PlayStation®2



Comic Mischief



www.nick.com



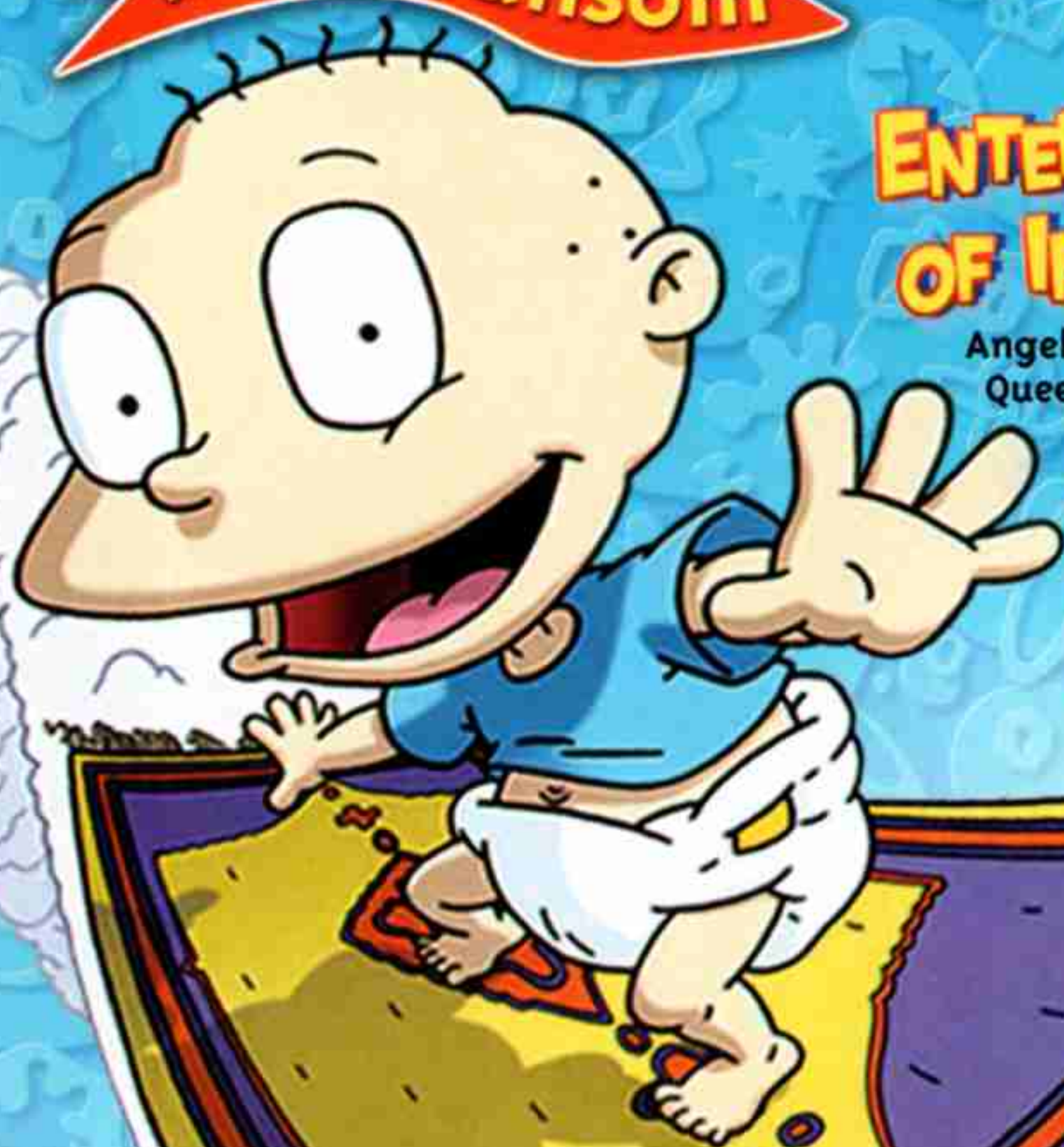
www.thq.com

Game and Software © 2002 THQ Inc. © 2002 Paramount Pictures and Viacom International Inc. All rights reserved. Nickelodeon, Jimmy Neutron Boy Genius and all related titles, logos, and characters are trademarks of Viacom International Inc. Exclusively published by THQ Inc. THQ and the THQ logo are registered trademarks of THQ Inc. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

NICKELODEON

Rugrats™

Royal Ransom



High flying action!

ENTERING WORLDS OF IMAGINATION!

Angelica has proclaimed herself Queen of the Play Palace 3000 and taken the Rugrats' most prized possessions. Join Tommy, Chuckie and the rest of the Rugrats as they wander through magical worlds to reclaim what is rightfully theirs!



PlayStation 2



www.thq.com



www.nick.com

KLASKY
CSUPO INC.



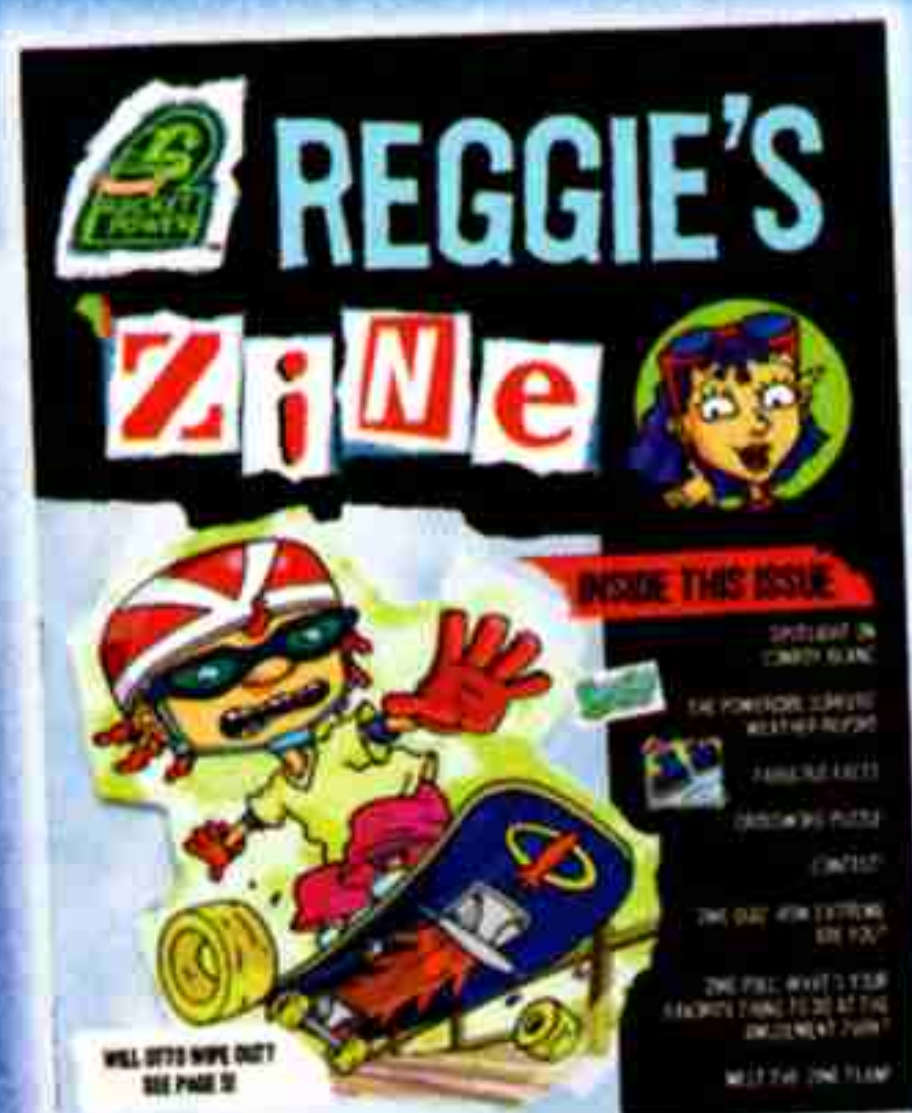
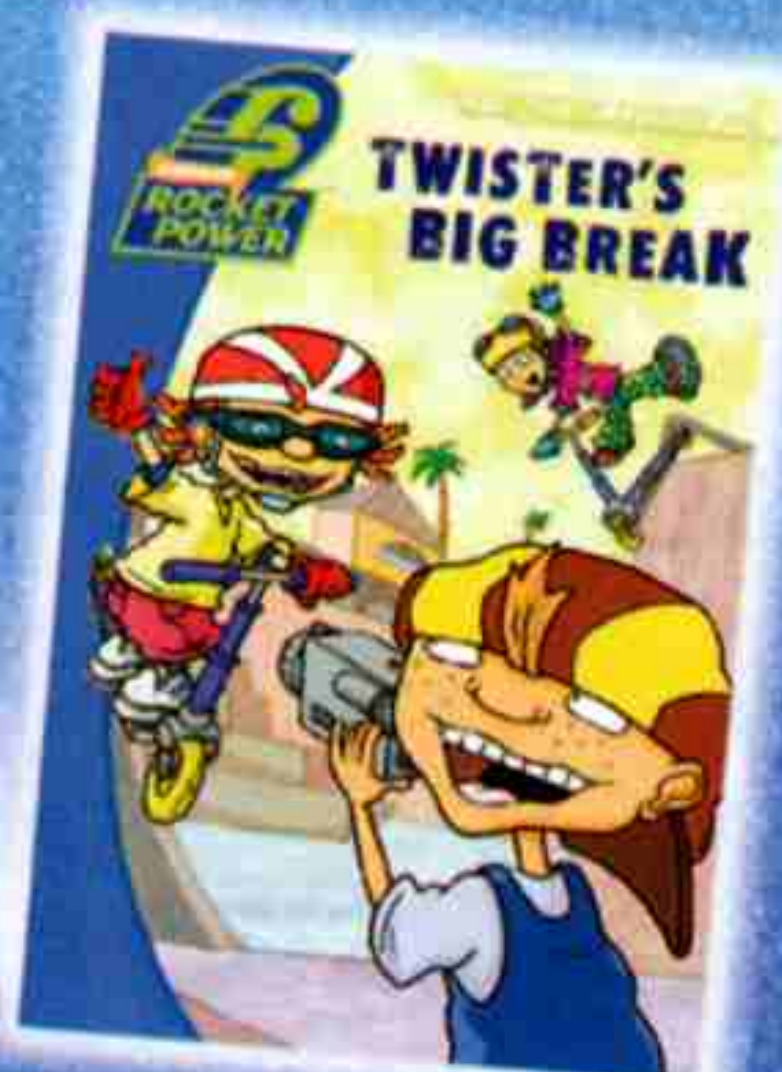
Comic Mischief

Game and Software © 2002 THQ Inc. © 2002 Viacom International Inc. All rights reserved. Nickelodeon, Rugrats and all related titles, logos, and characters are trademarks of Viacom International Inc. Created by Klasky Csupo, Inc. Published and distributed exclusively by THQ Inc. THQ and the THQ logo are registered trademarks of THQ Inc. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

EXTREME READING!



CHECK OUT THESE AND
OTHER **ROCKET
POWER** BOOKS!



www.SimonSaysKids.com/Rocketpower



© 2002 Viacom International Inc. All Rights Reserved. NICKELODEON, NICKELODEON Rocket Power, and all related titles, logos, and characters are trademarks of Viacom International Inc. Created by Klasky Csupo, Inc.



CREDITS

THQ

Product Development

Vice President - Product Development

Michael Rubinelli

Executive Producer

Brian Christian

Producer

Jenae Pash

Producer

Jon Osborn

Assistant Producer

Derek C. Smith

Harold Kim

Quality Assurance

Lead Tester

Byron Guerrero

Senior Tester

Chuck Scheffield

Ray Suansing

Testers

Michael Belio

Kriesler Buy

Matthew Lee

Joe Lerman

Trevor Pierson

Nicholas Sallani

Derek Sweeney

Jason Tani

Nia's Taylor

Chuck Torres

Mark Vance

Q.A. Technician

Mario Waibel

Brian McElroy

Q.A. Database Administrator

Jason Roberts

Q.A. Manager

Monica Vallejo

Director, Q.A.

Jeremy S. Barnes

Marketing

Vice President - Marketing

Peter Dille

Group Marketing Manager

John Ardell

Product Marketing Manager

Danielle Conte

Associate Product Marketing Manager

Ed Lin

Publicity

Jennifer Campana

Director, Creative Services

Howard Liebeskind

Senior Manager, Creative Services

Kathy Helgason

Associate Creative Services Managers

Kirk Sordal

Melissa Roth

Manual Text

Richard Dal Porto

Packaging Layout and Design

Michael Lehigh - Beeline Group

Special Thanks

Brian Farrell, Alison Lucke, Jeff Lapin, Germaine Gioia, Robert Riley, Gordon Madison, Jack Suzuki, Ricardo Fischer, Christian Kenney, Paul Rivas, Stacey Mendoza, Chaille Stidham, Julian Brummitt

DEVELOPED BY EVOLUTION GAMES

Managing Director

Mark Anthony

CEO, Producer

Justin Green

Technical Director, Lead Programmer

Sean Hammond

Art Director, Lead Artist

Shawn Eustace

CFO

Brad Phillips

Director of Human Resources and Development

Richard Todd

Design

Lead Game Designer

Shane Collier

Senior Level Designer

Jamie Lack

Programming

Lead Game Programmer, Senior Engine Programmer

Tim Groth

Console Programmer

Matthew Hunter

Console Programmer

Perry Hart

Engine Programmer

Allan Johns

Lead Script Programmer

Michael Lennon

Script Programmer

Shainiel Deo

Script Programmer

Courtney Pasieczny

CREDITS

Artists

Senior Character Artist/Animator
Michael Shardlow

Senior Character Artist/Animator
John Harmon

Character Artist
Ari Levi

Conceptual Design Artist
Milenko Tunjic

Level Artist
Grant Scanlen

Senior Level Artist
Paul Phippen

Level Artist
Zag Foster

Level Artist
Daniel Vogt

QA Manager
Gary Ireland

Special Thanks

Soundfirm, Francis Ward Lindsay, James Tutton, Sound Incarnate, Pink House Productions, Martin Cooper, Halfbrick Studios, Cameron Brown, John Murphy, Ross McRae

MUSIC

Sound Incarnate

George Kalika
The Robot Factory, Credits, Music Interface, Music Final, Extreme Skate Park

Pink House Productions

Garry Smith
Ocean Shores, The Lakes, Mondo Mountain

NICKELODEON INTERACTIVE

VP of Media Products Group
Steve Youngwood

Director of Marketing for Interactive and Home Video
Sherice Guillory

Interactive Marketing Coordinator
Erica David

Director of Production & Development for Interactive and Home Video
Aly Sylvester

Interactive Production Coordinator
Erika "E" Ortiz

Nickelodeon Thanks:

Deb Bart, Leigh Anne Brodsky, Steve Crespo, Russell Nicks, Chris Norton, Deb Krassner, Paul McMahon, Linnette Pastori, Joe Sandbrook, Eric Squires, Geoff Todebush, Stavil Young

VOICE TALENT

Otto Rocket

Reggie Rocket

Twister Rodriguez

Sam "Squid" Bullard

Ray "Raymundo" Rocket

Tito Makani

Lars Rodriguez

Oliver Von Bosson

Conroy Blanc

Eddie: Prince of the Netherworld

Mackenzie Benders

Officer Shirley

Pi Piston

Eric Golem, Jr.

Eric Golem, Sr.

Drill Sergeant

Town Official

Cyrax

Easter Island Head

Shop Assistant

Golem Teamster

Male Shoubie

Receptionist

Female Shoubie

Warning Voice

Tutorial

Joseph Ashton

Shayna Fox

Ulysses Cuadra

Gary Leroi Gray

John Kassir

Ray H. Bumatar

Lombardo Boyar

David Gallagher

Obba Badalunde

Jordan Blake Warkol

Rosslynn Taylor

Denise Dowse

Jason Spisak

Mona Marshall

Darryl Kurylo

Darryl Kurylo

Darryl Kurylo

John Kassir

Obba Badalunde

Darryl Kurylo

Derek C. Smith

Josh Austin

Mona Marshall

Denise Dowse

Denise Dowse

Mikey Kelley

LIMITED WARRANTY

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **46017**. Please use this code to identify your Product when contacting us.

Limited Warranty

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

To receive warranty service:

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

THQ Inc.

Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

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

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

Repairs after Expiration of Warranty

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

Warranty Limitations

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

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

Warning

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

Sponge-Tingling Adventure!



PlayStation 2



www.nick.com



www.thq.com

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

Instruction Manual © 2002 THQ Inc. © 2002 Viacom International Inc. All rights reserved. Nickelodeon, Nickelodeon Rocket Power, SpongeBob SquarePants and all related titles, logos, and characters are trademarks of Viacom International Inc. Nickelodeon Rocket Power created by Klasky Csupo, Inc. SpongeBob SquarePants created by Stephen Hillenburg. Developed by Evolution Games. Evolution Games™, and its logo are trademarks of Evolution Corporation Proprietary Ltd. Exclusively published by THQ Inc. THQ and the THQ logo are registered trademarks of THQ Inc. The THQ/Nick Prize Points logo is a trademark of THQ Inc. All rights reserved.

Licensed for play on the PlayStation 2 computer entertainment system with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.



Comic Mischief