SpongeBob SquarePants: Battle For Bikini Bottom

A **SpongeBob** Jump by SpiritualStill
Version 1.0



Hello there, Jumper, and welcome to Bikini Bottom! In fact, I'd say you arrived just in time! In Plankton's newest scheme, he plans to destroy the Krusty Krab by creating an army of robots. The plan initially seems like it works, until he realizes that, on his Duplicatotron 3000, he didn't set the robots to "Obey Plankton." The robots soon rebel, and now all of Bikini Bottom is under attack.

You will be joining Spongebob, Patrick, and Sandy in the fight against the robot menace. Your Jump will begin on the night that Spongebob and Patrick make their "wish," and you are unable to avert the events from happening. The Jump will end as soon as you reach the Chum Bucket, and destroy the original Duplicatotron 3000.

For your mission, take these **+1000 Shiny Points (SP)**.

Starting Locations

Bikini Bottom
You begin somewhere in Bikini Bottom. This can be any three sections of the "hub" world, be it by SpongeBob's home, Sandy's Treedome, or the Krusty Krab.

Jellyfish Fields
You begin at the entrance to Jellyfish Fields, where you'll quickly stumble across Squidward getting shocked by jellyfish, and requiring the jelly of the King Jellyfish.

Downtown Bikini Bottom
You begin at the entrance of Downtown Bikini Bottom, which has become a debris-filled crater because of the robots. Soon, Mrs. Puff will request help in retrieving the stolen steering wheels, so that the citizens can be properly evacuated.

Goo Lagoon
You begin at the entrance of Goo Lagoon, where the beachgoers are being harassed. Larry the Lobster will soon inform you of the robots stealing all of the sunscreen, which will have everyone get all itchy and peel.

Age & Gender

You can choose whatever age or sex that you want, so long as it reasonably fits within the setting.

Origins

All origins may be taken as Drop-Ins.

The Square Sponge
The one that takes center stage in this crisis. Ever optimistic and friendly, you employ the power of bubbles to fight the robot menace

The Shining Starfish
You are the best friend, who quite literally lives under a rock. Although possibly a bit of an idiot, you help others, throwing your weight around.

The Texan Squirrel
You are a genius, and…well…a "fish out of water" is not the right turn of phrase. Smart and sarcastic, you use karate and wrangling techniques.

The Robot Minion
Now this is odd. Are you *actually* the robot that came from SpongeBob and Patrick's wish, or is this just convenient? Whatever the case may be, you are an independent robot created by Plankton's Duplicatotron, and are unique among your kind.

Perks

Origins receive their 100 CP Perks free, with the others having a 50% discount.

Undiscounted Perks

A True Bikini Bottomite [Free/100 SP; Mandatory]
Though you may be a Jumper, it is possible that you are not equipped to deal with the cartoon violence under the sea, so take this. You are able to do all the things that Spongebob, Patrick, and Sandy are all broadly able to do. This includes one-shotting metal robots, being able to survive underwater (But not goo), and not taking fall damage (Unless it is so high that the fall would instantly kill you). For the duration of this Jump, you are shrunken down to the size of the average Bikini Bottomite, although other perks may increase your size.

Although unnecessary, you can also choose to assume the form of a fish, sponge, starfish, squirrel, squid, or crab. After this Jump, it will become an alt-form.

For **Free**, this perk only stays with you for this Jump (Although you keep the alt-form). For **100 CP**, you can keep it.

This is Going to Be a Very Long Day [100 SP]
So, fun fact: SpongeBob implies that this entire game takes place over the course of a single day. That might sound absurd, but considering that this is based on a cartoon, and is a video game, the passage of time is generally irrelevant. So long as a chain of actions is linked to a singular event, you can compress it all down into a singular day. This includes individual story arcs, huge adventures, training arcs, and much more.

No Innocents Were Harmed [100 SP]
Throughout the entirety of the robot invasion, nobody was harmed beyond mild slapstick. In all of your Jumps, you can ensure that nobody, beyond your allies and enemies, suffer from injuries or collateral damage. You could even hit a random civilian with the force of a supernova, and the worse they'd feel is a very stiff breeze.

Paying For Passage [200 SP]
Boy, isn't it lame that you can't go to certain places? Now, much like with the clams, you are able to give money in order to gain access to any restricted locations. This includes things like military bases, cordoned off cities, private homes, and land blocked off by rivers or mountains.

Puzzle Master [200 SP]
For whatever reason, Bikini Bottom appears to have an unusual amount of puzzles, but that won't be a problem for you. You have a sixth sense for how to solve any sort of puzzle, be it something as simple as trying to reach a higher location, to shutting down security systems.

Warp to Task [400 SP]
Wouldn't it be super convenient to instantly warp back to tasks that you need to do? Well now you can! Whenever you are given some sort of task or mission, you can instantly teleport back to it in the event that you can't currently do it. What's more, all of said tasks ar "frozen" until you are ready to complete them, without the risk of it negatively impacting those affected.

A Helping Hand [400 SP]
If any of the characters fall from a high enough height, they are saved by a realistic-looking hand, and taken back to near where they fell. You now have something so, and so in the event that you fall towards what would be certain death, a "hand" (Whether it be an actual hand is up to you) will grab you, and you will be taken to a safe location.

The Square Sponge Perks

Sometimes, Pushing a Simple Button is the Most Satisfying [100 SP]
You are someone who is able to have fun under any circumstances, even during times that are incredibly boring to others. You won't necessarily always have a smile on your face, but unless you're actively trying not to, you'll always be happy in your life.

Hard Bubble Constructs [200 SP]
SpongeBob's mastery of bubble blowing is such that he can create helmets, feet, bowling balls, and missiles that all deal damage. You are able to do everything that SpongeBob can do with bubbles, including the aforementioned attacks, and create living bubbles like Bubble Buddy.

Cowardly Lion [400 SP]
For all of SpongeBob's cowardice from the show, and apparent fear still shown in cutscenes, he's still willing to throw down. Now, whenever you are facing something that frightens you, even if it is traumatic, you are able to push down any misgivings.

Speedrunner Sponge [600 SP]
As strange as it might sound, *Battle for Bikini Bottom* has a large speedrunning community, and with just SpongeBob, they can pull off a lot of tricks that let them finish the game in less than an hour. While you don't have full access to those tricks (On account of this not being a game), you can do some cool stuff. Among the most apparent is "Cruise Boosting," which allows for you to continuously build up speed. To help with this, you get absurd reaction times, and nigh-precognition that lets you formulate the quickest way to solve a problem.

The Shining Starfish Perks

Throwing Your Weight Around [100 SP]
Patrick, rather than any sort of combat style, opts to smash apart robot simply by hitting them with his belly. You can now do the same, by transferring as much power as you want into any part of your body. You could tap someone, and it would feel like you just rushed them.

Master Throwing Technique [200 SP]
Certain places in Bikini Bottom are almost totally inaccessible without Patrick's throw ability. With this, you are able to perfectly throw *anything* you can reasonably hold in your hands, and toss them anywhere within your line of sight. You won't be able to yeet them into the sun, but anything thrown is going to have a rough time. If you can set up a seesaw, you can stand on one side, throw something on it, and be launched wherever you need to go.

Feeling Dizzy? [400 SP]
All enemies beware! By slamming into the ground (Whether it be with a stomp or bellyflop), you create a shockwave that renders any opponent dizzy, assuming you don't kill them outright. This works on pretty much anything, provided that you are strong enough to make them feel it.

I Dunno What It Is, But It Looks Important [600 SP]
Patrick, despite having no context for their value, still saved a Golden Spatula for SpongeBob on account of it looking somewhat important. You too have this talent, and tend to randomly stumble onto valuable things that you might not have a full picture of.

The Texan Squirrel Perks

Karate Master [100 SP]
While only relegated to a chop, Sandy is in fact a masterful karate artist, at least in terms of what karate means in this world. As shown with Robo-Sandy, she's also good at wrestling. You now have all the strength and skill that Sandy has.

Texas Glide [200 SP]
It should not come as a surprise that there are many places that you can't simply access through jumping. Now, you may cross these impassable gaps through "gliding" across them. How you glide is ultimately up to you, but you will always be able to do it with a good ol' fashioned lasso.

Lasso Master [400 SP]
Wrangling robots and monsters is a good way to deal with enemies that you can't exactly fight at close range. By utilizing any form of rope, you are capable of instantly trapping any foe in said rope. Naturally, you must have enough rope to wrap them up in, and they must not be considerably stronger than you. After you lasso them, you can either keep them trap, or toss them around to cause damage.

It's Yours If You Replace It [600 SP]
In Downtown Bikini Bottom, there is a quest where Larry offers to give Sandy his old antenna, in exchange for replacing it with his new one. Should someone come to the conclusion that they don't need something anymore, they are more than happy to give it to you. When you receive this hand-me-down, it restores itself to working condition, and you receive knowledge of how to best use it.

The Robot Minion Perks

Overnight Takeover [100 SP]
Within a single night, the robots were able to take over the entirety of Bikini Bottom, and even ransacked SpongeBob's house while he was asleep. You are like them, and have the uncanny ability to conquer an entire location within a single night. This will work so long as you are stronger than any individual in the area.

Aim-Bot [200 SP]
Throughout the story, it's shown that the robots have surprisingly good aim. You have that too, being able to lock onto a target, and ensure that your attack will reach it.

Gamma Ray Blast [400 SP]
The tiny-yet dangerous "Bzzt-bot" is, bizarrely enough, equipped with an extremely dangerous gamma ray attack which can deal serious damage. Your eyes are now equipped with these blasts, with the helpful addition of them not causing radiation sickness (Unless you want it to), and being lemon-scented.

Tubelet Trio [600 SP]
So, Jumper, would you like to be part of a family of triplets? You have two exact replicas of yourself, which are part of a hive mind that shares information between one another. While they can be destroyed, so long as one of you still exists, any destroyed ones are automatically restored after 24 hours. This perk extends to any other "copy" ability that you might have.

Items

Origins receive their 50 CP Item free, with the others having a 50% discount.

Undiscounted Items

Bucket-Full of Golden Spatulas [50 SP]
Looks like Plankton kept his word. You have twenty Golden Spatulas, which can be used to access a few locations. In future Jumps, this becomes twenty pieces of something valuable.

Teleport Boxes [50 SP]
Throughout Bikini Bottom, there are a bunch of magic boxes that are linked together and, when activated, allow you to teleport wide distances. You now have an endless collection of them,

Is This a Sign? [50 SP]
Of course it is! When you are in confusing situations, signs will spontaneously manifest to give you tips on what to do. This works even if you have no out-of-Jump memories.

Surprise Giant Anvil [100 SP]
Weird how this thing shows up multiple times. Once per week, you are able to magically summon a giant anvil for any reason you want. Maybe you want to flatten your enemies, or destroy a weapon, or even cross some pathway. The anvil will vanish after serving its purpose.

Robot Viewer [100 SP]
In Bikini Bottom's police station, there is a viewer that allows you to read up on the robot menace. Attached to your Warehouse is a similar station, recording and giving helpful (if amusingly described) information on any significant enemies that you face in future Jumps.

Movie Theater [100 SP]
Who wouldn't love to have a record of their adventures? You possess a Movie Theater as a Warehouse Add-on, which lets you watch your Jumps in a movie-style format. You can seed these movies across your Jumps as works of fiction.

Jumper's Dream [200 SP]
Wouldn't it be nice to have your own little dreamworld to mess around in? You have a location existing purely in the mind, accessible only by sleeping (Which can be done at will.) This dream world matches your real world desires and interests, in a way that is as calm or as exciting as you want. This space also creates dream worlds matching the desires of your companions. You are able to both bring in and take out anything from this Dream, and they are treated as real.

Magic Underwear [200 SP]
Disclaimer: these do not have to be underwear. However you have this manifest, you have a "shield" that will absorb any six damaging blows to your person. Environmental damage causes a one second grace period, giving you time to get away from harm. Once the shield takes six attacks, you will begin taking real damage, and it does not recover until the start of the next day.

In this Jump alone, there will be bubbles that can replenish your barriers.

The Square Sponge Items

Bubble Wand [50 SP]
The giant wand that SpongeBob owns is now yours! It's unbreakable, shockingly strong, and can blow an infinite number of bubbles.

King Jellyfish Jelly [100 SP]
A large jar of jelly, squeezed freshly from the King Jellyfish. When applied to any aches and wounds, it automatically reduces pain, and heals any damage to the body.

Pet Snail [200 SP]
Looks like Gary can have a friend! This pet snail of yours is loyal, highly intelligent, and capable of having full, comprehensive conversations with you purely through meows. Despite being a snail, they pretty much teleport when you aren't looking, and may occasionally drop anvils or other such things on your enemies to lend you a hand.

Pineapple Under the Sea [400 SP]
Congratulations on the home! This pineapple-shaped home (Although it can be a real, always fresh pineapple if you want) is fully furnished, with a kitchen, living room, bathroom, closet, and even a library. What's more, this library contains every comic book available in a Jump, which also includes manga.

The Shining Starfish Items

Magic Wishing Shell [50 SP]
This is a copy of Patrick's wishing shell, except yours actually works! By putting something inside of your shell, and "sacrificing" it, you may receive a small-scale wish related to it. Put a cookie crumb in the shell, and you'll wake up to a plate of them. Put a toy robot in, and you get a real little robot (Who is loyal to a fault)!

Sock Collection [100 SP]
It's a little odd how Patrick just has a bunch of socks, despite not wearing shoes.Whatever the case may be, you have a sock collection matching his own.

In future Jumps, this will transform into something in the setting that would be perceived as mundane yet valuable, like rare trading cards, or unique jewels

Freeze Fruit [200 SP]
Now there is no distance you cannot reach! This strange "fruit" freezes any body of liquid that you throw it in, be it goo, saltwater, or even lava. Doing this will have no environmental impact as well, unless it'd be broadly beneficial. Unlike in the game, this freeze effect will last as long as you need it to. You have an infinite supply of this fruit.

Under a Rock [400 SP]
What a strange home that you have here. This is a rock that covers a whole capable of being lived in. All of its natural amenities are made of sand, but they are remarkably durable, and work just as well as their normal versions. While under this rock, nothing in the outside world can harm you at all, not even Drawbacks! Although, you might be just a *bit* behind the times.

The Texan Squirrel Items

Pressurized Suit [50 SP]
This suit is needed by Sandy to survive under the ocean. You now have your own version of it, with has oxygen tanks that never run out, are totally indestructible, and can let you swim, walk, and fight in even the deepest parts of the ocean.

Ultimate Lasso [100 SP]
I bet Sandy would be jealous of you for this. You have a magic lasso made of an indestructible yet comfortable to hold material. When thrown, you can lasso anything on the planet that you are within eyesight of. The lasso extends to reach faraway locations and to wrangle creatures, but will shrink to normal size when not in use.

Texas-style Swings [200 CP]
These things are everywhere in Bikini Bottom, but it might be useful in the future. These flying, Texas-shaped swings can selectively manifest over impassable spaces, be they huge gaps, tall buildings, or security systems. If you have a lasso of some sort, you can swing on them.

The Treedome [400 SP]
This is Sandy's home, a treedome somehow built in Bikini Bottom. You have a copy of this one that can be placed in any inhospitable environment, and can be instantaneously accessed by you no matter where you are. It is largely an open, park-like area, but has a giant tree in the middle that acts as a multi-story home. You are able to completely control the Treedome's environment.

The Robot Minion Items

Ham-mer [50 SP]
Haha, do you get the joke! This is a ham-shaped, comically large hammer that can be used to squash anything. The damage it deals scales to your own strength.

Weather Machine [100 SP]
The Monsoon robots have a machine that, with the push of a button, generates storm clouds and lightning bolts. You have something a bit stronger, as you can control the weather of anything and everything within a mile radius of yourself. You could cause a lightning storm in the middle of a building, or a blizzard in July. As a bonus, you also have an umbrella/air balloon that grants you controlled flight.

Robo Jumper [200 SP]
Meet JumpBot ChainPants! This robotic version of yourself is totally loyal to you, and will always scale to your strength in a Jump. It has several functionalities based on your own combat-related perks, powers, and skills, with the benefit of being able to perform them in intelligent ways. This robot will have no obvious weak points, and so long as it's "brain" is intact, it will regenerate from any damage. In the event that your robot is destroyed, it will return in the next Jump, or in a year if you have the **Duplicatotron 3000**.

You may toggle if the Robo Jumper is non-sentient or sapient.

Duplicatotron 3000 [400 SP]
Now, you can have your own robot army. You have a copy of Plankton's Duplicatotron, allowing you to create a completely loyal, endless army of robots that follow your bidding. It will also create three "Boss" robots based on major characters in a Jump.

In future Jumps, the Duplicatotron will pick up any robot/android models present within a setting, regardless of their strength, uniqueness, or sapience. You may toggle if any of your creations are sapient.

Companions

Import/Create Companion [50/200 SP]
For every **50 SP**, you may either create or bring along any companion you want, with them getting **+600 SP**.

For **200 SP**, you may import as many companions as you want, or create up to eight companions. Each companion receives **+600 SP** to spend.

Recruitment Drive [100 SP]
If you can convince them, you are able to recruit any canon characters that you want.

Drawbacks

Back in Bikini Bottom [+0 SP]
I take it you've been here before? If you've previously done a Jump in a *SpongeBob Squarepants* setting before, your relationships carry over to this one. Additionally, if you go through a Jump in the future, the events of this Jump will be remembered.

A Rehydrated Experience [+0 SP]
By selecting this option, the world will become a lot more colorful and bright, although not much else will change. If you like this experience, you can bring it with you along your chain, and can turn it on or off at the start of a Jump.

Then Stomp on Your Children's Children! [+100 SP]
You are comically aggressive, and will get into verbal slap fights with anyone who insults you.

Did I Do This? [+100 SP]
You are unsure if this robot outbreak is your fault or not for the entirety of the Jump, leading to potential guilt at the situation.

Hah! I Crack Me Up [+100 SP]
You have a monotone style of voice that makes you sound enthusiastic about everything.

Different Voice Actor [+100 SP]
Jumper, you don't sound right. Your voice is changed to someone entirely different, and doesn't sound very good. Nobody else except you and your companions will notice it.

Been in the Soap Bottle [+200 SP]
You *might* be a little drunk, or just confused by things at any rate.

But I Can't Swim [+200 SP]
Like SpongeBob and Patrick, you are terrible at swimming, and will literally throw yourself out of any large body of water/goo if you touch any (non-bath) version of it. No, the fact that you are underwater will *not* cause this to activate.

Gullible [+200 SP]
You are rather gullible, and tend to believe what people say at face value. You can only break out of this if you have irrefutable evidence to the contrary.

Oh Mighty Rock, I Am At Your Command! [+200 SP]
You are, like a starfish friend, a big pink lummox. You're kind of a moron, and have a harder time picking up on certain cues.

I've Got Nerves of Steel, and Muscles of Sand [+300 SP]
You might be pretty brave, but you do not have the strength to match it. You are considerably weaker than you normally would be, requiring twice as many hits to take down robots (Save for the Bzzt-Bot, Bomb-Bot, Chomp-Bot, and Fodder).

Intelligently Designed [+400 SP]
It seems that Plankton's robots are a lot smarter than they are in the game. When fighting against you, they'll implement strategy and tactics against you. They won't suddenly become some five-star generals, but they will be a bit harder to fight.

Double the Fun [+400 SP]
Get ready for trouble, because it seems like there are twice as many robots as there should be.This does not include any boss robots.

Robo Nemesis [+600 SP]
It appears that Plankton's Duplicatotron 3000 has created a hostile copy of you. Large and powerful, it rivals you in general combat abilities (Although not with anything else), and you must destroy it to complete your Jump.

Throwdown Under the Sea [+600 SP]
Who needs stuff from outside the Jump? You lose access to any perks, items, and properties that come from any non-*SpongeBob SquarePants* Jumps.

Scenario - The Battle For Bikini Bottom!



Rather than going through a Jump similar to the game, it seems that you have to actually go through the complete game of *Battle for Bikini Bottom*. This includes getting all the Golden Spatulas, Shiny Objects, and Socks. You are expected to complete every mission, fight every boss, and save all of Bikini Bottom.

To make this challenge a bit more difficult, you must do it by yourself, as SpongeBob, Patrick, and Sandy are caught up in other problems. To make this possible, you will receive **Hard Bubble Constructs**, **Master Throwing Technique**, and **Texas Glide** if you did not purchase them, but will lose them after the Scenario is over.

Reward - Bikini Bottom

Fittingly, as a reward for saving Bikini Bottom, you get Bikini Bottom itself! This is a two-fold reward, with the first part giving you an exact replica of the town and its game levels. This is stored in a pocket dimension as a Warehouse add-on, and you may decide if it is empty, has replicas of Bikini Bottomites, or has a more human population. The second part of this reward is a portal in your Warehouse, which will allow you to visit this world's Bikini Bottom whenever you want.

Final Choice

With the robots destroyed, and the day saved, it's time for you to make a choice.

Go Home: Do you feel nostalgic for home? You return to your home world with everything you've brought with you so far.

Stay Here: Were your adventures here that impactful? You now stay in this Jump, with everything that you've gained.

Move On: There's always something new to experience. You move to your next Jump.

Notes

Shiny Object→Shiny Point Conversion

If you've made it this far, you may be happy to know that you can convert Shiny Objects into SP. The conversion rate itself is 25,000 Shiny Objects = +100 SP. This SP can be used in this Jump, or be converted to CP for use in future Jumps.

Assuming that you are doing the Scenario, you require 116,075 Shiny Objects, which is a hassle. As of Rehydrated, you may collect a total of 999,999 Shiny Objects at once.

For the sake of posterity, there is a way to cheese this system. By purchasing **Speedrunner Sponge,** and having **Hard Bubble Construct** and **Master Throwing Technique**, you can go to Goo Lagoon's skeeball. By doing this, you can get 49,000 Shiny Objects in mere moments. You can repeat this process as much as you like.