SpongeBob SquarePants: Lights, Camera, Pants!

A **SpongeBob** Gauntlet by SpiritualStill

Version 1.1



Ah, Jumper, you've finally arrived! My name is Gill Hammerstein, the director of "The New Adventures of Mermaid Man & Barnacle Boy!" I received a call from your Benefactor, and they told me that you were interested in the supervillain role! Still, everything was already set up, so you'll have to compete with the other contestants if you want that prestigious position! It'll be a pleasure doing business with you.

Your Benefactor is going to take over from here, but they gave me three bits of information to tell you. The first is that this Gauntlet solely covers the auditions, games, and filming of the special episode. The second is that this is a Gauntlet, and so you'll be starting off with ***+0 Camera Points (CP)****. They also told me to tell you that this is a fair competition, so you* ***possess nothing except your Body Mod****.*

I don't know what that means, but they said that you'd know. Anyway, speak with the Benefactor once more, and come back here quickly! The auditions are going to start soon!

Starting Locations

Your goal in this Jump is to win the audition games. As a result, you start off at the Bikini Bottom set.

Age & Gender

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

Origins

All origins can be chosen as a Drop-In option.

Producer [Free]
I supposed it isn't impossible to appear in the show itself. Like Gill, you are a director of *The New Adventures of Mermaid Man & Barnacle Boy*, and want to play the coveted supervillain role in the special episode.

Contestant [Free]
If you're auditioning for the role, it only makes sense to take this! You are one of the competitors in the audition games, seeking to have the role of the Sneaky Hermit.

Superhero [Free]
Is the name of this show getting even longer, or are you a guest star? Alongside Mermaid Man and Barnacle Boy, you are in the role of the hero.

Supervillain [Free]
Ah, so you really were born for this role! Rather than playing the part, you really are a supervillain, albeit a funny one.

Multiple Roles [200 CP]
If one person can have nine roles in this episode, then you can have another role in this Gauntlet. By selecting this option, you are able to receive the discounts from another origin. You may select this up to three times to get all four origins. Do be aware that you don't keep these extra origin slots past this Gauntlet.

Perks

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

Undiscounted Perks

A True Bikini Bottomite [Free/100 CP; Mandatory]
This is a pretty important thing to have, as most Jumpers are not attuned to cartoon violence. This perk grants you limited toon force, ensuring that, so long as the stakes are not life and death, you will instantly recover from any and all damage.

Additionally, while you can maintain your current form, you can also transform into an anthropomorphic fish, sponge, seastar, squid, squirrel, crab, or plankton. After this Jump, the form you choose may appear as an alt-form.

You receive this perk for **Free**, although you lose it at the end of this Gauntlet. If you want to keep it, it costs **100 CP**.

Fair Play Challenge [100 CP]
You might notice that, under normal circumstances, the contestants in these auditions would be deeply unfair. Spongebob can't drive, Patrick is a moron, Sandy is hypercompetent, Squidward can't cook, Mr. Krabs' competence is inconsistent, and Plankton is too small to realistically do most of these competitions. Despite that, all of them are equally capable of winning the games.

This perk ensures that, so long as the stakes aren't serious, the playing field is leveled so that all participants are capable of winning, even when that normally shouldn't be possible.
Theoretically speaking, this is all you need to win this Gauntlet, if you're brave enough anyway.

A Short-Notice Rehearsal [200 CP]
It wouldn't be fair for you to be thrust into a competition that you have no context for. With this, you are able to have a "rehearsal" of any challenge, fight, or major incident before it happens. Time freezes for a brief moment, and in that frozen time, you have a simulation of the event and what to expect. After the simulation ends, the real event begins.

Additional Role [1000 CP]
Like **Multiple Roles**, but permanent. You may choose this option to have a secondary Origin in this Jump, and all future Jumps. You may choose this option as many times as you can afford it.

Producer Perks

Choosing the Star [100 CP]
You make shows, so I'd hope you were good at this. You have an uncanny ability to intrinsically know if someone is perfect for a role or position. This can be things like a secretary or actor, to major positions like a CEO or President.

See You Down at the Country Club [200 CP]
As a major show producer, you are part of the upper-class, and know a lot of people. In a Jump, you are close associates with various wealthy individuals, so long as their behaviors do not personally offend you. This generally means that they can pull some strings to get you out of minor troubles, or help you set up events.

Go Back and Do Better! [400 CP]
It's entirely possible that the unknowns you pick up may be unknowns because they absolutely suck. Still, you can work with this, and prove your investment correct. When someone underperforms based on what you believe they can do, you can have them try it again, or rehearse it. When this is done, their capabilities in this field increase dramatically

Up the Ante [600 CP]
The viewers want a challenge, so you gotta get everyone into overdrive! During any challenge, you may arbitrarily speed up the flow of events, namely through mild localized time acceleration. You can comprehend everything easily, but any other contestants/challengers will be thrown off their game without good reaction time.

Contestant Perks

Five-Star Acting [100 CP]
If you can't act, then I'm not sure why you are even here. You now have acting skills that rival the best in the world. In this Jump, that means that you could play all the roles in the episode, yet convince people that they are all different people. In future Jumps, this extends to any other movie you make, and even your ability to deceive others.

What a Great Teammate! [200 CP]
Not all of these games are solo, with a good many of them being based on teamwork. This will not be a problem for you, as you get along extremely well with others, and can work with anyone. When working together, the two of you instinctively know what the other will do, and can form complex strategies in mere moments.

Total Recall [400 CP]
You are going to suffer if you can't remember things on the fly, so take this. You have a perfect memory recall that will let you remember any piece of information that you've heard. This applies even if you weren't actually paying attention.

All in the Reflexes [600 CP]
Repetitive and quick movements are going to be essential in these games. So long as you've observed how to do something, or have practiced it before, you can do it perfectly. You can do this even if the tempo becomes much faster.

Superhero Perks

Quick-Witted [100 CP]
With Mermaid Man around, you'll really need to be the brains of this operation. You are broadly intelligent, and pick up on certain cues from people that believe hidden motivations.

In Your Prime [200 CP]
To say that Mermaid Man and Barnacle Boy aren't at their peaks is stating the obvious. The years have not been kind to them, but they will be to you. As you grow older, you do not lose any of your capabilities, be they physical, mentally, magically, or otherwise.

What Can I Do For You? [400 CP]
Aren't people so nice, always wanting to help you out? When trying to solve a case or crime, you tend to run into people who provide you with beneficial help. Even when they are trying to trick you, it will always wind up helping you down the line.

The Show is Named "The Adventures of Jumper" [600 CP]
Of course you aren't going to lose: this is a kid's show! No matter the challenge, and so long as it is reasonably possible, you will always wind up winning. You might run into some trouble, or have a lot of amusing moments, but when things reach the climax, odds are that you'll have what you need in order to win.

Supervillain Perks

Saturday Morning Cartoon Villain [100 CP]
You are quite literally a cartoon villain as the Sneaky Hermit. Even real villains, like the Dirty Bubble and Man-Ray, are willing to play themselves on the TV Show. You're here to have fun, not hurt anyone. So long as you aren't intending on causing harm, you don't, even if you have some goofy scheme.

They Have Arrested Mermaid Man For My Crimes! [200 CP]
Which doesn't sound fair, really, but you are a supervillain! You are extremely good at pinning the blame for your actions on other people, even if said actions would be wildly out of character for them. Even if you don't, coincidences will happen to pin a random person of the crime. You can choose to have this be as selective as you want.

I Got Arrested For Jaywalking [400 CP]
Weird how that's what you get arrested for, and not the criminal mischief. Your punishments always tend to be a slap on the wrist at most, and if you are arrested, it's usually for some very minor offense, with everything else being forgotten or ignored.

The Sneaky Hermit is Sneaky [600 CP]
Who would have guessed? No matter how completely moronic you are, you are able to come up with crafty schemes that can trick anyone, be they geniuses or your own allies. Curiously, you can also forego being sneaky at all, with any vocalized references to your scheme being ignored.

Items

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

Producer Items

Director's Chair [50 CP]
The cool that all the best directors sit in. It's remarkably comfortable, and continuously grants you inspiration in your writing and directing.

Book of Contacts [100 CP]
This glorified phone book is full of contact information for just about every relevant individual in a setting, along with a communication device that lets you contact them. In future Jumps, this simply allows you to contact any named character, even in settings without electronics or phones. The only requirement is that they can't be dead (Although the undead can be contacted, so long as they retain their intelligence.

Miss Penningkin [200 CP]
Is this an item or a follower? In reality, it's just an invisible, pseudo-metaphysical assistant that will assist you with anything you need. All you need to do is call them, and it will be done. The caveat, of course, is that it must be doable by a singular, mostly normal (depending on the current setting) person.

Ultimate Film Set [400 CP]
What you have here is a city-wide movie set that exists in its own pocket dimension. Here, you are able to film any sort of show or movie that you can think of. It is staffed by Followers that can fulfill any role that you need, and will not refuse any bizarre requests or roles. They can also take the forms of real actors, who will strangely never question or acknowledge their look-alikes.

Contestant Items

Costume Wardrobe [50 CP]
You've got an endless closet full of any sort of costume that you might need, whether it be cute, cool, funny, or totally ridiculous. They will always look real, and subconsciously guide you to act in a way that befits it.

Driver's License [100 CP]
Of course you can drive a car! What you have is a license that allows for you to drive your own vehicle, even if you would normally be too young. You can also drive anything that can be driven, including boats, planes, horses, spaceships, bikes, and whatever else. This also gives you the ability to competently drive them.

Masterful Musical Instrument [200 CP]
This instrument of your choice was made specifically for you. When you play it, you can automatically perform any movements required to deliver the tune that you want.

Ultimate Fishing Rod [400 CP]
This fishing rod is the greatest in the whole world! It allows for you to cast from literally anywhere, and will automatically lock onto any target that you know of, so long as it is accessible to you. When you are in danger of falling, this will also manifest automatically, catching you and reeling you back to where you need to be.

Superhero Items

The New Adventures of Jumperman [50 CP]
It makes sense that you would have a show dedicated to how awesome you are. For each of your Jumps, you receive a TV Show (Animated or Live Action, based on your preference) that goes over all of the highlights. You may choose if your show retroactively replaces the original work or not, although you will still remember the original, and have a copy of whatever media it was.

Utility Belt [100 CP]
Much like Mermaid Man, you have a utility belt. The has a myriad functions, including, but not limited to: shrinking, growing, chin photos, and building obliteration.

Invisible Jump Mobile [200 CP]
You've got a questionably useful vehicle that is completely invisible to others, although it appears as vaguely translucent to you. While in this vehicle, you and other passengers can be heard, but not seen by those outside of it.

Hero McGuffin [400 CP]
The day was saved in this special episode due to the random pepper grinder that Mermaid Man happened to get at the Krusty Krab. In each Jump, you will receive some important McGuffin, which will invariably prove vital to resolving the plot in a way that you prefer.

Supervillain Items

Totally Worth the Two Bucks [50 CP]
You've got one of those goofy disguises with the glasses, moustache, and fake nose. Strangely, everyone seems to fall for it, believing you to be some unassuming person. This works even when you have a form that is clearly not normal.

Tactical Captive [100 CP]
You have an analog to the Mayor's Child with this. In each Jump, you have a captive that is valuable to whatever group would be antagonistic to you. At its most basic level, they can serve as a useful distraction or bargaining chip. If you have a heart, however, this "captive" can be someone that was tricked or coerced into joining the enemy's side. No matter which one it is, the captive will not try to escape, and won't fight against you unless you threaten their life.

Evil Lair [200 CP]
All the best villains have them! This "evil" lair has all the basic amenities that one should have, such as a bed, bathroom, desk, computer, kitchen, and security system. This lair can be placed anywhere you want, and has whatever aesthetic that you desire.

Sneaky Hermit's Shell [400 CP]
This is the shell of the Sneaky Hermit, which is absurdly strong. With this shell, you are able to "steal" any building, vehicle, or object that you want. Because putting it all on your back is absurdly silly and impractical, everything that you steal is taken to a pocket dimension, and is integrated as a Warehouse Add-On.

Companions

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

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

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

Drawbacks

Back in Bikini Bottom [+0 CP]
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 Gauntlet will be remembered.

Let's Have Fun [+1000 CP]
It's probably fair that you have this option. The Gauntlet is transformed into a normal Jump, with any personal increases you might have developed, although its Jump length is the same. You are not required to get the role of Sneaky Hermit, or even get a role.

Taking Drawbacks that necessitate completing a challenge in a specific way, you have something of a "Gauntlite." You have all of your out-of-Jump purchases, and losing won't trigger a chain failure, but you'll still lose anything you purchased here.

"Slop Ready" [+100 CP]
You are rather unenthusiastic about this whole shebang, and you'll sound flat even when you are successful. This won't hurt your popularity, and may in fact be amusing.

That's Why I Was Chosen! [+200 CP]
You didn't even need stardom to get to your head! You are somewhat vain, and are proud of your nature as a Jumper. It won't be too big of an issue…so long as you don't bite off more than you can chew out of misplaced pride.

Bad Luck [+200 CP]
It's the little things, really. When it comes to RNG, you've got it bad. This doesn't guarantee that you'll fail, but it will make sure that you'll be at your limits to actually win. This will not affect any games based purely on skill.

Daredevil [+200 CP]
You like to live dangerously, and while not actually dangerous here, it is damaging. You'll feel compelled to do cool tricks, or reckless maneuvers when they are unnecessary.

I Really Should Get That Fixed [+200 CP]
None of your Fiat-backed stuff are actually Fiat-backed for this Jump. They're also very shabby versions of their originals, meaning that they aren't as good as they should be.

I Was Thinking of Cabbage [+200 CP]
You are incredibly scatterbrained, causing you to occasionally do incredibly stupid actions, or not focus on what is in front of you.

Card-Carrying Villain [+200 CP]
Okay, maybe not an actual villain, but you've got a flair for the dramatic, and you have to resist constantly leaning into it.

Way Too Helpful [+200 CP]
You are way too nice to people, resulting in you spilling important information that would normally give you an advantage in the games. You can resist the urge, but it will be strong.

Unreasonably High Stakes [+1000 CP]
I'm not sure if taking this is worth it. It is now *mandatory* for you to win the supervillain role. Failure to do so will result in a chain failure.

Challenges

Challenges *refer to modifications to your Gauntlet that expand the scope of what is required for you to successfully complete it. Taking on a challenge earns you CP to spend, and successfully completing one earns you a reward, be it big or small.*

I'll Take You All On! [+300 CP]
Are you that confident in your skills, or are you just an idiot? Rather than it being just you and three other competitors, it is instead you and the six other competitors, including SpongeBob, Patrick, Squidward, Sandy, Mr. Krabs, and Plankton. As the odd one out, whenever a team challenge comes up, you'll have to do it by yourself. Obviously, you'll have some accommodations to make sure it is actually possible, but it will still be an uphill battle.

Reward - Then It is An Even Fight (Perk): You have persevered, and managed to overcome both a numbers disadvantage and a handicap. From now on, the greater the disadvantage you have, be it in strength, numbers, or apparent weakness, the more competent you become.

Gold Story Mode [+300 CP]
This is the highest difficulty, at least in terms of pure requirements. High scores all require tons of skill to surpass, and a staggering amount of Popularity Points are needed to get any role, much less the coveted role of supervillain.

Reward - Super Stardom (Perk): The popularity you've gained is truly monumental, and you're a practical superstar in Bikini Bottom. While you probably won't experience it in this Gauntlet, you will feel it in the future. In every Jump you go through, you will always be some well-known celebrity based in setting-appropriate forms of entertainment. You'll have tons of fans who'd love to help you out, will not intrude on your personal life, and will defend you from various accusations.

If this is something that you would find to be a problem, you have the option of turning it off before a Jump begins.

Smart Adversaries [+400 CP]
It seems that your opponents aren't their silly selves. Well, that's wrong: they *are* their silly selves, but they've got an extra dose of competence, with all of them being equally very good at the upcoming audition games. You're going to need to bring out your A-Game to win.

Reward - Bonus Set (Item): Who doesn't love action figures? By completing this challenge, you receive action figures & artwork of yourself, your companions, your opponents, your co-stars, and the various game hosts. In future Jumps, this updates to give you figures and cool art pieces of every relevant character and event.

It's a One-Man Show! [+600 CP]
Now this is a real challenge! Rather than just winning the role of Sneaky Hermit, and a few others, you are now required to win *every* available role.

Reward - No Such Thing as Typecasting (Perk): You've played nine roles in this movie, including being your own stunt double! You have become capable of "inserting" into almost any major or minor character in a Jump, which gives you their powers, skills, memories, and an idea as to how they'd react to a situation.

The sole exception to this rule are any godlike beings whose presence is distant, and whose powers would break the plot of a Jump.

I'm the Greatest! [+400 CP; Requires *It's a One-Man Show!*]
It can't really get harder than this. You are now required to win every single audition minigame. You can tie with others, but only if it is first place. Good luck.

Reward - Take 2 (Narrative Perk): Well, I suppose this is the last thing I can reward you with. Thanks to this **Narrative Perk**, you may make whatever small or large scale modifications to a Jump that you desire. This can be something as simple as tweaking a name, to outright using a different plot with the setting's characters.

Final Choice

Your journey in this Gauntlet is over, and now it's time to decide your next move.

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 setting, with everything that you've gained.

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

Notes

Changelog (Version 1.0)

- Released February 27, 2025

Changelog (Version 1.1)

- Released February 28, 2025
- Added **Challenges** section. Converted **A Full Court**, **Smart Adversaries**, **It's a One-Man Show!**, and **Nothing But the Best** into Challenges
- Changed **A Full Court** to **I'll Take You All On!** & **Nothing But the Best** to **I'm the Greatest!**
- Added **"Slop Ready", That's Why I Was Chosen!**, **Bad Luck**, and **Daredevil** as Drawbacks.
- Added **Gold Story Mode** as a Challenge

Bonus Set: This also includes the crossover figures present in the game..

Take 2, beyond being a Narrative Perk that thematically fits this game's plotline, is mostly a reference to the "Light, Camera, Pants! - Take 2" mod.