

The Spongebob Squarepants Movie (Video Game) Jump

A SpongeBob Jump by SpiritualStill
Version 1.0



Hello, Jumper, and welcome to Bikini Bottom! Or, if you have visited already, welcome back! Merely a day after the announcement of the Krusty Krab 2, Plankton enacts his nefarious Plan Z. In it, he steals King Neptune's crown, and frames Mr. Krabs for the theft in an attempt to kill him. But before Krabs can get fried, SpongeBob volunteers to brave the forbidden Shell City to retrieve the crown, with Patrick helping him. In the meantime, Plankton has taken the secret formula, and taken over all of Bikini Bottom, with plans to control the whole world.

You will be joining SpongeBob and Patrick on their journey to Shell City. You will begin on the day of the announcement of the Krusty Krab 2. The Jump will end after the crown is returned, with Plankton's scheme thwarted.

For the greatest journey of this world, take these **+2000 Macho Points [MP]**. The extra points are so you can be **EXTRA MANLY!**

Starting Locations

This Jump is all about the journey, so you will start somewhere in Bikini Bottom.

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 taken as Drop-In options.

The Square Sponge [Free]

The central hero of this story, who bravely volunteered to travel all the way to Shell City. Although viewed like a kid by others, you are the only one that stepped up to the plate, and with the power of music, you can do anything.

The Shining Starfish [Free]

So, you've chosen to be the best friend, quite literally living under a rock. For all your apparent stupidity, you are always going to be there for the ones you care about, risking life and limb if necessary. If you need to throw your weight around, your enemies won't know what hit them.

Plankton's (Ex-)Minion [Free]

Ah, so you're one of Plankton's goons? Maybe you're hired muscle like Dennis, or one of Plankton's robots, or you could have been brainwashed by him, only to free yourself. This origin might be somewhat villainous, but that doesn't mean you can't be a hero.

Perks

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

Undiscounted Perks

A True Bikini Bottomite [Free/100 MP; 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 and Patrick are broadly able to do. This includes one-shotting enemies, being able to survive underwater (But not goo or lava), 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 shrunk 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.

Know Thy Enemy [100 MP]

In cutscenes, SpongeBob and Patrick display great analytical skill, being able to instantly deduce the weaknesses of their enemies, and attacking accordingly. You share this talent, being able to instantly identify how something works through a singular demonstration of its capabilities.

Hardcore Parkour [100 MP]

Throughout their journey to Shell City, SpongeBob and Patrick have to do a quite frankly unreasonable amount of platforming, such as jumping on narrow rocks, moving conveyor belts, active machinery, collapsing platforms, and cliff faces. This gives you the stamina to perform these actions, and the instincts to do them without fail. This also helps you account for movement that is time and hazard sensitive.

Macho Spin Strike [100 MP]

Both SpongeBob and Patrick have spin attacks, allowing them to take out all enemies around them in a 360 degree radius. You can now do the same, releasing a devastating spin strike that scales to your strength. As a bonus, it can deflect any incoming projectiles straight back at the enemy, no matter what it is.

If spinning feels a little *too* cartoonish outside of this Jump, you can have it instead be a “swipe” attack that triggers an AOE around you.

Now That We're Men! [200 MP]

The instant that they believed they had become men, SpongeBob and Patrick instantly became man enough to cross the abyssal trench full of strange monsters. You have that bravery, except all the time. King Neptune could be threatening to incinerate you, and you would stand your ground without a hint of fear.

A Helping Hand [200 MP]

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.

Mindy's Magic Reconstitution [300 MP]

In order to reach the Krusty Krab after crossing Planktopolis, Mindy managed to recreate the Patty Wagon with enough Goofy Goober Tokens. You are capable of restoring anything back to working order, even if it was totally destroyed or forever lost. All that is required is that you have enough of some valuable material.

Warp to Task [300 MP]

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 are “frozen” until you are ready to complete them, without the risk of it negatively impacting those affected.

Convenient Placement [300 MP]

Due to the nature of being a cartoon video game, the placement of a lot of things are very convenient, even if it wouldn't make logical sense. Why does a garbage heap have buttons to lower the gigantic soda cans? Why does blowing up a radio tower turn it into a nice bridge? Why doesn't King Neptune destroy the tables that are intrinsic to defeating him? The answer is “because this is a video game.”

Regardless, you now seem to have that level of “luck” when it comes to your own endeavors. When crossing vast distances, there will be conveniently placed platforms and ledges. When navigating the enemy fortress, it will be *just* pointlessly complex enough for you to go everywhere you need to go. If you are fighting a nigh-insurmountable threat, you'll magically have what you need to make it winnable.

Cheat Code - Twice the Manliness! [400 MP]

In the game, there are several available Cheat Codes. Among these cheat codes include doubling how many manliness points you receive. Congratulations, because in addition to doubling your

manliness acquisition, you now receive double of everything that you buy, be it normally or via CP.

Macho Upgrades [400 MP]

By collecting enough Manliness Points (Not to be confused with this Jump's Macho Points), SpongeBob and Patrick can upgrade all of their abilities. You now have a similar ability, being able to upgrade any of your perks, skills, powers, and items.

To facilitate these upgrades post-Jump, you will be able to create some equivalent to manliness points, and be able to collect them.

Future Lord of the Sea [400 MP]

Or Lady! Although Mindy is a supporting character, her role makes her the sole reason that SpongeBob and Patrick even succeeded in the first place. You have all of the talents that Mindy does. This includes an increase in beauty, knowledge of the names of all living beings, and her compassion and leadership.

As a bonus, you also get a mermaid alt-form (Granting you the ability to swim and fly), and in future Jumps, you can choose to be a member of royalty.

The Square Sponge Perks

“Wall Climbing” [Free]

By yeeting himself between two vertical walls, Spongebob is able to “climb” and jump between walls. Flavor it however you want, but you are able to scale any surface, and can navigate by throwing yourself between two adjacent walls, even if they are moving or covered in spikes.

Macho Bash [100 MP]

SpongeBob has got a nasty “uppercut” attack, and so do you! Aiming your fist upwards, you can jump high and damage anything above you. For an extra kick to it, this attack will do more damage via a detonation on whatever is bashed by you.

Macho SpongeBowl [100 MP]

I bet your enemies weren’t expecting getting hit by an explosive bowling ball! You are able to spontaneously generate a bowling-ball shaped explosive that, when rolled into foes, violently explodes into electrical dark energy. Any in close proximity is obliterated, and even things close to its rolling path are harmed via electric discharges.

Macho Sonic Wave Guitar [100 MP]

This is the power of music! Generating a guitar, you are capable of releasing a musical sonic wave, which can be controlled by your mind, allowing you to strike faraway targets. As a bonus, you are able to lock onto a target, and hit it no matter what. Unlike SpongeBob’s attack, yours has no time limit, but it does gradually become harder to control the farther away it travels.

Drive of the Knucklehead-McSpazatron [200 MP]

They (As in, just SpongeBob) say you don’t need a license to drive a sandwich. You don’t need a license to drive anything, as you are shockingly good at driving anything remotely akin to a vehicle or a mount.

Cleanliness is Next to Managerliness [200 MP]

Being clean is always a good thing, both personally and professionally. You are now always clean, and will never be touched by filth, dirt, dust, or any vermin. You always have flawless skin, pearly white teeth, and minty fresh breath.

You’re Just a Kid [400 MP]

I’m a kid you say? Thank you very much. There is nothing wrong with having a sense of childlike wonder, as you’ll prove. Your sense of wonder allows you to enjoy life to the fullest, be able to laugh and have fun even at the worst of times, with despair never clinging to your heart. As an added bonus, people wildly underestimate your capabilities, looking down on you until it’s too late to change gears.

Suddenly, David Hasselhoff [600 MP]

In one of the most inexplicable moments of a movie full of inexplicable moments, David Hasselhoff, iconic actor from Baywatch, arrives to help SpongeBob and Patrick return to Bikini Bottom. Whenever you find yourself in a difficult situation, a famous or otherwise important figure in a given setting will help you.

The Shining Starfish Perks

Tongue Swinging [Free]

Patrick displays the impressive power of being able to swing across normally impassable gaps using his tongue to stick to ice blocks. While you can flavor it a different way, you are able to swing across anything that seems like it could be grabbed onto.

Macho Cartwheel [100 MP]

For all the jokes about Patrick's weight, he is incredibly nimble. While it can be reflavored however you want, you have the ability to quickly move across greater distances, and take out anything in or near your way. This will not harm any of your allies.

Macho Smash [100 MP]

Your flop will be the mightiest flop of all! Reflavor it as you will, but after jumping, you slam down, and can destroy any floor or general object below you, with the level of damage being up to your maximum output and discretion. What's more, you create a shockwave that deals further damage, and dazes any nearby enemies.

Macho Throw [100 MP]

Light as a feather, and heavy as a brick, as Patrick would say. You are now able to pick up just about anything you can get a firm grasp of, and toss it around, be it fruits, blocks, vaults, and dazed enemies. For extra oomph, you can charge up your throw, and hurl it halfway across a level.

"Don't worry, buddy! I'll save ya!" [200 MP]

Although certainly humorous, Patrick's care for SpongeBob is very real, and he was willing to fight the giant frogfish and Dennis to save his friend. When those you care about are in danger, you gain greater power and movement in order to save them from whatever trouble they have.

Cheer Up Buddy! [200 MP]

If your friend didn't get that promotion he's worked so hard for, then it's your job to cheer him up. You have the ability to help anyone get through their mental troubles, whether it be despondence, traumatic memories, or genuine depression.

Simple Desires [400 MP]

The journey to Shell City is one centered around SpongeBob, as it was his idea, he saved the day, and it ultimately culminated in him becoming the Manager. What did Patrick get in return? The answer, of course, is nothing, because he didn't want anything beyond maybe a hug from Mindy. He helped his friend because he needed help, simple as. Like Patrick, you are content with what you have in life, and while this won't make you do something like end your chain willingly, it

will see that you never develop any sort of obsessions, jealousy, or general anger. It also keeps you safe from supernatural temptations or mind control.

I Believe in You [600 MP]

Throughout the story, Patrick has nothing but the utmost faith in SpongeBob. Despite managing to have SpongeBob lose four days of time because of his trust, they still succeeded just in the nick of time. He's the perfect friend, and now, your faith in others is rewarded. When you have justifiable reason to believe that someone can do something, then they will be able to do it. If someone is a good employee, they'll definitely get that promotion. If someone studies for a test, they'll ace it. If someone genuinely wants to better the world, they will be able to do so. This does not work if there is no basis for your belief beyond friendship.

Plankton's (Ex-)Minion Perks

Bubble Blowing Baby Hunter [Free]

I take it that you're known at the Thug Tug? You have a menacing countenance that strikes fear into anyone weaker or more cowardly than you are. Additionally, you are freakishly strong, able to uppercut someone into a building.

Fog Breath [100 MP]

Who would love to belch out breath so bad that it hurts to be in it? Don't answer that, because this ability is similar but different. You can release a toxic smog that deals damage to anyone inside it, although it will not hurt your allies. If you have other "elements" available to you, your smog can take on those effects. Additionally, your breath stays minty fresh.

Burrow Movement [100 MP]

Poppers, a rather *difficult* enemy to deal with, have an annoying trick whereby they will burrow underground, and rapidly move to a different location. You've got the same sort of ability, letting you "burrow" underground, and instantly move to any location around you in a twenty meter radius. Naturally, the only limit is that where you move has to be connected to your original spot, and there must be enough below you to reasonably burrow without falling through.

Mechanical MERV [100 MP]

Maybe you're a robot, or just have cybernetics. Whatever the case may be, However you flavor it, you are able to launch out powerful rockets, which split into smaller rockets, which will either home in on a single enemy, or take out multiple in one shot.

Is This Still On? [200 MP]

Despite how blatantly evil Plankton's messages are, his influence is clearly shown to have reached to the edge of Shell City, with SpongeBob and Patrick needing to destroy the propaganda towers. Now, unless someone actually sees you being malicious, people will ignore anything sinister or off-color that you say.

Dennis Strikes Back [200 MP]

Dennis is a real determined bounty hunter. He survived the Cyclops stomping him into paste and, while still being paste, ***catches up to David Hasselhoff***, all to hunt his targets. When you are hunting someone, be it for vengeance or for a job, you can unrelentingly hunt down your targets.

Abyssal Gigantism [400 MP]

In the dark and dangerous trench, SpongeBob and Patrick come face to face with colossal monsters. It's quite possible that this is a reference to abyssal gigantism, where creatures become larger and stranger the further down one goes. You now have an alt-form mimicking one of these trench monsters, capable of inducing low magnitude Earthquakes, destroying everything around

you, and swimming in lava. Your strength in this form massively scales up from the strength of your baseline before the transformation.

Life's So Much Easier Under the Bucket [600 MP]

While it was obviously not going to happen, Plankton was absolutely robbed of his victory. Plan Z was foolproof, and he had SpongeBob and Patrick dead to rights, were it not for the power of a Goofy Goober. You will not have that problem, *ever*, because after you win, your victory cannot be reversed. What's more, if you have totally beaten your opponents, they will willingly *join* you, no questions asked!

Items

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

Undiscounted Items

Teleport Boxes [50 MP]

Throughout the sea, 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, letting you set them up wherever you please. When you set one up, you can immediately have its paired box appear somewhere you've been before.

Kelp Moustache [50 MP]

The result of Mindy's "Mermaid Magic" that was used on Plankton. By wearing these two pieces of seaweed, one can gain enormous confidence in themselves, which bestows a natural charisma. If they wear it for long enough, one can keep that confidence even after it's removed.

Mindy's Magic Mirror [100 MP]

While this was a magical bag of wind in the movie itself, this magic mirror was used in the game as a way for Mindy to communicate with and help SpongeBob and Patrick. You now have two magic mirrors. One allows you to communicate with anyone you are connected to, while the other is a hotline to some helpful entity in a Jump, who will give you advice on what to do.

Extra Options [100 MP]

Throughout the game, SpongeBob and Patrick find Treasure Chests that grant them extras that, while not affecting gameplay considerably, offer fun cosmetics. In every Jump you go to, you receive inconsequential extra options, such as cool costumes, aesthetic modifications, and slight character modifications.

Sliding Vehicle [200 MP]

To retrieve Neptune's Crown, you are going to need to slide in Okey-dokey Corral, the Rock Slide, and Shell City itself, so take this! This is a surfing/sliding tool that will allow you to traverse down any slide with minimal effort. You will be able to maneuver, jump, and knock down enemies without ever worrying about falling off. It can be summoned and dismissed at will.

Krabby Patties [200 MP]

Disclaimer: these do not have to be Krabby Patties. 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 “Krabby Patty” bubbles that can replenish your barriers.

The Royal Crown [300 MP]

This isn't King Neptune's Crown, but instead one of your own. This crown of your own design confers to you greater charisma, a boost to all of your parameters, and the ability to bestow orders onto any weak-willed individual.

Neptune's Trident [300 MP]

A replica of the trident belonging to King Neptune. It bestows powers over ice and fire, while also being able to fire lasers, electrify the floor, and can be controlled psychically. Also, while a niche utility in general, it also has the “Real Boy” function, letting you turn inorganic beings human.

The Square Sponge Items

Iron Gloves [50 MP]

This is some pretty serious weaponry owned by SpongeBob. These iron, spiked gloves can be used for the purposes of both the spin strike and the Macho Bash, doubling all damage done. If these gloves explode via the Macho Bash, you instantly receive a new pair. They can be dismissed and summoned at will.

Sandwich Driving 101 [100 MP]

This bad boy is the souped-up Patty Wagon. It's got the Sesame-seed finish, grilled leather interior, steel-belted pickles, and the fuel-injected deep fryer with dual overhead grease traps. What's more, this is a Super Krabby Patty Deluxe, letting you ignore driving hazards, and bust through locked gates by flooring it.

The Patty Wagon can be summoned and dismissed at will. In the event that it is destroyed, it will be restored after twenty-four hours.

Bungee Harness [200 MP]

SpongeBob is capable of using a fishing hook to bungee down to get manliness points and break targets, albeit at the cost of the ultimate wedgie experience. You receive a magical harness that will spontaneously manifest in areas where you can destroy something from on high, or retrieve something valuable. This harness will never cause you any harm, and you can slip in and out of it with a thought.

Goofy Goober Guitar [400 MP]

The macho guitar belonging to SpongeBob. This guitar enhances any sound-based magical abilities you have, extends and empowers the Macho Sonic Wave, lets you play it perfectly, and frees people from mind control. The guitar can be dismissed and summoned at will.

The Shining Starfish Items

Triple Gooberberry Sundae [50 MP]

If you're going to drown your sorrows, at least have it be tasty. You are able to instantly summon a triple gooberberry sundae (with extra sauce) at any time that you want. It will always taste good to you, and will not cause a brain freeze. May or may not contain trace amounts of alcohol, so don't consume too much all at once.

Freeze Fruit [100 MP]

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.

Ice Block [200 MP]

I have no idea why these things are everywhere, but they do have their uses. These are large ice blocks strapped to balloons, allowing you to go across impassable gaps. These ice blocks will spontaneously manifest when you need to cross a gap or chasm.

Do note that these have somewhat limited utility without some swing perk, such as **Tongue Swinging**.

Monster Mount [400 MP]

During their trek across the Trek, you can regularly see Patrick riding the back of some strange, worm-like monster. Now, you too can ride it like a cowboy, summoning a giant worm to bulldoze through enemies, and swim through hazardous bodies of liquids.

Plankton's (Ex-)Minion Items

Bucket Helmet [50 MP]

Plankton was able to control all of Bikini Bottom by way of his mind-controlling bucket helmets. With these, you have an infinite supply of similar mind control devices that, when latched onto the target, can control anyone. This even includes incredibly powerful, near-godlike beings.

While it doesn't need to be a helmet, your mind control device must be large enough to be detectable. It's not like Plankton was particularly inconspicuous.

Propaganda Towers [100 MP]

Plankton was able to get so many minions across the sea thanks to his propaganda, spread via radios and television. You have radios, television ads, posters, websites, and anything else that can be used to spread your ideology and name, showcasing you in the best possible light. It has a mild cognitohazard that keeps your message in the minds of the people, which helps with getting them to agree with you. Curiously, nobody will try to stop this blatant propaganda.

Enemy Spawners [200 MP]

You want an army of minions? Well here you go, because this device endlessly spawns "mook" entities that are totally loyal to you. In future Jumps, the Spawner will pick up any mook entities present within a setting, regardless of their strength or sapience. You may toggle if any of your creations are sapient.

Plan Z [400 MP]

This was the ultimate plan devised by Plankton, which would nab him the Krabby Patty secret formula, get rid of Mr. Krabs, and take over all of Bikini Bottom, and then the world. It was an uncharacteristically perfect plan, and now you have it as well. For every Jump, you will receive a master plan that will fulfill every wish you have for a setting, accounting for everything you know and don't know.

Companions

Import/Create Companion

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

Choose as many Drawbacks as you think you can take

Back in Bikini Bottom [+0 MP]

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.

It's Eight in the Morning [+100 MP]

Are you drunk, or did you just eat too much ice cream? Whatever the case may be, you are in a bit of a haze at all times, although you can sober up when you really need to.

"She's Purty SpongeBob" [+100 MP]

Like Patrick, it seems that you have a big crush on Mindy. This isn't *too* big of a problem, but you will be just a bit embarrassed whenever you talk to her.

MY EYES! [+100/+200 MP]

It seems that your chrome dome has no hair on it, and when people see it, they get flashbanged by your baldness. For +100 MP, you can cover this up with any headwear, and nobody will pay attention to it otherwise. For +200 MP, your baldness will, at random intervals, be unleashed upon the world uncontrollably. It's not too dangerous, but it will be embarrassing.

Make Mine Chocolate! [+200 MP]

You've got an astonishing lack of awareness. You could be in a field of skulls, and think that suspicious ice cream lady is totally trustworthy.

In Goofy We Trust [+200 MP]

You are actually extremely immature, with your childish behavior actually getting in the way of your aspirations and mission. This won't make you a complete idiot, but this will become a problem.

Suicidal Overconfidence [+200 MP]

I have no idea why you randomly decided to Jump off a cliff, but alright then. You are brave to the point of total recklessness, and it is going to take a lot of convincing for you to not do something monumentally stupid. On the bright side, if you are able to solve all your problems, then this is just a fun quirk.

Actually a Kid [+300/+400/+500 MP]

That's no longer an insult: you are legitimately an actual child. Your body is now physically the same as a young child, and it will make you weaker. For +300 XP, you physically appear as

twelve years old, and are at 70% strength. For **+400 XP**, you look ten, and are at 50% strength. Finally, for **+500 XP**, you look eight years old, and are at 30% strength.

Double the Fun [+400 MP]

You got ready for trouble, so we'll make it double! There are now twice as many enemies as there would normally be, with the exception of bosses.

The Ultimate Hitman [+600 MP]

It seems that Plankton knows the kind of threat you are, and has responded accordingly. Whether it be an amped up Dennis, or some other hitman, you now have an assailant whose skill set matches your own at the start of this Jump. They were hired to kill you, and cannot be reasoned with under any circumstances. By choosing this, you will need to fight them during the game's equivalent to *Name's Dennis* and *Dennis Strikes Back*.

Should you manage to upgrade yourself during the Jump, they will not scale to you.

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 JumpBob ChainPants Movie!



Rather than going through a Jump similar to the game, it seems that you have to actually go through the complete game of *The SpongeBob SquarePants Movie*. This includes getting all the Goofy Goober Tokens. You are expected to complete every mission, beat every challenge, fight every boss, and stop Plankton's wicked Plan Z.

For a real challenge, you are alone in this mission. SpongeBob and Patrick are, for one reason or another, unavailable for the duration of the Scenario. To make this possible, you will receive the **Macho Spin Strike**, along with the Free and +100 MP perks down **The Square Sponge & The Shining Star** origins. You may use them for this scenario, but if you didn't purchase them, you don't get to keep them afterwards.

Reward - Goofy Goober Rock!

For reaching Shell City, retrieving King Neptune's crown, and stopping Plankton, you get this reward. SpongeBob's defeat of Plankton was, in no uncertain terms, completely absurd and lacked all foreshadowing. Despite that, it worked, because it was a thematically appropriate way to end the story. Once per Jump, or once every ten years (whichever comes first), should you have a solid grasp of who you are as a person, you can resolve any major crisis immediately, and reverse any and all damage. Most of all, it will be done with a catchy tune playing!

Final Choice

The journey is over, and the day is saved. Now, 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

Clarification

The Shining Star Origin: I made this origin fulfill a supporting role, because that was ultimately Patrick's role in the Movie. Thematically, as mentioned in the **Simple Desires** perk, Patrick has no horse in the race, save for the fact that his friend could use help. More practically, Patrick doesn't have a whole lot of unique "stuff" and notable quotes to work with, so I can't do as much as with SpongeBob.

Perk Reflavoring: A lot of the in-game abilities are incredibly charming and fun for the game they appear in, but would probably feel absurd to do in non-cartoonish Jumps. As a result, I've given the option of reflavoring how it manifests.

Future Lord of the Sea: The abilities here are based largely off of what we now Mindy can do in *The SpongeBob SquarePants Movie*. The fact that you can actually fly (Rather than just the "swim-flying" that she can do) is because I'm also combining it with the magical bag of winds, which did fly away.

Enemy Spawner: This spawner is considerably weaker than the Duplicatotron 3000, as it cannot create any Boss robots for you. As a result, it's been bumped down to only being 200 CP, especially in comparison to Plan Z

Battle for Bikini Bottom Interactions

Considering the Movie Game was made after BfBB, and uses BfBB's engine. I intended for the two Jumps to be connected to one another. So, you receive an origin bonus for having completed the *SpongeBob SquarePants: Battle for Bikini Bottom* Jump.

---The origins in this Jump are intended to be the same ones as from the BfBB Jump (**The Square Sponge & The Shining Star** have the same names, and **Plankton's (Ex-)Minion** maps onto **The Robot Menace**). If you chose any of those origins in that Jump, you keep the discounts for this Jump, letting you get two origins discounted.

Because Sandy's purpose was rolled into Patrick, **The Texan Squirrel** grants discounts for **The Shining Star**.

---If you purchased any of the "Scenario Required" perks from *Battle for Bikini Bottom*, you can use them instead of perks from this Jump. The ones from that Jump are broadly weaker, but they will work just fine here, and if you purchased **Macho Upgrades**, you can upgrade them to have the powers of the ones in this Jump.