Super Spongebob Kart

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IPS patching

In order to play Super SpongeBob Kart you will need:

Super SpongeBob Kart.ips
A Headered (USA) Super Mario Kart .smc/.sfc ROM file (Headers can be added using SNEStuff)
An IPS patching tool (Lunar IPS or SNEStuff)
A SNES Emulator (ZSNES or Snes9x)

1. Make a copy of Super Mario Kart.smc/.sfc
2. Rename the copy of Super Mario Kart.smc/.sfc to Super SpongeBob Kart.smc/.sfc
3. Open IPS patching tool
4. Click Apply IPS Patch
5. Locate and select Super SpongeBob Kart.ips
6. Select Super SpongeBob Kart.smc/.sfc as the file to patch
7. Open Super SpongeBob Kart.smc/.sfc in SNES Emulator

Controller Setup
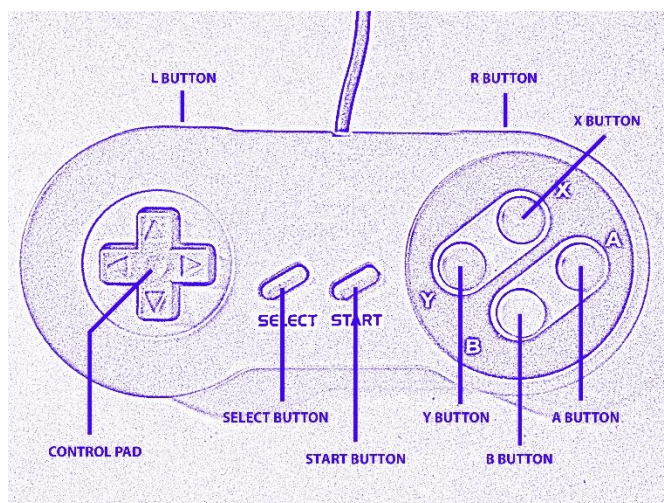
X Button – Rear view mirror (1P) and cancel on selection screens   Y Button – Brakes

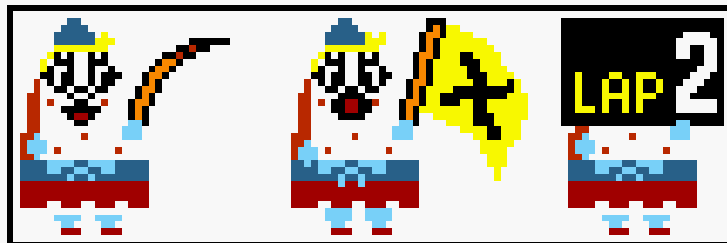START Button – Pauses the game and enters selections

SELECT Button – Rear view mirror (1P)

Control Pad – Steers Kart and moves cursor on selection screens

A Button – Use items   B Button – Accelerate and enter on selection screens

L & R Buttons – Hop (L or R + Control Pad - Power Slide)

Mrs. Puff

Hello everybody! My name is Mrs. Puff and I am here to watch over my driving students. If you need my help, I'll be around. My roles include; starting races with my traffic lights, fetching drivers from out of bounds areas, warning drivers if they are headed the wrong way, and indicating the current lap.

Game modes

1P Game
- SpongeBob Kart GP
- Time Trial

2P Game
- SpongeBob Kart GP
- Match Race
- Battle Mode

SpongeBob Kart GP (1P&2P)

To start off there are two racing classes: 50cc and 100cc. The 150cc class can also be unlocked. (See page 12 of this manual) Beginners may want to start with the 50cc class as it is easier.

As soon as Mrs. Puff's light turns green, the race begins. If you rev your engine too early, you'll peel out. For 1P half of the screen will show an overview of the course and where all of the racers are currently. To change this view to your rear view mirror, press the X Button or the SELECT Button. For 2P, Player 1 is shown on the top screen and Player 2 is shown on the bottom screen. The bottom right of the racing screen shows what rank you're in out of the 8 drivers.

Each race is 5 laps. If you place in the top 4, you progress to the next course. If you place 5th or lower, you'll lose a life and have to retry the race (only one player needs to place in the top 4 to progress to the next course in 2P). After the winning driver crosses the line, finishing positions are shown on the left side of the screen.

Each time you choose RETRY, you lose a life. Pressing the START Button during a race gives you the option to GIVE UP, which also causes you to lose a life. (In 2P if one player gives up before the other player has finished, both players lose a life).

standings

The racers who place in the top 4 receive points. At the end of each cup, your point total will decide your position.

Position	First	Second	Third	Fourth	5th-8th
Points	9	6	3	1	0

If you rank outside the top 4 you will have to RETRY or END the game. If you run out of lives, you will be presented with a GAME OVER.

results &trophies

Players who survive to the end of a GP will be given a trophy if they finish in the top 3. The gold, silver, and bronze trophies are awarded in front of the Krusty Krab by a special celebrity friend of SpongeBob.

	50cc	100cc	150cc

GOLD:

SILVER:

BRONZE:

time trial (1P)

The Time Trial is great for practicing. There are no rivals or items to pick up, just clean tracks. The top 5 times and drivers are saved to memory.

If you perform well in time trial, you will be able to race against yourself as a ghost will appear.

For added fun, a CPU player can be added by using the second controller.

In this mode if you do not pause during the race, you will be given the option to REPLAY and watch your driving performance.

match race (2P)

This is a one-on-one, head to head race to the finish. Use your items wisely to put you in the winner's circle.

battle mode (2P)

A 2 player mode, with each player having 3 balloons. The objective is to burst the balloons of your opponent before they burst yours. Collect items from question blocks and use them to your advantage.

win/loss screen

A win/loss indicator in Match Race and Battle Mode shows up to 99 wins and losses.

track stuff

Zippers
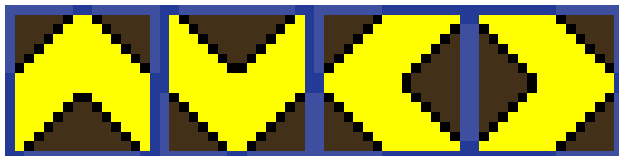
Run over zippers to speed up.

Jumps

Run over these to jump.
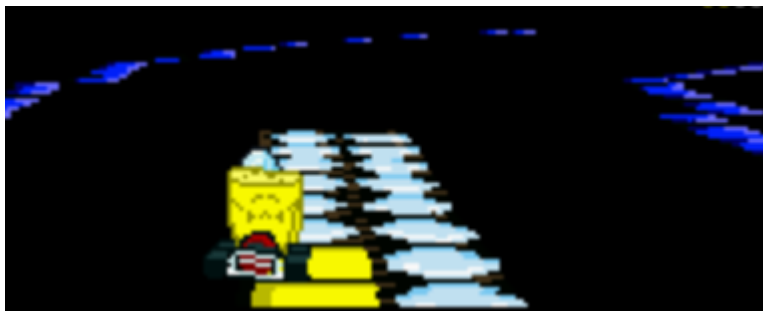
Question Blocks
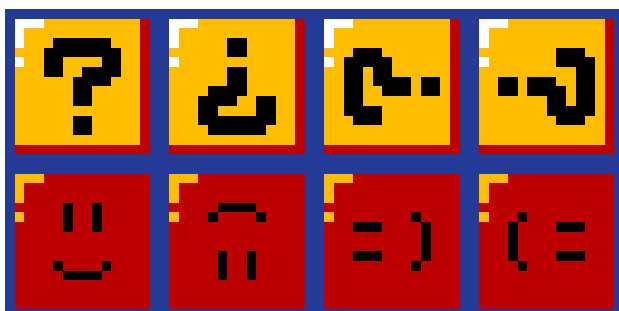
Run over a yellow question block to start the item roulette. The item box located at the top of the screen will eventually stop on an item (you can stop the roulette by pressing the A Button). To use the item, press the A Button. Running over a yellow question block will turn it red and render it obsolete. In Battle Mode red blocks turn yellow when there are few or no yellow blocks left. You can only carry one item at a time, so if you are already carrying an item you won't be able to pick up another one.

Oil Slicks, Ice & Mud Patches
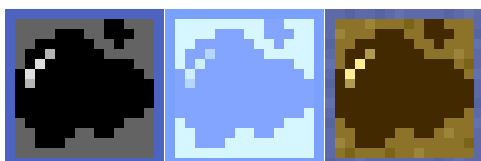
Oil slicks, ice & mud patches cause drivers to spin out.

Coins

You can collect coins by running over them on tracks or by getting them as items from question blocks. If you don't have any coins and an enemy hits you, you will spin out. Your starting position determines your amount of coins on each course. (1st & 2nd get 2 coins, 3rd & 4th get 3 coins, 5th & 6th get 4 coins, and 7th & 8th get 5 coins.) You lose one coin for colliding with an enemy, two coins to Mrs. Puff for towing, and four coins for spinning out.
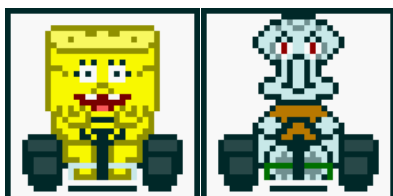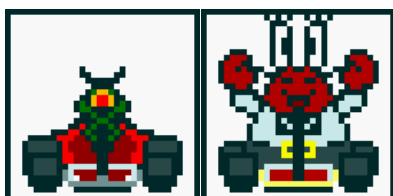
the racers

Snellie & Gary

Snellie and Gary both have the same driving ability. They have a friendly rivalry and you can expect a heated contest between them.

SpongeBob & Squidward

SpongeBob and Squidward in addition to working together at the Krusty Krab, also share the same driving ability. Both of these racers have very fast acceleration.

Plankton & Krabs

Plankton and Krabs are arch enemies. They both have slow acceleration but their top speed is great, and they also know how to throw their weight around.
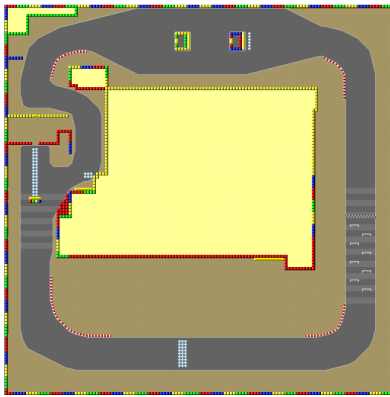
Sandy & Patrick
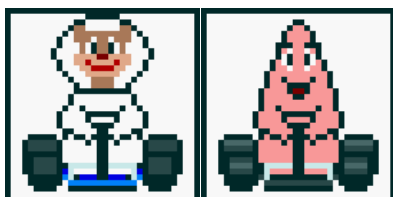
Sandy and Patrick are good all-around racers with above average cornering ability. They do not skid as easily and are recommended for beginners.
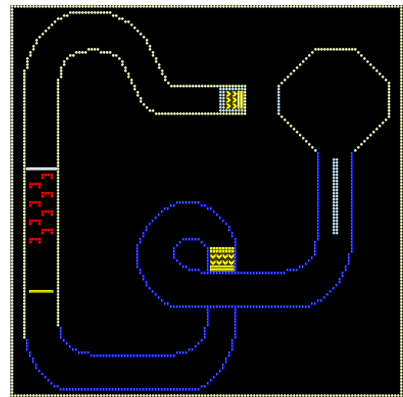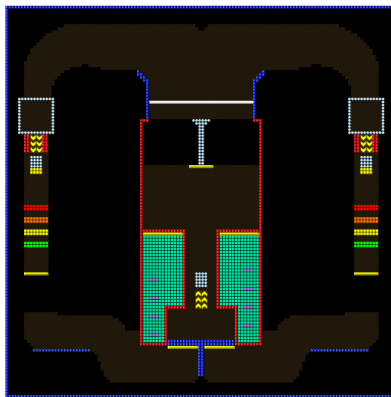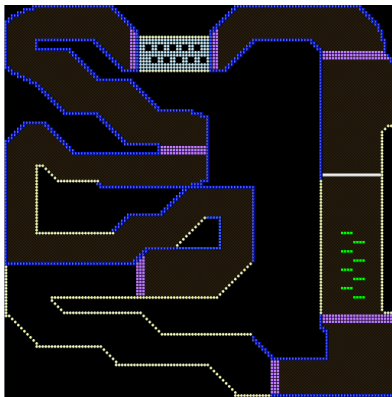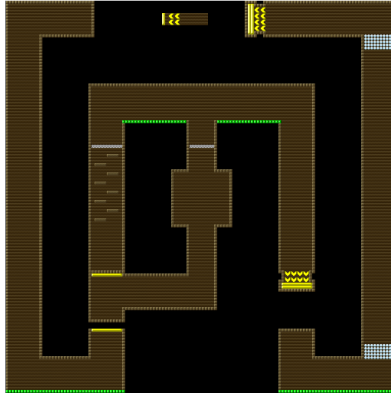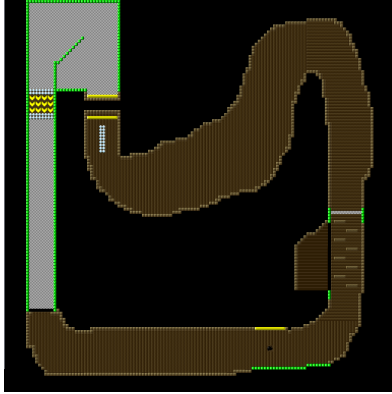
the courses

Bikini Bottom Cup

- Kart School (1 Track)
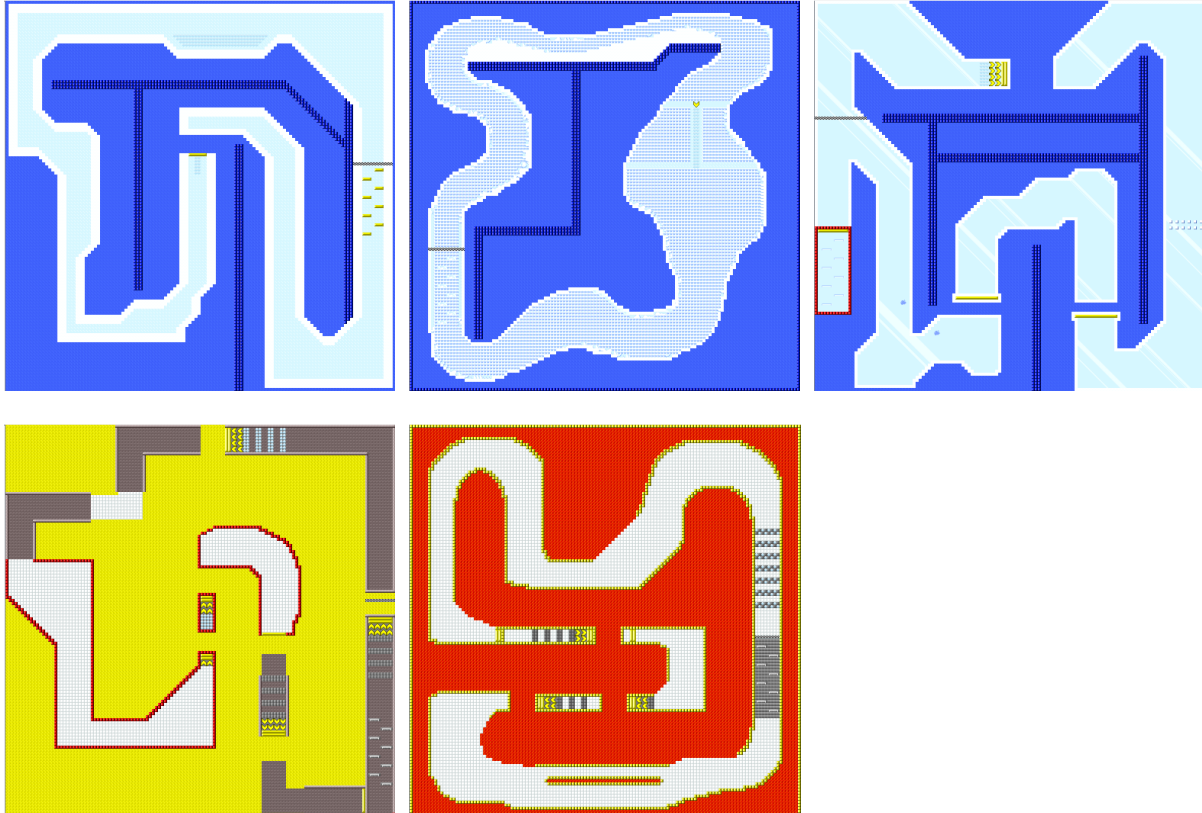- Goo Lagoon (2 Tracks)
- Jellyfish Fields (2 Tracks)
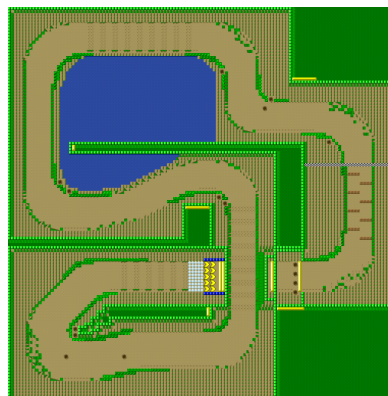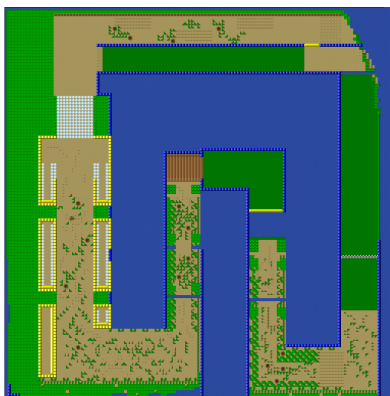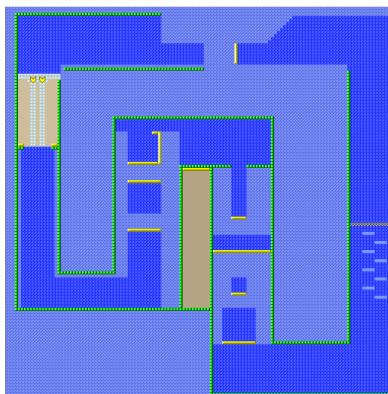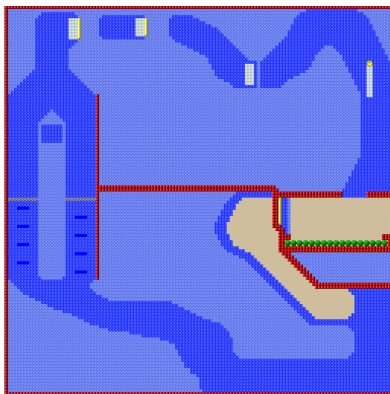
Rock Cup

- Giant Ship (2 Tracks)
- Rusty Anchor (3 Tracks)

Bottoms Up Cup

- Oxygen Springs (3 Tracks)
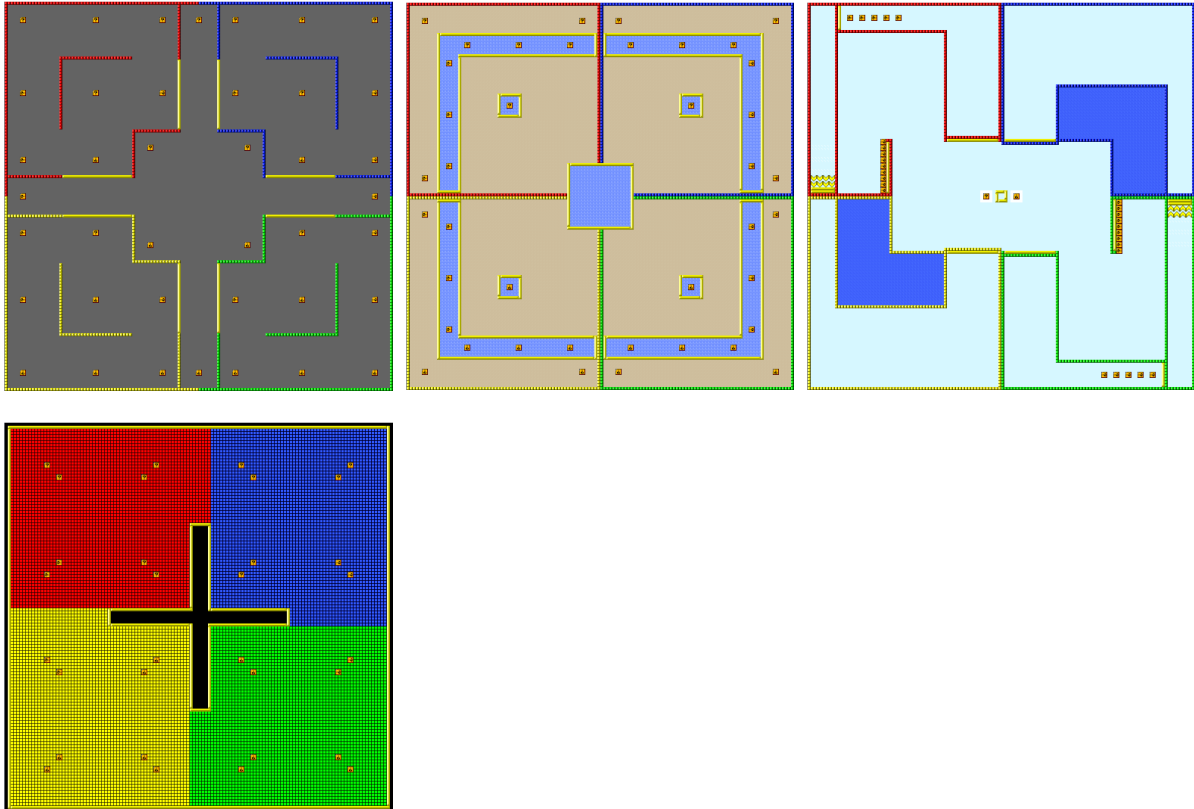- Neptune Castle (2 Tracks)

Shell City Cup

- Shell City (5 Tracks)

Shell City Cup is a secret cup race unlocked by winning gold in all 3 cup races in the 100cc class. Win gold in the Shell City Cup to unlock the 150cc class.

Battle Mode

- Battle Mode (4 Tracks)

the items

Pineapple

If you or an opponent drives into a pineapple, the driver will spin out. Press A to lay it behind you, or UP and A to throw it in front of you.

The Flying Dutchman

The Flying Dutchman will temporarily give you invisibility and invulnerability from most attacks. He also steals your opponent's item if they have one.

Speed Arrow

The speed arrow will give you a boost of speed that lasts about 3 seconds. It's better to use them on straight roads or you can lose control.

Coins

You will receive two coins. Coins are useful so you can go faster and not spin out if you get bumped.

Purple Conch Shell

A purple conch shell goes straight if you shoot it forward. Press A to shoot it straight forward or DOWN and A to lay it down like a pineapple.

Green Conch Shell

Green conch shells are similar to purple conch shells; only the green shells are heat seeking meaning you don't really have to aim at your opponent.

Sandy's Space Boots

When you use Sandy's space boots, your driver will do a high 360 degree jump. This is useful for avoiding conch shells in Battle Mode or to jump walls for shortcuts while racing.

Neptune's Spatula

Neptune's spatula will give you invincibility from all attacks, increase your speed, and if you hit an opponent, they will spin out.

Mermaidman's Belt

When you use Mermaidman's belt, it will shrink all other drivers causing them to go slower and be vulnerable to you.

CPU Items

CPU controlled racers all have the ability to jump, as well as use their own signature item. Snellie and Gary use Neptune's Spatula, Krabs uses pineapples, and Sandy uses purple conch shells.

There are three items which can only be used by CPU racers:
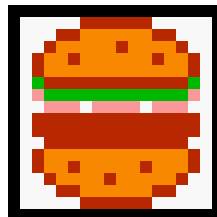
Squidward's Clarinet   Chum Bucket   Krabby Patty
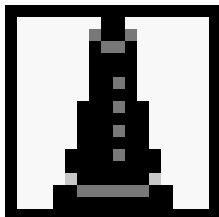
(Used by Squidward)   (Used by Plankton)   (Used by SpongeBob & Patrick)
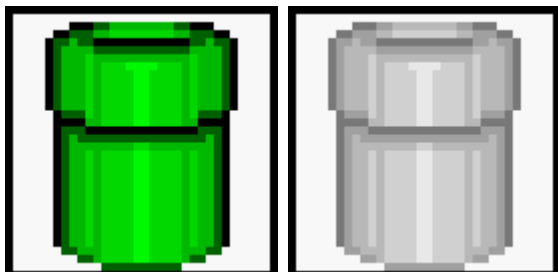
Makes you spin out.   Makes you spin out.   Makes you shrink/grow.

course hazards

Courses have their own hazards which you should avoid.
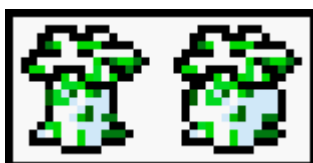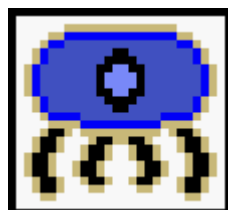
Pipes

Anchors

Plants

Jellyfish

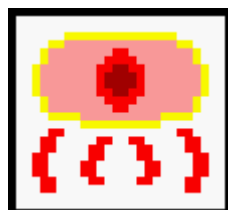## Fish

If a jellyfish hops on your kart, shake it off by pressing the L or R buttons repeatedly!

contact

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