

Welcome to Kamp Koral!



Kamp Koral (formerly *Camp Coral*, now under the management of Lt. Eugene Krabs, Ret.) is a sleepaway summer camp for the children of Bikini Bottom and the adjacent ocean areas. Situated on the gentle shores of Lake Yuckymuck and surrounded by a kelp forest, it's the ideal place for kids to be kids. From fun activities like riding the volcano zipline or hunting the local Seasquatch named "Big Fin," to what Old Man Krabs describes as "character building exercises" like repairing the camp's more dilapidated buildings, there's nowhere else a Bikini Bottom kid would rather be!

The *Kamp Koral* series differs from *SpongeBob* in two important ways: the younger age of our characters and the new camp location. These differences will affect our characters' interests and actions. For example, young SpongeBob isn't worried about keeping his job at the Krusty Krab, he's trying to earn his merit badge in Underwater Campfire Building. Young Sandy isn't saving the city with science, she's planning her next x-treme adventure scaling the face of Porpoise Peak. Young Patrick... well, he's still mostly interested in food and naps.

Rolling back the clock on the *SpongeBob* universe also allows us to see big moments in our characters' past, such as SpongeBob catching his first jellyfish, Patrick taking his first bite of ice cream (then second... then third...), or Mr. Krabs and Mrs. Puff's first date. Additionally, we'll be introduced to new characters that we didn't see in the original series: fish-folk who live in the woods nearby, or work in the camp, will become new friends (and new adversaries) as our characters meet them.

Despite these differences, *Kamp Koral* and *SpongeBob* share the same wacky, nautical DNA. The humor-for-all-ages style of *SpongeBob* will be alive and well in *Kamp Koral*. Even though this is a show about kids, it's definitely not for babies!

Now, let's meet the players...

MAIN CHARACTERS

SPONGEBOB SQUAREPANTS (Age 10)

Wide eyed and soaking up experiences like the sponge that he is, SpongeBob is thrilled to be back at Kamp Koral with his buddies Patrick and Sandy. It's hard to believe that SpongeBob was once more naïve than the grown-up version that we know – but he was! He was also much goofier, sillier, and determined to make friends with everybody in camp and the surrounding woods (even the grizzly seabears)!

Young SpongeBob is very polite and happy but has no sense of boundaries, and will often just walk right in on somebody sleeping, or in the shower, or the outhouse, forgetting that he's not at home. And since he's ten, he's not very good at many things he'd like to be, like tying his shoes, making friends with animals (he tries and gets mauled... but bounces back), and his jellyfishing needs more work. Try as he might he just can't seem to catch a jellyfish. But he takes it all in stride with a lot of humor, knowing that one day he will catch one.

SpongeBob is best buddies with Patrick. Since this version of SpongeBob is younger and more inexperienced, he doesn't know when Patrick is wrong about things so he accepts Patrick's idiocy at face value. His relationship with Sandy is that of a little brother to an older sister (one year older)! Since she's from the surface world (where he's never been) he's fascinated by her. Sandy likes him and is very competitive with him in a friendly way. SpongeBob's got super respect and admiration for Squidward (after all, Squidward is 14 and runs his cabin). Squidward, on the other hand, could do with a lot less admiration and annoying attention from SpongeBob. SpongeBob's greatest admiration to the point of hero worship is for Mr. Krabs (a Navy hero to SpongeBob). SpongeBob peppers Krabs with questions about the old ancient sea mariner days and ignores Krabs protests about not being "that old!"



PATRICK STAR (Age 10, or as he says “one-o”)

We all know that grown-up Patrick has a small brain. But young Patrick has an even smaller brain, making him extra brainless (he’s not yet the wise and worldly Patrick we all know). He’s super excited to be in camp with SpongeBob and the scouts, and overdoes everything in a funny, sweet way while remaining a total slob. Patrick loves to talk to the undersea woodland animals. They understand him and try to avoid him because he’s so ludicrous (except when they’re cornered by him).

Patrick loves to eat but he’s not so sure what is and isn’t food yet, so he’s apt to try anything (like trees, rocks, and books). He’s developed a love of ice cream, even though he’s lactose intolerant. He’s super loyal to SpongeBob and hopes to one day be a computer genius, but only if it doesn’t interfere with his favorite activity: loafing



SQUIDWARD TENTACLES, COUNSELOR (Age 14)

It’s Squidward’s first year as a counselor and he wants to make good. Unfortunately, he’s been assigned to SpongeBob and Patrick’s cabin and they drive him nuts. But this is a younger version of Squidward than we are used to and he’s not yet the worn down, bitter, sourpuss that we’ve come to know and love. We’ll see a positive-thinking young octopus (with some teenage self-doubts) that’s energetic enough to bounce back from anything the campers dish out, as he tries to make his cabin the best one in camp.

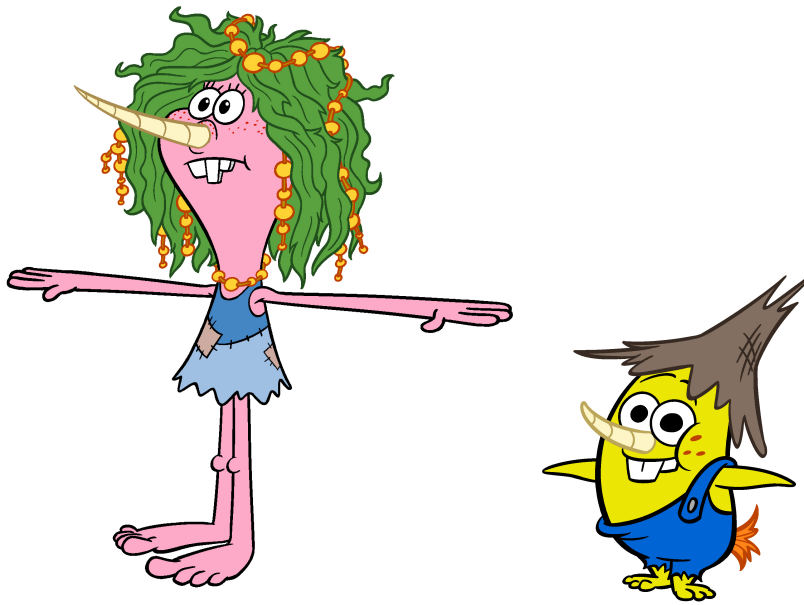
Squidward is in charge of the camp’s arts, crafts, and music departments (all his art is only about himself). He’s talked his way into playing Reveille (badly) every morning with his clarinet (and has sneakers and rocks tossed at him for the effort, which he collects for his art). Though he tries hard at being an expert naturalist, underwater insects, plants, and ocean forest critters freak him out. But SpongeBob and Patrick don’t notice any of that and believe that he’s their very own Tarzan.



SANDY CHEEKS (Age 11)

How did a surface mammal like Sandy wind up in an underwater summer camp? Could it have been a clerical mistake... or something else? We'll find out in the course of the show. In any case, since she brought her own all-purpose underwater breathing suit she can participate in all the camp activities.

A highly competitive and tough squirrel, Sandy is still learning about science and nature (she has a tendency to brag about knowledge that she still hasn't acquired). Because of her Texas background she has outdoor skills that the other scouts don't have, though she still has a lot to learn about being underwater. Because she is younger than we're used to seeing her, Sandy is not always so sure of herself and will often turn to SpongeBob (or worse Patrick) for comfort and knowledge.



NARLENE (Age 14) AND NOBBY (Age 8)

Narwhals Narlene and her younger brother Nobby are locals that live in the hills surrounding Kamp Koral. They are wild children (some might call them hillbillies) that often wander into camp as if they owned the place. They're both tricksters that run rings around the campers for fun. Narlene is Groucho to Nobby's Harpo (Nobby speaks only in gibberish). Narlene thinks SpongeBob is hilarious and they've become fast friends, while Squidward has a crush on her that he doesn't quite understand.

MR. EUGENE KRABS, CAMP MASTER (Age 30)

After leaving the Navy, and before opening the Krusty Krab (and inventing the Krabby Patty), Mr. Krabs bought and ran Kamp Koral, thinking it would be an easy way to make money and only have to work in the summer. Little did he know what a headache it would be. Things in camp keep breaking down, everything is expensive, and the kids call him "Old Man Krabs" even though he's only 30! When frustrated he runs deep into the woods where he can scream his head off.

Not only does he gouge the campers at the camp store, he gets free labor out of the kids (repairs and chores) by "paying" them in merit badges instead of cash.

PLANKTON, THE CAMP'S COOK (Age 30)

The only reason Plankton took the job as the camp's cook was to save up money to go to college. He hates the camp and the campers. But mostly he hates "Old Skinflint Krabs," and is always threatening him with a rather vague, "just wait until I go to college, Krabs, you'll be sorry!" Plankton's college fund is actually a big tip jar at the mess hall (not realizing that kids don't tip) that Krabs keeps dipping into, and the kids fill up with rocks and leaves.

Plankton gets grief from the campers for the slop he cooks (he calls everything a “surprise”) and prefers to have his own food delivered from the local Chinese restaurant. His only comforts are his evil schemes down in his underground lair (he experiments with mind control recipes) and his computer girlfriend, Karen (at this point just a talking hand-held calculator). And of course, he gets stepped-on by the kids. Oww!

SUPPORTING CHARACTERS

MRS. PUFF, CAMP DIRECTOR (Age unknown)

Some say that before Mrs. Puff became Bikini Bottom's driving instructor she had a criminal past. Some also say that she took the job at Kamp Koral as a way of laying low from the heat, and that she's hidden bundles of loot all around the camp. But those are just rumors. As camp director, she's Krabs' assistant in charge of camp sports, activities, and keeping the campers out of Mr. Krabs' hair... er, shell.

BUBBLE BASS, COUNSELOR (Age 14)

Young Bubble Bass is very much like the older version we know, except a little less sure of himself. His knowledge of nerd culture hasn't been fully formed, so he has a tendency to bluff his way out of, and into, every situation. He's a slob more from ignorance than from indifference. His mom taught him nothing except blind allegiance to her, so he's a momma's boy in the woods pretending to be cool.

LARRY THE LOBSTER, COUNSELOR (Age 14)

Though his commitment to physical fitness is admirable, Larry is mostly into his own muscular physique. A bit shallow, he spends his time admiring himself and rolling his eyes at all the weak and flabby campers. Overenthusiastic and a bit ridiculous, he puts his cabin boys through the paces to make himself and his smelly gym locker of a cabin look good.

KIDFERATU (Age 10)

Kidferatu (the kid version of Nosferatu) resides in the Weirdo Cabin, with a group of kooky-spooky fun-loving campers from Rock Bottom (think of them as the Addams Family of the camp). Due to his aversion to sunlight, Kidferatu mostly does his camp activities at night. During the day he sleeps upside down in the cabin, hanging from the rafters in a sleeping bag like a bat. But he has been known to join in on daytime activities with heavy sunblock (SPF 3000) and a parasol.

THE ANCHOVIES (all age 10)

A cabin that is overstuffed with anchovy kid campers. We see them around camp participating in camp activities en masse and only speaking in Anchovy "meep meep."

LOCATIONS, LOCATIONS, LOCATIONS!

KAMP KORAL

On the outskirts of Bikini Bottom, deep in the woods, lies a small summer camp for kids called "Camp Coral." Mr. Krabs' younger self purchased the camp, changed the name of the compound to "Kamp Koral," and the rest is literally our characters' history. The camp's flora and fauna of tide pool coral trees and rock formations is nature at its most beautiful. Nestled beneath the mountainous majesty of "Porpoise Peak," the camp is the perfect place for kids to explore, confront the great outdoors, and skin their knees while singing camp songs.

Inside the camp, Krabs puts his name brand on everything. We see that he's always been a penny pincher, as he aims to bilk the campers out of their spending money, and forces them to make their own cabin repairs by concocting bogus camp merit badge games like "Floorboard Fix" and "Toilet Snakes and Ladders." To Krabs, the kids get to learn about hard labor, and he gets to save money. "Win, Win-r-rer".

SPONGEBOB AND PATRICK'S CABIN

Our 10-year-old SpongeBob and Patrick reside in "Dinghy" cabin, which looks identical to all the other cabins except for SB's signature pineapple (which is just pumpkin sized here), being grown in a planter by the front door. SpongeBob waters it every day, telling everyone that someday it's gonna grow to be as big as a house. All the kids think he's looney. Even Pat tells SpongeBob to ease up on the giant pineapple talk.

The cabin has bunks that SpongeBob and Pat sleep in and has room enough to play games. There is a front door, as well as a trap door in the floor so they come and go secretly if they want to. SpongeBob and Pat's cabin is usually full of fun and mischief, which can be known to drive Squidward and everyone else crazy.



SANDY'S TREEHOUSE

Attached to a coral tree, Sandy Cheek's habitrail style see-through treehouse has a tube connecting directly to SpongeBob and Pat's cabin. She has a hammock inside with a little room left over for her science equipment and nature experiments. Much like a scaled down version of her Treedome house, the treehouse gives Sandy a safe place to take off her air helmet and hang out. It's close quarters, but she invites SpongeBob and Patrick inside sometimes to play games or conduct studies of them and other camp inhabitants.

SQUIDWARD'S ROOM

Inside SpongeBob and Pat's cabin is a smaller bedroom off the main room, where teenaged Squidward makes his home for the summer. He is one of the camp's junior counselors. Squid's room is full of posters of himself, and he's always working on arts and crafts projects to try and impress everyone. When he's not trying to make his cabin the best one in camp, he can be found in his room, trying to relax in peace, away from the campers he's been assigned to. One thing Squidward knows for sure, when he grows up he's gonna live as far away from SpongeBob and Patrick as possible.

OTHER CABINS

"Pontoon" cabin is also known as the NERD CABIN. The counselor is Bubble Bass. The campers are as follows: Harvey (conspiracy kid), Kevin the Cucumber, Perch Perkins.

"Frigate" cabin, is also known as the JOCK CABIN. The counselor is Larry the Lobster. Campers are as follows: Craig Mammalton, Mohawk the punk, Tall Tail (head always cut off by frame)

"Yacht" cabin, is also known as the RICH CABIN. The counselor is Missy Upturn. Campers are as follows: Rea and Ro (goldfish twins), Regigilled (their butler)

"Barge" cabin is also known as the ANCHOVIE CABIN. The counselor is an adult Anchovy.

"Trawler" cabin is also known as the WEIRDO CABIN. The counselor is Kidferatu. Campers are as follows: Roxie (Big and Little), Jimmy Blob, Preda Tory

There are many other cabins in the camp with more kid incidental characters, that we will meet throughout the series.

KRABS' DIRECTOR OFFICE

Mr. Krabs' office is his control center and sleeping quarters. The office is decorated with all of Krabs' Navy memorabilia, and the kids never know what historic or grotesque artifact he is going to surprise them with next. Krabs has a big nautical desk and a private deluxe restroom that no one is allowed to use except him. He also has a ship's wheel attached to the flat-decked roof, so he can pretend to steer the camp, and reminisce about his adventures on the high seas.

KRUSTY KANTEEN/ PLANKTON'S SECRET LAB

Mr. Krabs might own the camp, but Plankton runs the mess hall and has made it his own. Plankton still can't make an edible meal, but he happily serves his chum and other experimental meals, and the kids are forced to choke it down. Plankton's menu is nutritious alright, but it tastes horrible. Plankton also has his sleeping quarters inside his ramshackle kitchen.

But hiding sinisterly beneath the boat mess hall lies Plankton's secret underground laboratory, where he conducts his evil experiments and builds his evil machines. It's not as sophisticated as Plankton's future Chum Bucket lab. It's more of a handmade facility, and Plankton has to make due with whatever he's able to get his hands on. His lab also has a few secret tunnels underneath the camp, which Plankton uses for surveillance and scheming mayhem.

LAKE YUCKYMUCK

Kamp Koral's shimmering lake of goo is the backdrop for many of our stories. The kids do a lot of frolicking in the lake, as well as practicing how to swim or snorkel or fish for slugs in the goo. The lake is a place for kids to compete in boat races, submarine building, or ziplining. To the kids, the lake can sometimes be beautiful, or scary, or romantic, or just a lot of crazy fun. Out in the middle of the lake is a small island that has a sunken human gas lantern on it, acting as a pseudo lighthouse for the lake. Mrs. Puff makes it her home away from home, and also uses it to get away from all the kids, if only for a moment.

THE CLAMPITHEATER

The camp's theater is actually a live giant clam named "Kazan," whose mouth has to sometimes be propped up with a tree branch to keep the shell from closing down *on* a production too soon. Inside the clam, stage kids put on short hygiene plays and musicals, and sometimes Krabs has them put on commercials for his new products so kids can buy them after the show in the camp store. Kazan the clam is also the stage manager, and his clam meat figure protrudes from the floor to direct the productions. Sometimes the clam shell acts as a stage curtain closing and opening between each act.

LATRINE/SHOWERS

The only outhouse always has a long waiting line. It also features a toilet paper roll, inconveniently placed outside the outhouse with a hole in the wall so you have to reach outside for it. Sea-spiders and other bugs are a hazard in this commode, so each squat is truly an adventure. Tightwad Krabs only lets the showers run for two minutes a day and the water is always freezing. These luxuries further illustrate to the kids what it means to be "roughing it."

LOOKOUT! TOWER

This high watch tower looms over Kamp Koral giving a breathtaking birds eye view of everything. Perch Perkins, here a teenager, works as the camp's lookout, reading camp news,

making emergency announcements, and making sure all the kids are in their bunks at night and the campfires are out. Perch sometimes narrates what he sees from his perch, and we witness his first efforts at being a roving reporter for the camp and all its breaking news. This can be very annoying to the kids and sometimes they lock Perch in the tower, which is the only way to stop him from interviewing people with his cardboard microphone. The tower is also prone to toppling over from stampeding campers, high winds, or Perch's own stupidity.

KELP FOREST

The kids love to explore the woods surrounding the camp so they can try to make friends with all the animals of the coral forest like: sea mules, giant wild urchins, sea moose, and multiplying sea bunnies. They usually find out that some wild animals shouldn't be bothered with, and kids can often be seen running out of the woods screaming at the horrors that only nature can bring: splinters, quicksand pits, poison kelp, bug bites, but mostly just overactive kid imaginations running wild.

SLIPPERY FALLS AND THE CAVERNOUS CAVE

Besides riding the crazy rapids and long drop, sometimes the kids find their way behind the waterfall, wherein they find a cave that they love to play in. Inside "Cavernous Cave" lies an old explorer skeleton with an 18th century Naval hat, they call "Captain Charles Wilkes" (the naval officer who first explored the Pacific). Captain Charles is a skeleton who has been there for years, and the kids love to puppeteer him and pretend he is going on more exciting adventures.

SPRINGBOARDS

1. The Jellyfish Kid (Pilot):

SpongeBob is really excited! Today is the day he's going to earn his jellyfishing badge/shell! Everyone in camp easily masters the art of jellyfishing, everyone except SpongeBob. He tries again and again but it's no use, he just can't get the hang of it. To cheer him up (and let SpongeBob finally catch a jelly), Sandy dresses Squidward up as a jellyfish and tries to puppeteer Squidward into SpongeBob's net herself! Unfortunately, a sea monster swallows Squidward, and it's up to SpongeBob to rescue him! SpongeBob doesn't succeed in catching a jellyfish, but he does earn the first ever Monster Rescue badge!

2. The Treasure of Kamp Koral:

During a slow day at Kamp Koral, SpongeBob and Patrick go on a treasure hunt. They enthusiastically dig hole after hole, pockmarking the camp with dangerous divots. By some miracle they dig up a genuine treasure chest filled with golden doubloons! Krabs' greedily gives SpongeBob and Patrick special Kamp Koral perks in exchange for their golden booty. (Like executive bathroom privileges, and even swaps their cabin for his own fancier cabin!) Krabs gives them more and more elaborate perks, like their own amusement park and a pet sea-moose. Later (after draining them of their wealth) Krabs sneaks off to hide his loot. But when he opens his treasure chest it's empty! Krabs realizes it was his money all along!

3. Sugar-Squeeze!:

One sweltering day at Camp Coral the Campers find that all of their candy and sweets have disappeared! To solve the mystery, SpongeBob and Patrick bait a candy bar and catch a local girl named Narlene, who lives in the woods surrounding the camp, running off with their treat! Narlene confesses that she has been "borrowing" their candy to brew up a special treat in her soda pop still, hidden deep in the woods. Narlene calls it Sugarshine, a magical soda pop that's always cold, super fizzy, and shines in the dark. After a swig of Sugarshine the campers are so full of fizz and energy they start wrecking Krabs' camp! It's up to Plankton to concoct an antidote with his very first batch of Chum!

4. Pearl-tato:

Krabs has to leave for the day to pick up supplies for the camp and he needs a sitter for his precious Baby Pearl! SpongeBob volunteers but Krabs has already drafted Missy Upturn and the snooty campers from the Posh cabin to take care of Pearl while he's gone. But Pearl is so much trouble the rich kids quickly hand her to Larry and the Jock cabin, who pass her off to another cabin! Pearl is passed from cabin to cabin like a Baby Hot Potato! SpongeBob is overjoyed when Pearl finally arrives at his cabin. But in the blink of an eye Pearl escapes from SpongeBob's arms and heads for the woods! SpongeBob is beaten and battered as he chases Pearl through dangerous waterfalls, gooey swamps, and spiky urchin fields. When SpongeBob is cornered by an angry seabear, Baby Pearl ends up rescuing SpongeBob! Krabs returns to camp and is shocked to find Baby Pearl babysitting a tuckered-out SpongeBob asleep in Pearl's crib!

5. In Search of Camp Noodist:

Krabs overhears SpongeBob and the other Campers talking about how they're going on an expedition to find the legendary Camp Noodist hidden deep in the woods! The Campers (of

course) immediately get lost and are late returning to camp. Krabs reluctantly goes searching for the missing campers but can't find them anywhere! Krabs finally tries to search for the kids inside Camp Noodist! Unfortunately, Krabs is only allowed inside the camp if he's wearing his birthday suit! After a long and grueling hike SpongeBob and the Campers finally do locate the Noodist Camp; it's filled with live action fish! The Campers giggle at the realistic fish but are horrified when they see a realistic Mr. Krabs in the buff... er, shell.

6. Cabin of Curiosities:

SpongeBob and Patrick are playing a game of bubble ball when their ball accidentally bounces into another cabin's window. SpongeBob is about to ask for his ball back when Patrick stops him. Patrick heard the other campers saying that cabin is the "Weirdo Cabin!" They never participate in any of the Camp activities and there is always a dark storm cloud above their cabin. SpongeBob thinks Pat's just being silly. He knocks on the cabin door and he and Patrick are both dragged inside! Inside the Weirdo Cabin, SpongeBob meets odd campers from Rock Bottom, along with unusual deep-sea fish. Strangest of all is Kidferatu, the younger version of Nosferatu, who sleeps by hanging from the rafters in his sleeping bag like a bat! The Weirdo Campers show SpongeBob and Pat their version of camp; with spooky night hikes, giant bug hunts, and eerie camp songs. (After their fun visit is over, SpongeBob discovers the weirdo cabin the campers were talking about was his own cabin!)

8. Midnight Snack Attack:

One night, SpongeBob and Patrick realize that they're out of snacks and decide to raid the camp kitchen. They sneak inside the Krusty Kanteen and discover a secret room underneath the floor, packed with jars and bottles filled with tasty looking treats. They quickly gobble up the strange goodies not realizing that they're actually eating Plankton's failed recipe experiments! Plankton discovers SpongeBob and Patrick have been turned into bizarre mutants and he must find an antidote before sunrise!

9. Are You Afraid of the Dork?:

Late one night, the Flying Dutchman eavesdrops as the campers tell each other "scary" stories around the campfire. But their stories are so wimpy and lame that the Dutchman can't stand it. He interrupts and tells the campers some truly frightening stories that come to life as he speaks! SpongeBob and Patrick become so enthralled with the Dutchman's storytelling they imagine themselves as characters in the tales! SpongeBob and Patrick's whacky antics derail the Dutchman's stories, turning them into tales far more terrifying (to the Dutchman) than any yarn he could ever dream up!

10. Quest for Tire

Hungry campers wait in line at the Krusty Kanteen only to have Plankton tell them there's no grub. "The food truck is a week late!" SpongeBob, Sandy, and Patrick set out on a safari to hunt down the missing food truck. They follow its tracks, sniff a whiff of its exhaust on the wind, and spy glimpses of the rogue vehicle through the brush. After weeks of searching they finally discover an entire herd of wild food trucks! The Campers chase down the food truck with pine cone tipped spears like cave-men hunting a mammoth! SpongeBob and the campers finally succeed in trapping the truck and gutting it of its tasty supplies!