

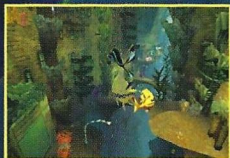
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little fish
is a great
white lie.

Sure Oscar, you talk big, but
now it's time to take it to the
streets and prove you rule
Reef City. Flex those fins,
bust a move and get
ready for a kickin'
hip-hop adventure.

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challenging dance sequences to prove
you're the coolest fish in the reef.



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metropolis of Reef City. Visit areas
you won't see in the movie.



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fearsome Great Whites with a wide
variety of moves and special attacks!

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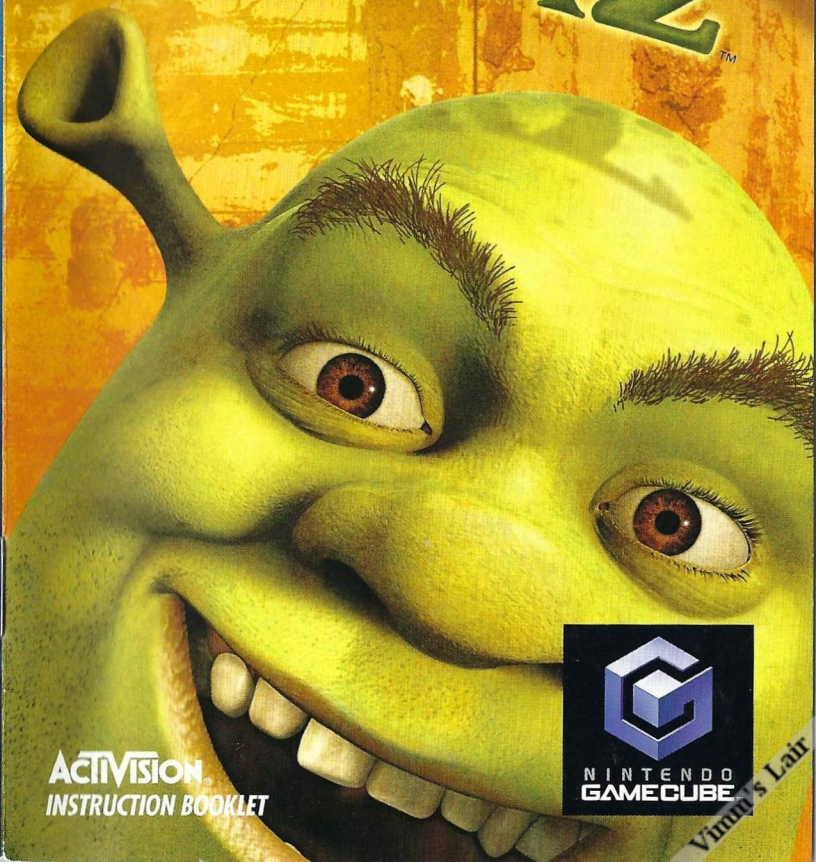
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SHIREK 2™



ACTIVISION
INSTRUCTION BOOKLET



Vinny's Lair

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
 - Take a 10 to 15 minute break every hour, even if you don't think you need it.
 - If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH ONE, TWO, THREE OR
FOUR PLAYERS AND
CONTROLLERS.**



**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



**THIS GAME IS COMPATIBLE
WITH PROGRESSIVE SCAN
MODE TVs.**

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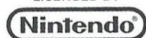
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Game Controls

Control Stick	Control character
+ Control Pad	Control character
A Button	Jump
B Button	Attack
Y Button	Activate special ability
X Button	Action button
R Button	Tap to select next character
L Button	Tap to select previous character
START	Access the Pause menu (in game)
Z Button	Access HUD elements (in game)

Character Controls

Shrek® Controls

Control Stick	Control character
+ Control Pad	Control character
A Button	Jump
B Button	Attack
A, B Button	Jump attack (stuns enemies)
Y Button	Stand next to a liftable object and tap the Y Button to activate ogre lifting
Drop an object ..	While ogre lifting, tap the Y Button to drop the lifted object in front of Shrek
Throwing an object ...	While ogre lifting, hold down the B Button to bring up the targeting reticle and use the Control Stick to move it to the desired location. Release the button to have Shrek throw the object at the targeted location.
X Button	Action button

Princess Fiona™ Controls

Control Stick	Control character
+ Control Pad	Control character
A Button	Jump
B Button	Attack
A, B Button	Jump attack
Y Button	Tap Y Button to activate slow time (needs ammo to activate)
X Button	Action button

Donkey Controls

Control Stick	Control character
+ Control Pad	Control character
A Button	Jump
B Button	Attack—Tap 3 times to do a simple 3-hit combo
A, B Button	Jump attack (stuns enemies)
Y Button ..	Tap the Y Button to activate the burro blast
X Button	Action button

Gingerbread Man Controls

Control Stick	Control character
+ Control Pad	Control character
A Button	Jump
B Button	Attack
A, B Button	Perform a ranged attack to hit multiple enemies
Tap Y Button	Throw a cookie straight ahead
Hold Y Button	Bring up the targeting reticle—use the Control Stick to move the reticle to the desired location. Release the Y Button to throw a cookie at the targeted location (needs ammo to activate).
X Button	Action button

Big Bad Wolf Controls

- Control Stick** Control character
- + Control Pad** Control character
- A Button** Jump
- B Button** Attack
- A, B Button** Jump attack (stuns enemies)
- Y + Control Stick** .. Tap to activate Huff 'N Puff and use the Control Stick to aim special breath
- X Button** Action button

Lil' Red Controls

- Control Stick** Control character
- + Control Pad** Control character
- A Button** Jump
- B Button** Melee attack when the enemy is close.
Ranged attack when the enemy is far
- A, B Button** Jump attack
- Y Button** Hold down the **Y** Button to bring up the targeting reticle. Use the Control Stick to move the reticle to the desired location.
Release the **Y** Button to throw a rotten apple at the targeted location (needs ammo to activate).
- X Button** Action button



Puss in Boots™ Controls

- Control Stick** Control character
- + Control Pad** Control character
- A Button** Jump
- B Button** Attack—Tap 3 times to do a simple 3-hit combo
- A, B Button** Jump attack
- Y Button** Tap on targetable ropes and vines to activate the tightrope walking ability
- X Button** Action button

Fairy Controls

- Control Stick** Control character
- + Control Pad** Control character
- A Button** Jump
- B Button** Ranged attack
- A, B Button** Jump attack
- Y Button** Tap to activate the float special
- Hold **Y** Button Brings up the targeting reticle—use the Control Stick to move the reticle to the desired location. Release the **Y** Button to fire the float special at the targeted location.
- X Button** Action button

Dragon Controls

- Control Stick** Control character
- + Control Pad** Control character
- ↓ (Control stick or **+ Control Pad**) Dive
- ↑ (Control stick or **+ Control Pad**) Climb

Note: Flight controls can be inverted in the Options screen.



Menu Controls

- Control Stick** Navigate menu
+ Control Pad Navigate menu
A Button Tap button to accept
Y Button Tap button to go back to previous screen
START Access Pause menu (in game)
Z Button Access HUD elements (in game)

Camera Controls

A camera icon appears on the lower right corner of the screen to let you know the camera is free to control. There are 4 camera states:

- Locked—No user control
- Total control—You can zoom and rotate the camera
- Zoom only—You can only zoom the camera in and out
- Rotation only—You can only rotate the camera

Manipulate the camera by using the C Stick in the following ways:

- Zoom: Move the stick up to zoom in or down to zoom out.
- Rotation: Push right or left on the C Stick to make the camera rotate.



The Story

In the beautiful, all-too-perfect fairy tale land of Far Far Away, the King and Queen have received word that their long-lost daughter Princess Fiona™ has finally found her happily ever after. Delighted that their daughter has been freed from her ogreish curse, King Harold and Queen Lillian decide to throw a grand royal ball for Princess Fiona and her new prince charming.

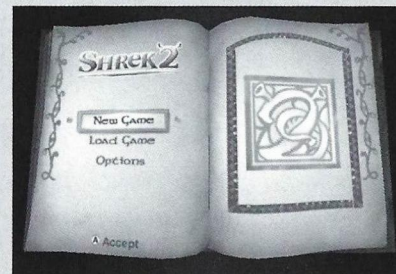
Messengers are sent far and wide to find the royal couple and invite them home for the ball. Little do they realize, of course, that Princess Fiona's new husband is none other than the ugly ogre Shrek®, and that Princess Fiona has found "love's true form" as an ogress. She and Shrek are living blissfully in their own Ugly Ever After.

Once they receive word, Shrek thinks going home is a "really bad idea" and isn't too happy about facing the parents—and castle guards—who locked his wife in a dragon's tower. But Princess Fiona (along with Donkey) convince Shrek it will be a good time, and together they depart for the far-out land of Far Far Away. And so, our twisted fairy tale adventure begins....

Main Menu

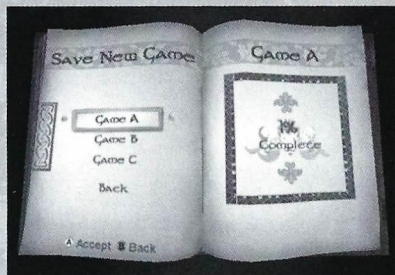
When you first start up *Shrek 2*,™ you'll have 3 choices on the Main menu (title screen):

- **New Game:** Select to start a game from the beginning
- **Load Game:** Select to choose a game saved on your memory card
- **Options:** Select to modify some of the characteristics of gameplay



New Game

When you select **New Game** from the Main menu, choose a game file you want to save on, then press the **A** Button to continue and start a new game.



Load Game

When you select Load Game from the Main menu, choose the game file you want to load and press the **A** Button to continue.

Options

Select Options from the Main menu to modify the following settings:

- **Controls:** Modify Nintendo GameCube™ Controller settings and review Controller layout
- **Sound:** Modify sound type and sound/music volume
- **Display:** Modify subtitles and progressive scan
- **Credits:** View credits



Progressive Scan Mode

This game can be set to display a higher resolution image on TVs that support progressive scan mode (EDTV, HDTV).

In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual), and a Nintendo GameCube™ Component Video Cable (available only through Nintendo, visit www.nintendo.com or call 1-800-255-3700).

To activate the progressive scan mode, press and hold the **B** Button while the Nintendo GameCube™ logo is being displayed until the message "Do you want to display the game in progressive mode?" appears. Select **YES** to activate the mode.

Please note that on some TVs, activating the progressive scan mode will set the format of the image to a wide screen (16:9) format.



Character Info

As you progress through the game, you'll need to use certain characters' special abilities to continue through the levels. Press the **Y** Button to use special abilities. Some characters' special abilities have limited use and can only be recharged by picking up a certain item. Most objects that require a special ability for activation have the special button icon floating over them. This icon only appears when the correct character is selected and standing close to the object.



Shrek

Shrek is a big, green, ugly, smelly ogre. He enjoyed life alone in his swamp until he found the love of his life: Princess Fiona.

Fighting style: Various punches and wrestling moves.

Special: Ogre lifting. He can lift, carry, place and throw heavy items (and creatures). (Unlimited special ability.)

Game tip: If an enemy is dizzy, use Shrek's ogre lifting ability to pick the enemy up, then throw the creature at nearby enemies.



Puss in Boots

He has steely eyes, swashbuckling finesse and really expensive Corinthian footwear.

Fighting style: Sword fighting.

Special: Tightrope walking. A move that can be used to cross ropes and chains and gain access to areas others can't get to. (Unlimited special ability.)

Game tip: Start combat with his jump attack.



Princess Fiona

Princess Fiona is not your typical damsel in distress. She's smart, tough and has been known to drop kick a band of outlaws.

Fighting style: Various karate moves.

Special: Slow time. Princess Fiona's ability slows down party members, but it slows down everyone and everything else a lot more. This is a limited special ability. To gain more uses, pick up the hourglass.

Game tip: Use Princess Fiona's slow time to escape harm when close to death.



Donkey

Donkey's got a mouth that just won't quit as well as the heart of a noble steed.

Fighting style: Donkey power.

Special: Donkey's special is the burro blast kick that can knock down creatures and break specific objects. Most objects that can be affected by Donkey's special will have a horseshoe symbol on them.

Game tip: Use Donkey's burro blast on stunned enemies to get rid of them quickly.



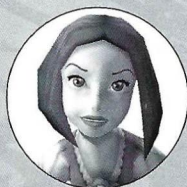
Gingerbread Man

Ninja hero and friend.

Fighting style: Ninja Candy Cane.

Special: Cookie toss—used to attract enemies. This is a limited special ability. To gain more uses, pick up a cookie.

Game tip: Throw a cookie to lure enemies into traps.



Lil' Red

Champion softball pitcher with a "can do" attitude.

Fighting style: Kicks, punches and apple toss.

Special: Rotten apple bomb—when detonated causes an area of attack that damages nearby enemies for 20 points. Lil' Red can either let her rotten apple's timer run out on its own, or by pressing the **Y** Button again, she can detonate it immediately. This is a limited special ability. To gain more uses, pick up a rotten apple.

Game tip: Lil' Red can toss apples from long range or attack with kicks and punches when in close combat.



Big Bad Wolf

He's big, he's bad and he'll blow you away. Better watch out, Grandma.

Fighting style: Claw swipes and bites.

Special: Huff 'N Puff. This move can be used on enemies, objects and fire. It blasts enemies away from Wolf and damages them. (Unlimited special ability.)

Game tip: Use his Huff 'N Puff special to push enemies off ledges.



Fairy

One tough lady who proves that size doesn't matter.

Fighting style: Fairy magic.

Special: Fairy dust. It can be sprinkled on friends and enemies alike. When used on friends, fairy dust gives them the ability to fly for a limited amount of time. (Remember: The heavier a person is, the shorter the flight will last.) If used on an enemy, fairy dust floats them up in the air but leaves them prone to attacks until it wears off. (Unlimited special ability.)

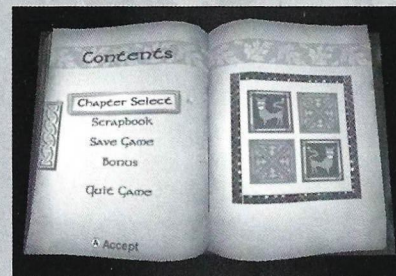
Game tip: Float enemies and then have a teammate hit them in the air.



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The Storybook

The Storybook is the hub or shell of the game. In it you can access new levels called chapters, view the scrapbook, change game options, enter the bonus section and view images from *Shrek 2™* the movie.



Chapter Select—Enter this sub-menu to access the different chapters (levels) in the game and obtain valuable game information. All chapters begin with a magic mirror introduction.

Scrapbook—Visit the scrapbook to view all the snapshots collected so far.

Save Game—Enter this sub-menu to save your current progress.

Bonus—When enough snapshots are earned, this sub-menu will open up. By earning more and more snapshots, more bonus games will be available. When all the snapshots are collected, you can access the Movie Stills sub-menu and see images from *Shrek 2™* the movie.

Quit Game—This allows you to quit the game.



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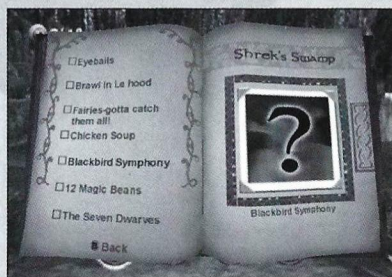
Snapshots

Every time you complete a specific goal, a picture, or "snapshot," is taken to help remember that moment in your game. There's a total of 70 snapshots in the game. If you collect enough snapshots, you can open up to 5 bonus levels. Collecting all the snapshots helps you get 100% completion for bonus material concerning the new *Shrek 2™* movie!

Snapshots can be viewed by visiting the scrapbook in the storybook, or during gameplay by accessing the Pause menu.

When you have fulfilled the requirements of a snapshot, the screen flashes white while the picture's taken and your snapshot icon will change to show your current snapshot count.

Game tip: Most levels have 7 snapshots to collect. The requirements for earning a snapshot vary, such as defeating specific monsters, collecting objects like magic beans or reaching a specific point like the gingerbread house in chapter 2.



Party Upgrades

Crazy Larry's Leprechaun Shop is open for business.

In his humble shop you can find party upgrades for sale. These upgrades affect your party's attack power, health or health regeneration abilities. All these lovely items will cost you some pretty gold coins.

It's rumored that Crazy Larry's Leprechaun Shop is only available in certain levels or hidden in secret places.

Game tip: You should buy at least 2 upgrades for your party before you venture into later levels. To earn extra coins, either play the bonus games or replay levels as often as you like.

Collectibles, Power-Ups and Objects

Along your adventure you'll encounter the following items:



Gold Coins—Use gold coins to buy party upgrades or to pay tolls.



Magic Beans—Collecting 12 of these will give you a snapshot.



Half Health—This replenishes your party's health by 50%.



Full Health—This replenishes your party's health by 100%.



Defense Power-Up—This temporarily makes your team invulnerable to all enemy attacks.



Attack Power-Up—This temporarily increases your party's attack damage.



Frog Power-Up—This temporarily turns nearby enemies into 1-hit point frogs.



Shrek Platform—A box Shrek can pick up and carry.



Shrek Gear—A gear Shrek can carry and place into machinery.



TNT Barrel—An explosive barrel that damages enemies and objects.



Teeter Totter—Use 2 characters to reach great heights.



Playing the Game

The Buddy System

During gameplay, there will always be 4 characters on-screen except during Hero Time™. You control 1 of the 4 characters in single player games. The computer controls the other 3. You can switch at any time to control a different character and use their abilities (except during Hero Time™). As you play, if another character joins the party, a character will leave the group to keep the total to 4.

Hero Time™

Hero Time™ is a special mission where only 1 of the 4 characters plays a section of the level. Since some characters are better suited for specific tasks, Hero Time™ allows each character to show off their talents and assist the party through the level.



Multiplayer Mode

Shrek 2™ can have up to 4 players. Each character is marked by a colored selection circle that surrounds the character. Player 1's color is yellow, player 2's color is red, player 3's color is blue and player 4's color is green. When more than 1, but fewer than 4 players are playing, you can switch between your character and the character(s) that's being controlled by the computer. The game automatically detects installed Controllers, so additional players can join a game in progress by inserting a Controller and pressing **START** or leave a game by removing a Controller. If another player joins your game, the selected character becomes controlled by the new player. If a player leaves the game, the computer takes over the vacated character.

HUD Display



1. **Character portraits**—Character portraits are at the bottom of the screen. Below their pictures are red health meters. As a character takes damage, the line moves to the left. Some characters have an ammo slot on the top right to show how much ammo is left for that character's special.

2. **Collectible display**—All the collectibles in the level are displayed in the upper right corner when collected or when you're pressing the **Z** Button.
3. **Camera icon**—In the lower right corner the camera icon shows you the camera status.
4. **Boss meter**—During boss battles, their health meter appears in the upper left corner of the screen.

In-game Pause Menu

To access vital information and options during gameplay, press **START** to bring up the Pause menu with the following options:

- **Character Info**—Access this sub-menu to gain valuable information on your character.
- **Upgrades**—Access this sub-menu to find information on upgrades and learn which ones are affecting your party.
- **Scrapbook**—Look at the snapshots for the level. To see the snapshots for other levels, go to the Storybook and enter the Scrapbook sub-menu.
- **Save Game**—Save your progress.
- **Options**—Change settings on vital gameplay components.
- **Exit Level**—Exit the current level and return to the storybook.
- **Return to Game**—Return back to gameplay.
- **Snapshot Information**—On the right page you'll find information about the level's snapshot.

Saving and Loading



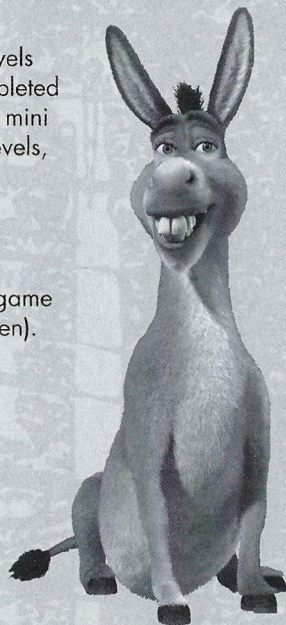
You can save a game if you have a Nintendo GameCube™ Memory Card inserted into Memory Card Slot A.

This game is equipped with an auto save feature that keeps track of the number of coins, magic beans and snapshots collected. Auto save is triggered at every checkpoint.

Auto save also keeps track of levels completed and mini games completed in levels 3 and 6. Once enough mini games are completed in those levels, auto save will open up the next level automatically.

Loading

You can load a previous saved game only at the Main menu (title screen).



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BLINDLIGHT

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Kevin Riepl
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*Devil Went Down
To Georgia*
Written by Charlie Daniels,
William Digregorio,
John Crain, Fred Edwards,
Charles Hayward,
James Marshall
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kmmproductions.com

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Womb Music

**Recording/
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Tim Walston, M.P.S.E.
Bryan Jerden

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 Mark Moseley Donkey, Bartender
 Mel Fair Magic Mirror
 Andre Sogliuzzo Puss in Boots, Troll, Treants, Papa Bear, Mr. Hood
 James Arnold Taylor Gingerbread Man, Prince Charming,
 Wolf, Dwarf, Leprechaun
 Tara Strong Lil' Red, Fairy
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 Cody Cameron Three Little Pigs
 Aron Warner Big Bad Wolf



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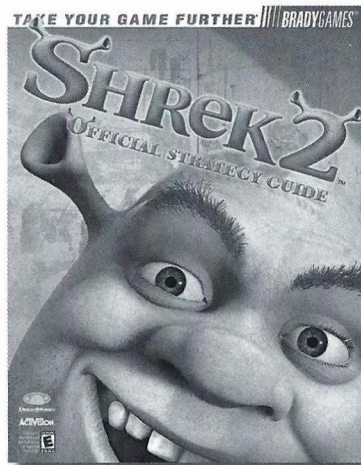
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