

AN OGRE-IFFIC PARTY GAME  
FOR UP TO FOUR PLAYERS

# SHREK

## SUPER PARTY



DREAMWORKS



[www.shrekgame.com](http://www.shrekgame.com)  
[www.tdk-mediactive.com](http://www.tdk-mediactive.com)

mass•media

TDK Mediactive, Inc., 4373 Park Terrace Drive, Westlake Village, CA, 91361

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INSTRUCTION BOOKLET  TDK®



Vinn's Lair

**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT 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, 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**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

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

**⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- 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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Memory  
Card

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



1-4 Player  
Simultaneous

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



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT [WWW.ESRB.ORG](http://WWW.ESRB.ORG).

Everyone  
Mild Violence

LICENSED BY

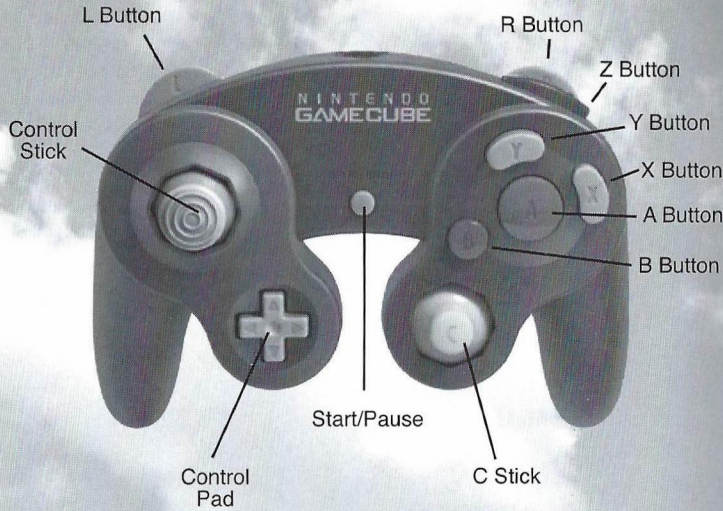


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## The Story



	Menus	Boardgame	Mini-Games
Control Stick +Control Pad	Move cursor	Not Used	Movement (depends on game)
A Button	Select / Confirm / Resume Play	Drop Ball on Map Box	Primary Action (depends on game)
B Button	Back / Cancel	Not Used	Secondary Action (depends on game)
X Button	Special Menu Functions	Use Pixie Dust (when available)	Not Used
Y Button	Fast Forward on certain menus	Fast Forward on certain menus	Not Used
START	Also Select / Confirm / Resume Play	Pause Game	Pause Game

Once upon a time in a kingdom just down the road, a misunderstood ogre, a beautiful princess, a lonely donkey, a quiet executioner, a good robber, and a local lord all have wishes...

Shrek® just wants to be left alone by all the fairy tale creatures.

Princess Fiona™ wants to be rescued by her one true love.

Donkey just wants a good friend.

Thelonus could use a nice vacation in the tropics.

Monsieur Hood wants to give his wish to the people.

Lord Farquaad™ will also "give his wish to the people."

Sensing a quiet desperation creeping across the land, Lord Farquaad™ decides to organize a tournament to entertain the masses (and, incidentally, clear up a minor bug infestation we've noted of late), and promises to win "for the good of all!" The stakes are high--the winner will be granted their wish...

# Starting a New Game

From the title screen, press START or the A Button. In the main menu select "Tournament" to play a complete board game, or "Skirmishes" to play individual mini-games. Once you have chosen a game type you will be required to "Select a Character." In the "Select a Character" screen press the A Button, Control Stick, or Control Pad to sign in. Once signed in, scroll through the available characters by moving left/right on the Control Stick or Control Pad. Choose between Shrek®, Thelonious, Monsieur Hood, Princess Fiona™, Donkey or Lord Farquaad™, then press the A Button. When all players have signed in and selected a character, anyone can press the A Button to let the games begin. Computer-controlled characters will be assigned to any empty slots, so that the number of players is always 4.

If the game remains inactive on the title screen, you will automatically be taken to the game demo. Press START to cancel the demo and go to the Main Menu.

## Main Menu

The Main Menu offers the following selections:

**Tournament:** Standard mode of game play. Play against 3 other players in a race to fill your vial full of precious drops of bug juice. Battle other players to get the chance to swap bugs and earn the most precious drops. The player to fill their vial first will win the game and have their wish granted. The amount of drops needed to win can be adjusted from the Game Settings Menu before the game begins. See the Tournament section for more details.

**Skirmishes:** Choose from 30 available mini-games to play for fun, hone your skills, or earn high scores. See Mini-Games section for more details. All mini-games are available and organized by realm.

**Game Settings:** By selecting Game Settings from the Main Menu or from within the Pause Menu you can adjust various game options. Scroll through the various settings by moving the Control Stick or pressing the Control Pad. Once you have highlighted a setting to adjust, press the A Button to activate that game setting. The following settings may be adjusted:

**SFX Volume** - Press the Control Pad or move the Control Stick to increase or decrease the volume of the sound effects in the game.

**Music Volume** - Use the Control Pad or move the Control Stick to increase or decrease the volume of the music in the game.

**Voice Volume** - Use the Control Pad or move the Control Stick to increase or decrease the volume of the Magic Mirror's voice in the game. Turning the Voice to "off" will also remove the Magic Mirror's in-game visual appearances.

**Drops** - Press the Control Pad or move the Control Stick to increase or decrease the number of drops required to win the game. Choose from 200 to 800 drops.

**Done** - Save your settings.

Once the desired level setting is reached press the A Button to lock your setting, or the B Button to cancel the change. Proceed to adjust all other settings in this way then select "Done" to save all your changes.

## Tournament Play

### Basic Gameplay

Players take turns moving along the board path in one of 5 Realms. Each space on the board causes some kind of event to take place. Many of these Events will involve competing with the other players in an Epic Battle or Daring Duel (see Mini-Games section for more details). At the end of each of these contests, players swap bugs with one another to increase the value of their matches and are then awarded precious drops of bug juice for their matching bugs.

### Bug Catcher

This is a special mini-game that is only played at the start of a new Tournament. Try to catch 5 of the best bugs before your opponents do; keep in mind that you need at least two of a kind to trade them in for precious drops. These are the bugs that you will start the game with, which are immediately traded in for your initial amount of bug juice.

### Realm Map

The Realm Map appears at the beginning of any turn when your player is in Town Square. From the Realm Map you can choose from any of the 5 available realms: Windmill, Swamp, Castle, Keep and Farm by moving the Control Stick. The Evil Bog is a special place and cannot be selected. The bug juice cache at the end of each realm increases after every player's turn, and the first person to reach a realm cache collects that amount. If you choose an occupied realm, keep in mind that if you land on another player, they will be sent to the Evil Bog (and vice versa)!

## Movement

Players can move from 1 to 9 spaces on any given turn. The number of spaces a player can move depends on where their ball lands in the Path Box. The Path Box is divided into nine squares, and each square is numbered. Drop your ball by pressing the A Button. You move a number of spaces equal to where the ball stops in the Path Box. See Board Icons for a description of each of the effects that may take place.

At any time while a player is moving in a realm you can check your bug juice total displayed in the corners of the screen by your character icon.

## Board Icons

In the Path Box various icons appear, each icon represents one of the nine board squares your character might land on.



### Trade Two Bugs

Land on this icon and you will be given the chance to trade two bugs with any other player.



### Give/Lose Bug Juice

Give a random amount of bug juice to another player of your choice or lose a random amount of bug juice.



### Win/Take Bug Juice

Take a random amount of bug juice from another player of your choice or win a random amount of bug juice.



### Magic Mirror

Land at this square and you are at the whim of the Magic Mirror. One of several random effects will take place.



### Daring Duel

The player who lands on this square chooses an opponent. Both players duel in a mini-game and the winner trades 3 bugs with the loser. All players will participate but only the dueling players play for the chance to trade bugs. See the Mini-Games section and the Bug Trading section for more details.



### Epic Battle

This is a battle between four players in a mini-game for the chance to trade bugs. The player to place fourth doesn't get to trade any bugs, place third and you get the chance to trade one bug with any player, place second and you get the chance to trade two bugs with any player, take first and you get the chance to trade three bugs with any player. See the Mini-Games section and the Bug Trading section for more details.

## NOTE: TIED GAMES AND TEAM GAMES

After Epic Battles and Daring Duels in which some or all players tie scores, the rule is: each tied player loses one trade. So if two players tie for 1st, they each get two trades. Players cannot trade with anyone they are tied with, so that in a four-way tie no bugs will be traded. In Team Games, team partners cannot trade from one another.

During any mini-game the scores of each player are displayed in the corners of the screen by your character's image.



### The Evil Bog

The Evil Bog is an evil place and will take you at least one turn to escape. You get sent here when another player lands on the square you're on, or you land on a Go to Bog square. Escaping the Bog will return you to the Town Square. Using Pixie Dust will take you to another Realm without having to go through the Town Square first.

### Magic Portal

There are five different kinds of Magic Portal squares (Windmill, Farm, Swamp, Keep and Castle) each Magic Portal square sends you to one of the other realms.



### Town Square

This is where you start the game and where your character is returned once you reach the Realm Exit.



### Realm Exit

At the end of each Realm is a cache of bug juice--reach this square and you will be rewarded with the Realm Juice Cache then returned to Town Square. The value of a Realm Juice Cache increases every turn and when a player lands on a Lose Precious Drops square.

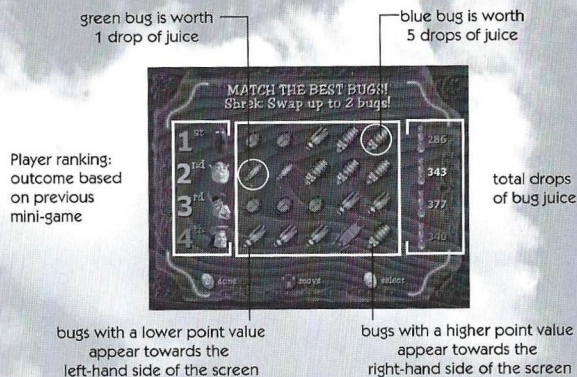


### Pixie Dust

Use the Pixie Dust to help you in your quest to fill your vial of bug juice. Once you have the Pixie Dust you can activate it by pressing the X Button. Activating the Pixie Dust will immediately transport you to another realm of your choice and on to an Epic Battle Square. (Tip: save Pixie Dust for escaping the Evil Bog, or if someone has just grabbed the Realm Juice Cache ahead of you.)

## Bug Trading

At the end of each Epic Battle or Daring Duel, players will be given the chance to earn points by swapping bugs. The Player who places first in a mini-game gets to trade 3 bugs with any of his/her opponents. The player who places second in a mini-game gets to trade 2 bugs with any of his/her opponents. The player who places 3rd in a mini-game gets to trade 1 bug with his/her opponents, and the 4th place player does not get to trade bugs at all.



Larger bugs carry a higher point value than smaller bugs, and all bugs are sorted by point value. The bugs with a higher point value appear towards the right-side of the screen, and the bugs with a lower point value appear towards the left-hand side of the screen. The chart below shows how much bug juice each bug is worth:

Green Bug	1 precious drop of juice
Red Bug	2 precious drops of juice
Yellow Bug	3 precious drops of juice
Orange Bug	4 precious drops of juice
Blue Bug	5 precious drops of juice

You earn bonus points for matching bugs:

- 2 of the same bug + 5 drops
- 3 of the same bug +15 drops
- 4 of the same bug +20 drops
- 5 of the same bug +25 drops

Only matching bugs will be juiced for drops. For instance, Thelonus has 1 Green Bug, 2 Red Bugs and 2 Yellow Bugs. His Red and Yellow bugs are juiced, for  $2 + 2 + (\text{bonus}) 5 = 9$  points for the Red, and  $3 + 3 + (\text{bonus}) 5 = 11$  points for the Yellow, for a total of 20 points. At the top of the screen, your current Score Calculation is shown.

## Mini-Games

**Shrek® Super Party** is composed of five realms: Windmill, Far Castle, Keep and Swamp. Each realm contains six mini-games specific to that realm.

### WINDMILL

#### Blade Painters

Team Play. Paint the windmill blades to earn points. Press the A Button to fling buckets of paint at the blades. Hitting a painted blade removes its color. Get bonus points for painting all four blades. The blades continue to increase their rotation speed during play, so you've got to accommodate the change in pace as you go!

#### Glider Pilots

Pilot your glider skillfully to shoot the balloons and earn points. Move the Control Stick down to fly up, move the Control Stick up to fly down. Keep on course, and fly right. Enjoy the scenery. You earn more points by popping successive balloons, so try not to skip any!

#### Lily Pad Leap

Press the A Button to jump from lily pad to lily pad. Move the Control Stick to swivel on the pad. Each jump is worth points; flowered pads are worth bonus points. The longer you stay out of the water, the more points you earn. It usually helps to press the A Button rapidly and concentrate on getting the flowered pads.

#### Duck & Dodge

Press the A Button to jump, the B Button to duck, and move the Control Stick up or down to dodge the scurrying varmints. You must move around the scurrying varmints, you can't jump over them. Avoid more obstacles and score more points.

#### Sewer Rats

Pick up the rats and return them to the sewer. Once you are near a rat hold down the A Button to begin moving the rat. When you face the sewer release the A Button to move the rat towards the direction you were facing. You get points for catching a rat, and even more points for returning them to the sewer. Rats returned to the sewer from a further distance are worth more. It helps to keep going as soon as you move a rat—don't wait around to see where it goes!

#### Squirt-a-Snake

Shoot water into the snake's mouth until its tail rings the bell. Use the Control Stick to aim your stream of water. Points are based on how much water you get into the snake. The game ends early if and when someone rings the bell.

### FARM

#### Food Fling

Launch the food across the valley onto the target. Press the A Button to stop the ballista; hold it to increase power, then release to launch the fruit. The pumpkins are worth the most, the watermelons second, and the onions the least. The top of the hill is like a target; aim for the center!

### **Peashooters**

Shoot the beans off the beanstalks. Press the A Button to shoot your peashooter. The newer the bean, the more points you get. Hitting the beans while they are in the air will get you bonus points. You can also push other players out of the way to keep them from scoring!

### **Chick Magnet**

Collect as many eggs as you can. Any egg not collected will hatch into a chick. Try to avoid chicks since they will slow you down. Jumping eggs are worth the most, spinning eggs are worth less, and new eggs are worth the least amount. It helps to target the jumping eggs!

### **Onion Rings**

Team play. Press the A Button to aim, then release to throw an onion over the fence. Earn points by catching them. The longer an onion is in play the more points it is worth, the bigger it gets, and the smaller the target appears. You can throw it back and forth to your teammate to increase its value, but if you drop it on your side, you get nothing!

### **Petal Plucker**

Spray the bees. Move the Control Stick to swing your colored bug around the flower to point at any petal on which a bee lands. Press the A Button to squirt the bee. The sooner you reach a bee and squirt it, the more points you earn. It helps to anticipate their movement (watch for a shadow to appear just before they land)!

### **Trough Dunk**

Earn points for staying out of the mud and close throws. The dunkee player controls the target with the Control Stick. Press the A Button to throw your apple. Knocking the dunkee down makes you the new dunkee. You also earn bonus points based on how long the person you knock down has been up there!

## **CASTLE**

### **Barrel Rollers**

Squash the knights into the mud by rolling over them. Press the A Button to turn around. The faster, smaller knights are worth more points than the bigger slower knights. Good work earns applause. You have an excellent opportunity to "trap" the best player in order to help out someone else (especially in a duel)!

### **Spilt Milk**

Throw your milk bottles at the other players. Hold down the A Button to aim, release the A Button to throw. Greater accuracy and range will earn you more points per hit. Go for the long shots! The computer players will always go after the top scorer, so watch your back when you're doing well!

### **Castle Crumble**

Team play. Knock the pucks into the opposite wall to break it down. The bricks at the very top of the wall are the most valuable. Earn bonus

points for shooting a puck through the gaps in the wall. The pucks will go right under you from behind—you can only hit them with the front of your shield.

### **Scooter Scramble**

Stay ahead of the others as long as possible. Press the A Button to accelerate and the B Button to brake (you can also pull the right trigger to accelerate and the left trigger to brake). Try not to hit the barrels and suits of armor since they will slow you down. Whoever is furthest along when the bell rings, wins. It's all about making the perfect turns and keeping toward the center of the track!

### **Royal Ropes**

Move around the ring, bouncing against everyone you can. Earn points by bumping in to another player harder than you were bumped. Pick up the gems for bonus points. Just go crazy and keep moving!

### **Brick Blasters**

Blow up the bricks. Press the A Button to select a brick, and then press the A Button again to break it up. Break-up adjacent bricks of the same color to get more points. Breaking-up the bricks will lower the platform and earn you bonus points. The game ends early if someone breaks-up all of their bricks.

## **KEEP**

### **Hidden Treasures**

Match the colored gems. Press the A Button to tag a chest of gems, and then tag another matching chest of gems to get points. The faster you make the match the more points you earn. Try to stay away from the other players and look before you touch to maximize the speed between selections!

### **Bowl Me Over**

Collect the gems as they grow. The bigger the gem, the more points you get. Press the A Button to roll your ball. Players hit by the ball will be stunned. Stun other players to earn bonus points and keep them from collecting gems. Try not to get hit. Remember that the gems are worth more than stunning other players, so don't lose track of the goal!

### **Brimstone Bridge**

Get to the other end of the bridge with the fewest falls for the highest score. Watch out for burned planks, lava rocks, and steam plumes. Press the A Button to jump. You can jump over two missing planks—try to anticipate the position of the steam plume as you approach it!

### **Dragon's Breath**

Avoid fireballs, columns, and jagged holes. Press the A Button to jump. You earn points for running, and the longer you stay up, the more points you earn per second. Keep in mind that you can jump over the fireballs as well

### **Gem Maze**

Team play. Run through the maze collecting as many gems as you can. Each gem is worth one point. You share a maze with your partner, so split up and search in different areas. Keep moving—green doors open on your side, red doors are locked.

### **Hopping Helmets**

Dodge the helmets. Kick the helmets to put your color on them; when they hit other players, you get bonus points. Once helmets strike other players or a differently colored helmet they lose their color. Try to avoid the helmets for as long as possible and only kick helmets that are safe!

### **SWAMP**

#### **Swinging Vines**

Jump between the vines to catch fireflies for points. You also earn points for staying dry, and the longer you stay out of the water, the more points you earn per second. The more players on a vine, the faster it descends, so avoid crowded vines!

#### **Paddle Pushers**

Team play. Paddle your croc to victory. When a button is displayed next to your character, press that button and your character will paddle. The more rapidly you can press once the button is visible, the faster the buttons will appear. A bad press slows you down and resets the button speed. Stay calm and collected—going too fast is bound to give you trouble.

#### **Fly Candy**

Catch these swarms of flies. Press the A Button to swing your flycatcher. Swarm values increase the longer you avoid snakebites. Swarms over the deep grass are worth twice as much (their color changes when they are over the grass).

#### **Mix Master P**

Tap the A Button on the beat when your colored note lines up with the note silhouette. The tighter your rhythm is, the better the points. A bad button press will take the following note away from you. You might hit every note and still lose, because you score higher when you hit exactly on the beat!

#### **Swamp Slalom**

Race around the pond and pass through the gates for points. The longer your flag is, the higher the points for each gate. Your flag resets each time you pass through the next gate. This is all about anticipating the next gate—like a real slalom!

#### **Sticky Tongues**

Catch the dragonflies and horseflies. Press the A Button to extend your tongue. The smaller horseflies are worth more than dragonflies. The fireflies will give you temporary indigestion and reset the per-bug score to the

minimum. Avoid the fireflies at all costs—except you can't just sit there, eat!

## **Pause Menu**

To pause the game, press START at any time. Pausing will automatically display a help screen to assist you in playing **Shrek® Super Party**. While paused pressing the:

X Button: Display or adjust the game settings

Y Button: Quit your game (followed by an acknowledgement prompt)

START or A Button: Resume your game

### **Game Settings**

The Game Settings menu can also be accessed here. See the Game Settings section under Main Menu for more details. The Drops setting can only be accessed from the Main Menu (not during game play).

## **Saving Game Data**

**Shrek® Super Party** game data is automatically saved. Saved data includes:

Names entered by players • High Scores • Options Screen

## **Loading Game Data**

If a Nintendo GameCube™ Memory Card with saved **Shrek® Super Party** data is inserted in the Nintendo GameCube, the data will be available when you start your game. To load the data, press the A Button when prompted to continue.

Caution: Selecting "Continue without Saving" will disable the automatic save feature.

## **Hints and Tips**

If you are lucky enough to have it, try using your Pixie Dust to escape the Evil Bog.

Remember that the juice cache at the end of each realm is most rewarding for the first person to arrive... so when choosing a realm, choose one with the least competition for the biggest cache.

Unless you are placed 1st in a mini-game, remember that other players may be trading bugs after you. Try trading for the best bugs that you think you can keep instead of just going after the highest score possible. Always think about what the 1st player is going to want to steal!

Vimm's Lair

# Credits

## DEVELOPED BY MASS MEDIA

**Executive Producer/Tester**  
David Todd

**Senior Programmer**  
Mike Berro

**Lead Game Code Programmer**  
John Goate

**Technical Guru**  
Ken Jordan

## PRODUCTION

**Producer**  
Brett Bigley

**Lead Designer**  
Paul Mithra

**Art Director**  
Rodney Walden

**Line Producer/Asset Management**  
John Santos

## Design Team

Paul Mithra  
David Todd  
Rodney Walden

## Additional Design

David Aldridge  
Mike Berro  
Brett "B.J." Bigley  
Paul Hoffmeier  
David White

## Mini-Game Concepts

Brett "B.J." Bigley  
Bob Hickman  
Paul Hoffmeier  
Paul Mithra  
Danny Nicholson  
Alwyn Ramirez  
Dan Santiago  
John Santos  
Jonathan "JD" Straw  
Rob Toone  
David Todd

## TECHNOLOGY

**Lead Programmer**  
Mike Berro

**Mini-Game Manager**  
Bob Hickman

## Mini-Game Programmers

David Aldridge  
John Goode  
Bob Hickman  
Colby Koch  
Amy Nielson  
Ryan Witt

## User Interface

Mike Berro  
John Goode  
Amy Nielson  
Rob Toone

## Particle Effects System

David Aldridge

## Lead Engine Programmers

Ken Jordan  
Ian Sabine

## Additional Engine Programmers

Dan Pinal  
Nigel Spencer

## ART

**Board Environment**  
Quinn Nguyen

**Board Elements**  
Garrett 'Yowboy' Nguyen  
Dan Santiago

## Additional Board Elements

Eddie Jacob  
Danny Nicholson

## Mini Games

Jarri Burns  
Michael Holcomb  
Alwyn Ramirez  
Sina Sari  
Gary Navin Sookdeo  
Jonathan "JD" Straw

**Character Modeling and Animations**  
Jay Jang

## Additional Modeling/ Animations

Nicholas Jacob  
Bob Celardo  
Gary Navin Sookdeo  
Michelle Yegros-Mullet

## User Interface

Michelle Yegros-Mullet

## Additional User Interface Elements

Eddie Jacob  
Nicholas Jacob  
Robin Karlsson

## SOUND AND VIDEO

**The Voice of The Magic Mirror**  
Chris Miller

**Music**  
Chris Tilton

## Sound Design

John Santos

## Story

Paul Mithra

## Magic Mirror Script

Paul Mithra  
David White

**Cinematics**  
Pixel Box Studios

## Video Editing and Encoding

David White

## SUPPORT

### Quality Assurance

Brett "B.J." Bigley  
Ryan Todd  
Donald Mendoza

### Technical Support

Andrew Burg

### PUBLISHED BY

**TDK Mediative, Inc.**

**Executive Producer**  
Vincent Bitetti

**Executive Producer in Charge of Production**  
Steve Ryno

**Senior Producer**  
Tim Goodlett

**Producers**  
Leland Mah  
Ken Fox

**PD Coordinator**  
Adeline Petros

**Brand Director**  
Chaz Fitzhugh

**Brand Manager**  
Andrea Frechette

**Quality Assurance Director**  
Donn Nauert

**Quality Assurance Lead Tester**  
Tod Hostetter

**Quality Assurance Sr. Tester**  
Carlos Garcia-Shelton

### Quality Assurance Team

Timothy Adamson  
Ian Barrow  
Victor Biron  
Michael Chang  
Dustin Collins  
Emerson Dibley  
Tom DiNatale  
Jim Doss  
Saul Dudley  
Brain Etheridge  
Kevin Faubert  
Lewis Hamilton  
Jason Koul  
Christian Lee  
Shawn Mayer  
Maiano Merino  
Stev Willis  
David Moore  
Abraham Munoz  
Gavin "Gavinator" Niebel  
Ed Ramiro  
Paul Samia  
Brent Sharpe  
Eric Williamson

**President and COO**  
Shin Tanabe

**CFO**  
Martin Paravato

**Executive VP, Sales and Marketing**  
Michael Devine

**Executive VP, Business Development**  
Daniel Kletzky

**Director, Business Development**  
Andy Babb

**VP, Human Resource**  
Eugene Code

**VP, Global Marketing**  
Stefan Serwe

**VP, Operations**  
Lorena Billig

### Interactive Studio Management

Clyde Grossman  
Bob Jacob  
Stewart Kosoy  
Rick Ramos

### Special Thanks

Rick Rekeidal  
April Paradise  
Meghan Nix  
Paul Elliott  
Lawrence "Shifty" Hamashima  
Eric Blum Productions  
Charlene Bohnhoff  
David Artuso  
Peter Gould

# Warranty Information & Technical Support

## WARRANTY AND SERVICE INFORMATION

In the unlikely event of a problem with your Product ("Product"), you may only need simple instructions to correct the problem. Please contact the TDK Mediative Interactive Product Support Department at (818) 707-7063 or on the web at [www.tdk-mediactive.com](http://www.tdk-mediactive.com) before returning the Product to a retailer.

If a TDK Mediative service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

TDK Mediative  
4373 Park Terrace Dr.  
Westlake Village, CA 91361  
Attn: Product Support

TDK Mediative is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

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