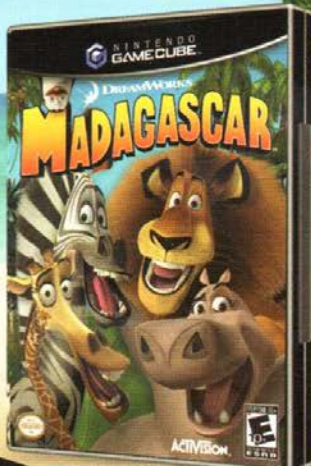


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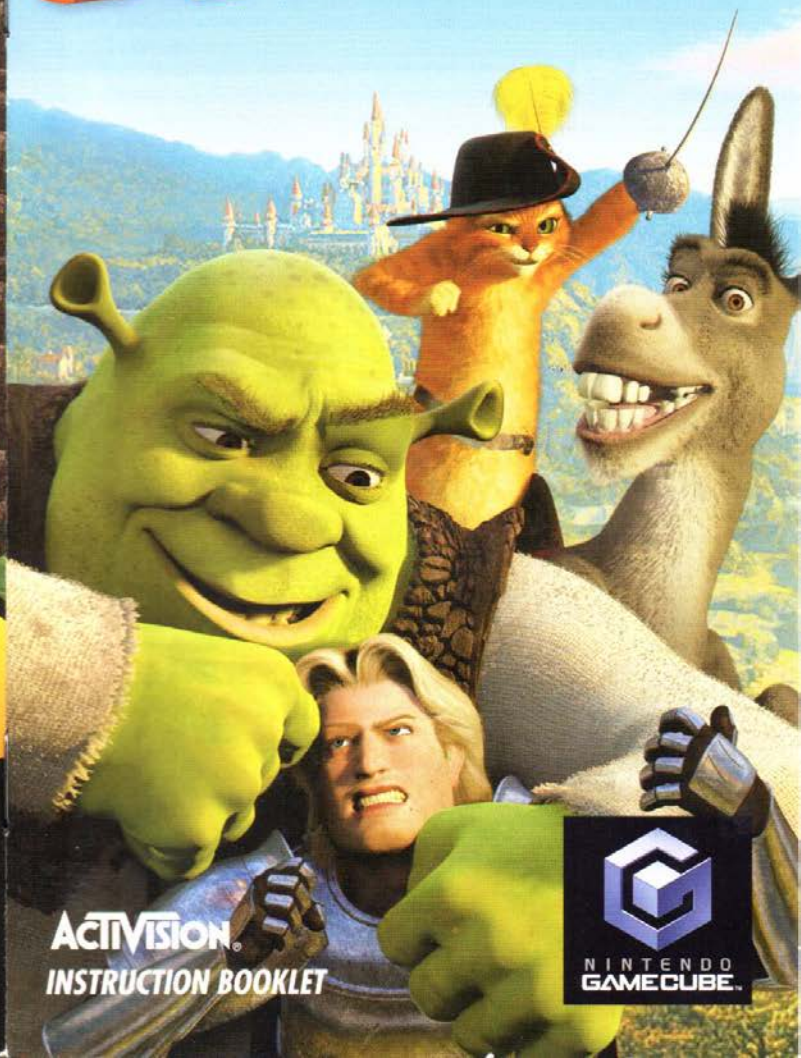
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DREAMWORKS
SHREK
SUPER SLAM!



ACTIVISION
 INSTRUCTION BOOKLET



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 tendonitis, 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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1-4 Player
Simultaneous

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



Memory
Card

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

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DESCRIPTORS

Crude Humor
Cartoon Violence

LICENSED BY

Nintendo

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IN-GAME MENU



Character Icons—Character portraits are at the bottom of the screen. Beneath each portrait is a Slam Meter, which measures how much Slamergy you've collected during a round.



Leader Icon — Indicates the slam leader's position.



Slam Prompt — This appears above your head when your Slam meter is full. Use this button to execute your Slam Attack.



Wiggle Icon — Whenever you've been knocked down or grabbed, this icon appears above your character. Wiggle the Nintendo GameCube Control Stick rapidly to speed up your recovery.



Time Remaining — The timer indicates how much time is left in a round and defaults to two minutes.

The Slam Meter

At the heart of *Shrek® SuperSlam* is...you guessed it, the Slam! The Slam Meter is under the character portraits. Fill up the meter with Slamergy, then Slam your opponents. Your characters will have a glowing aura around them when they're Slam-ready. You get multiple attempts to Slam someone, so be careful! Once you use up the Slam, you have to collect more Slamergy to fill up your meter again. How do you get Slamergy? Battle with your friends! The more advanced combos you make, the faster you fill the Slam Meter.

Beat your opponents by getting the most Slams in the round. Try to Slam as many of your opponents at one time as you can to maximize your score.

Remember to watch out for your opponents! When you are hit by one of their Slams, you'll lose a Slam point. But this can work in your favor, because each time you Slam your opponent, not only will you get a Slam, but they lose one as well. This is important to remember when you're losing.

IN-GAME MENU-3 • GAME CONTROLS-4 • MAIN MENU-8 • SINGLE PLAYER-8 • MULTIPLAYER-10
PLAYING THE GAME-10 • POWER-UPS-11 • CHARACTERS-14 • IN-GAME PAUSE MENU-15
SAVING & LOADING-16 • CREDITS-16 • CUSTOMER SUPPORT-18



GAME CONTROLS



L Button -
Equip/Un-equip Weapon

START -
Pause Game Menu

Control Stick - **Move**

Dash Attacks - Tap the Control Stick in the direction you want to go and press the **A** Button to perform a dash attack.

Note: Not all characters have a dash attack.

Up Attack - Press the **A** and **Y** Buttons at the same time.

Wall Attacks - Stand next to a wall and press the **A** Button while holding the Control Stick in the direction of the wall to do a wall attack.



Y Button - (twice to double jump)
Jump/Double Jump

R Button - **Block/Deflect**

R Button + Control Stick - **Evade Dash**

R Button - **Block/Cancel**
(Cancel charge attack when pressed during charge.)

Z Button - **Grab/Throw**

X Button - **Grab/Throw**

A Button - **Fast Attack**

A Button - (with object) **Throw**

A Button - **Use Weapon**

B Button - **Strong Attack**

B Button (press when meter is full) -
Slam Attack

B Button - (press and hold) **Charged Attack**

B Button - (with object) **Throw Object**

B Button - **Use Weapon**

C Stick -
Evade Dash



Menu Controls

+Control Pad Navigate Menu
A Button Tap Button to Accept
B Button Tap Button to Go Back to Previous Screen
START Access Pause Menu (in game)



Advanced Moves – All Characters

Evade Dash – C Stick or move while blocking (**Control Stick** + the **R** Button).

- Your **evade dash** can both get you out of trouble and sneak you into the middle of it. Tap your C Stick in the direction you want to go.

Hint: Try using a fast attack (the **A** Button) or a strong attack (the **B** Button) while performing an **evade dash**. You'll end your **evade dash** with a surprise attack.

Air Attack – Fast or strong attack while in mid-air (the **A** or **B** Button in air).

Up Attack – Simultaneously press jump and fast attack (the **A** + **Y** Buttons).

- It's raining cats and ogres! Press jump and fast attack together to counterattack your opponent's air attacks with an **up attack** (the **A** + **Y** Buttons).

Charge Attack – Hold your **strong attack** (hold the **B** Button).

- Try using your **charge attack** just as your opponent is recovering from a missed attack.

Deflect – If you time your **block** to the very last moment, you can deflect thrown objects back at the thrower! Just be careful they don't do the same right back at you.

Block Cancel – Use your block to cancel your charge attack (the **R** Button).

- Fake out your opponents. Cancel your **charge attack** by pressing the **block** Button before your **charge attack** is unleashed.

Fast Drop – Use your **block** in mid-air to drop faster.

Hint: Each character has a **block breaker**. Find and use them to take down those block-happy opponents.

Advanced Moves – Character Specific

Don't be a one-trick Donkey! Different combos have different effects. Explore your **combo tree** to discover all your moves. The more **combos** you learn, the more tactics you'll have to use against your opponent. Find all your favorite character's **strengths** and **weaknesses**.

Dash Attack – Tap a direction with **fast attack** (tap **Control Stick** + the **A** Button).

Air Dash – Some characters can do a dash attack while you're in mid-air.

- Time your **air dash** correctly and you can strike opponents who are on the ground.
- Whether you're chasing down your opponents or running away, try to combo an **air dash** into an **evade dash** to cover more ground.

Wall Attack – Fast attack while pressing up against walls (**Control Stick** + the **A** Button).

- Surprise your opponents with a sudden change in direction. When you're chased into a wall, use a **wall attack**.

Air Wall Attack – Do a wall attack while you're in mid-air.

- Try using an **air dash** to **wall air attack** combo.

Note: Not all characters have an Air dash.

Charge Throw – Hold your throw to increase your throw distance (hold the **X** Button).

- Some characters have a **charge throw** attack. Use it to get more Slamergy.

Hint: When exploring your combo tree, remember which attacks knock down your opponents so you can use knockdown attacks to set up air attacks and slams.

Hint: Know thy opponent. If you're taking damage from an **enemy combo**, right before the end of your enemy's combo, there is a **block window** of opportunity. Time your **block** right and you'll interrupt an enemy's attack before it's finished, leaving them vulnerable.

Hint: Fiona and Prince Charming can do an **air evade**. While in the air, press in the direction you want to evade and **block** at the same time.



MAIN MENU

Start Game

When you first start up *Shrek® SuperSlam*, you'll have three choices on the Main Menu:

- **Single Player:** View the choices of available single-player games.
- **Multiplayer:** Play Melee mode with up to four players.
- **Options:** Modify some game characteristics.



Options

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

- **Music Volume:** Adjust music volume.
- **SFX Volume:** Adjust sound effects volume.
- **Voice Volume:** Adjust voiceover volume.
- **Rumble:** Turn rumble on/off.
- **Subtitles:** Turn subtitles on/off.
- **Credits:** View Credits for the game.
- **Over the Hedge Trailer:** View the game trailer for the upcoming DreamWorks movie.

Bonus Hint: Block, block, block! If your opponent can't get any Slamergy, then he or she can't Slam!

Bonus Hint: Remember, you can attack while holding down your **block button**, which allows you to counterattack much easier.

SINGLE PLAYER

Story

Donkey has invited his friends over to watch some TV. Unfortunately, Donkey and Dragon's little Dronkeys are running amok, as children tend to do, and won't settle down for their bedtime. Shrek suggests reading a bedtime story to the kids, but just as Shrek gets started, one of the Dronkeys lets out an excited belch of fire and sets the storybook ablaze. With no other way to get the Donkeys to sleep, Shrek and his friends start to make up their own magical stories.

Starting at Chapter 1, play through each increasingly fantastical tale as one of the classic or brand new characters in the land of Far Far Away. Let's hope tales of valor, lost honor and late-night drive-thru windows will be enough to lull the little Dronkeys to sleep.

Mega Challenges

Mega Challenges are single-player mini-games. Not for the weak of heart or spirit, there are 45 Mega Challenges and seven bonus challenges in all, which will unlock untold rewards along the way. **Play this mode to unlock additional characters and arenas.**



Melee

Face off against one, two or three computer opponents in a two-minute timed battle. Whoever has the most slams at the end of the round wins. You'll have access to any character or arena you've already unlocked and saved to your Nintendo GameCube™ Memory Card.

Melee Options

Enter the Melee Options by pressing the **Y** Button on the Level Select screen. You can adjust the settings for Slam Limits, turn weapons on or off and more before you go into battle.

Options consist of:

Mode – Normal, Last Player Standing and First to Slam.

Game Speed – Move character faster.

Time Limit – 30 second intervals all the way up to 10 minutes (No Slam Limit in Place).

Slam Meter – Slow Gain, Medium Gain, Fast Gain (how fast the meter increases); Slow Drain, Medium Drain, Fast Drain (how fast the meter is depleted), OFF.

Sudden Death Slam Meter – Slow Gain, Medium Gain, Fast Gain (how fast the meter increases); Slow Drain, Medium Drain, Fast Drain (how fast the meter is depleted), OFF.

Full Slam – Use Slam Attack; any hit Slams.

Slam Penalty – Does not give negative slam points for being slammed.



Skill Level

You can change all characters' difficulty settings, which range from 1 (Idle) to 10 (Rage of Ogres). These affect how smart the computer-controlled characters are.

Training

Learn the basic moves for your characters. Attacks, combos and the like are all covered here. Some of the more advanced techniques are also covered in Mega Challenges mode, so make sure to check there as well.



Trophy Room

Check out all the trophies you've collected.

MULTIPLAYER

Melee – Melee lets you play with up to three friends.

King of the Hill – In this mode, you gain points by being on top of the hill and defending it from all comers. Whoever has amassed the most points at the end of the round wins.



PLAYING THE GAME

Character Selection Screen – This is where you can choose any of the ten default Shrek characters, or any of the ten additional characters you have unlocked during the course of gameplay. To select a character, move the Character Select indicator over the portrait of your chosen character using either the +Control Pad or the Control Stick. Confirm your selection by pressing the **A** Button. Can't decide which character you want to play or just want to be surprised? Select **?** and you will be assigned a character at random. You can change costumes by pressing the **Y** Button on your selected character.

Choosing a Team: Assigning teams allows you and your partner(s) to pool your Slam points. The team with the highest Slam point total wins. Choose teams using the directional pad. Confirm by pressing the **A** Button.

Now that you've set up your character, it's time to pick out which level you want to battle in. Press **START** to proceed to the Level Select screen.

Level Select Screen – Choose which level or location in the Shrek® universe you intend to pound your opponent(s) silly. Use the +Control Pad or Control Stick to move around the map of Far Far Away. Select a location by pressing the **A** Button. Enter the melee option from the Level Select Screen by pressing the **Y** Button.

POWER-UPS: WEAPONS, POTIONS & MAGICAL ITEMS

You'll find these sweet babies scattered around every level of *Shrek® SuperSlam*. Each power-up has a different effect, either on you or your opponents. Use them wisely and often, because they can often be the deciding factor in a close battle.

Weapons

These power-ups have the unique ability to be holstered, or stored for later use once you've collected them. The catch is that you can only store one weapon at a time. Press the **L** Button to holster/draw your weapon, and the **A** or **B** Button to use it. A meter over your character's head indicates how many more uses you have for the weapon. Once the meter is empty, your character will automatically throw the weapon. Pick up something you don't want? Draw it and press the **X** Button to drop it.



Giant Ham – Why? Because they're funny.



Floating Air Mines – A quiver-shaped backpack full of oversized, medieval rockets makes for a great anti-air attack weapon.



Pot O' Gold Grenades – A fat little pot full of gold coins with a rainbow trail. When thrown, they explode in a shower of golden coins—deadly golden coins.

Hammer of Smiting – A giant silver hammer made for smiting your opponents!



Fart Wand – Harness the power of Shrek! The Fart Wand grants whoever wields it three of Shrek's Green Storm attacks.



Fireball Wand — A magic wand with a red crystal on one end. The fireball explodes on impact.



Gravity Wand — Fling other characters into walls to increase your slam meter.



Ice Wand — A wand with a blue crystal on one end. Shoots an icy blue projectile that freezes the opponent in place.



Note: This is a timed-based weapon and the user has it to use for only a few seconds.

Beehive — A cartoon beehive with little buzzing bees swirling around it. The bees don't mind being picked up and thrown, but if the beehive hits a character, it sticks on his or her head, and the bees attack!



Magnet — No one escapes the Magnet Wand! Draw them in, then pummel them silly.



Pirate Cannon — What's worse than someone shooting cannonballs at you? Ricocheting cannonballs!



Fairy Bazooka — Not all fairies are nice... This weapon shoots heat-seeking fairies that chase you down and attack you!



Hint: If your opponent is in Slam mode, use the fairy bazooka to attack them from a distance. With each hit, you'll be able to reduce their Slamergy and increase yours!

Note: Remember that you can equip and holster your weapons! Try setting up your opponents with weapons that paralyze them, then holster your weapon and attack.

Potions

You'll find vials filled with magical potions that temporarily enhance your character's abilities. Potions are automatically drunk when acquired.

Rocket Sauce — This powerful brew increases attack and movement speed.



Max Slam Juice — When drunk, this potion enables your slam attack.



Invisibility Potion — You disappear!

Invulnerability Potion — You cannot take damage.



Mystery Mix — This technicolor potion changes color constantly, and depending on what color it is when you grab it, you may get a good potion. Then again, maybe you won't.

Magical Items

Magical items appear throughout the levels. Just like potions, magical items are automatically triggered when grabbed and cannot be stored for later use. Keep a look out for them; you'll want to beat your opponents to these items. Grabbing the right magical item can easily mean the difference between winning and losing in *Shrek® SuperSlam*.



Viking Horned Helmet — A big, oversized Viking helmet with horns that turns every hit into a slam.

Hint: If you can manage to get a fairy bazooka AND a viking horned helmet at the same time, fire away! Each fairy will Slam your opponent.

Dragon Mask — The only thing worse than Shrek's breath is Dragon Fire. Slip on this dragon-shaped mask and make your presence known.



King's Crown — Trumpets will sound and the people will believe you are the King Returned! It's too bad all that cheering leaves people open to attack...



Magic Mirror Mask — A white mask that resembles the Magic Mirror. It deflects all missiles, but NOT melee weapons.



Pill Bug Ball — Transform into a ball and roll around hitting opponents with increased speed.



Dragon Sword — Harness the mighty power of the dragons with this gigantic fiery sword.



CHARACTERS

These are just some of the characters you'll find in *Shrek® SuperSlam*. As you advance through the game, you'll unlock more and more characters.



Shrek

Fighting style: Ogre Fist.

Slam Attack: Green Storm. A gas-based area attack that sends enemies flying. A real crowd pleaser.

Attack Tree



Puss in Boots

A lover as well as a fighter, this dashing former assassin has seen the light, and now only fights for good (milk, that is).

Fighting style: Fencing.

Slam Attack: Hypno-Puss. You are powerless against his feline charms...

Attack Tree



Princess Fiona (Human & Ogress)

Soft and delicate on the outside, but with a core of steel guaranteed to ring your bell!

Fighting style: Gentle Fist.

Slam Attack: Human—Bouquet of Blades. Ogress—Ogre Aria.

Attack Tree (H)



Attack Tree (O)



Attack Tree Legend
 Big Score
 Block Breaker
 Special Move



Donkey

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

Fighting style: Battering Ram.

Slam Attack: Donkey Stampede—Donkey's charge sends his enemies flying!

Attack Tree



Gingerbread Man

His jolly cookie exterior serves to disguise the fierce Ninja Warrior lurking within...

Fighting style: Cane-Fu, Sugar Rush.

Slam Attack: Peppermint Fury. Gingy uses his various ninja skills to deliver an all-out shuriken attack.

Attack Tree



Prince Charming

A Legend in his own mind.

Fighting style: Broadsword Combat.

Slam Attack: Charming's Roar—Charming's mighty sword smash blasts his opponents away.

Attack Tree



Pinocchio

His bark is worse than his bite, but his fists are furious! He's gonna fight like a real boy!

Fighting style: Wooden Boxing, Marquess of Queensbury Rules.

Slam Attack: Buzz Bomber—Feel the Sting.

Attack Tree



IN-GAME PAUSE MENU

To access options during gameplay, press **START/Pause** to bring up the Pause Menu with the following options:

Continue — Return to gameplay.

Restart — Restart current match.

Options — Bring up Options Menu.

Quit — Exit the current level and return to the menu.

SAVING & LOADING

You can save a game if you have a Nintendo GameCube™ Memory Card.

This game is equipped with an auto-save feature that keeps track of game data. Auto-save is triggered after every battle.

Auto-save also keeps track of Character Progression and Mega Challenges completed. Once enough mini-games are completed in those levels, auto-save will open up the next level automatically.

Loading

The game autoloads when you start play with a Memory Card that has *Shrek® SuperSlam* saved data inserted into Slot A.

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Fiona/Fiona Ogress

Holly Fields

Donkey

Mark Mosley

Gingy

Conrad Vernon

Puss/Robin Hood

Andre Sogluccio

Pinocchio

Cody Cameron

Announcer/Hook

John Kassir

Prince/Humpty

James Arnold Taylor

Red/Unicorn/Dronkey/Lil Witch

Tara Strong

Cyclops/Black Knight/G-nome

Max Koch

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Internet: <http://www.activision.com/support>

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Phone: (310) 255-2050

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