

DREAMWORKS<sup>®</sup>

# Shark Tale<sup>™</sup>



ACTIVISION<sup>®</sup>

## **WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## **USE OF UNAUTHORIZED PRODUCT:**

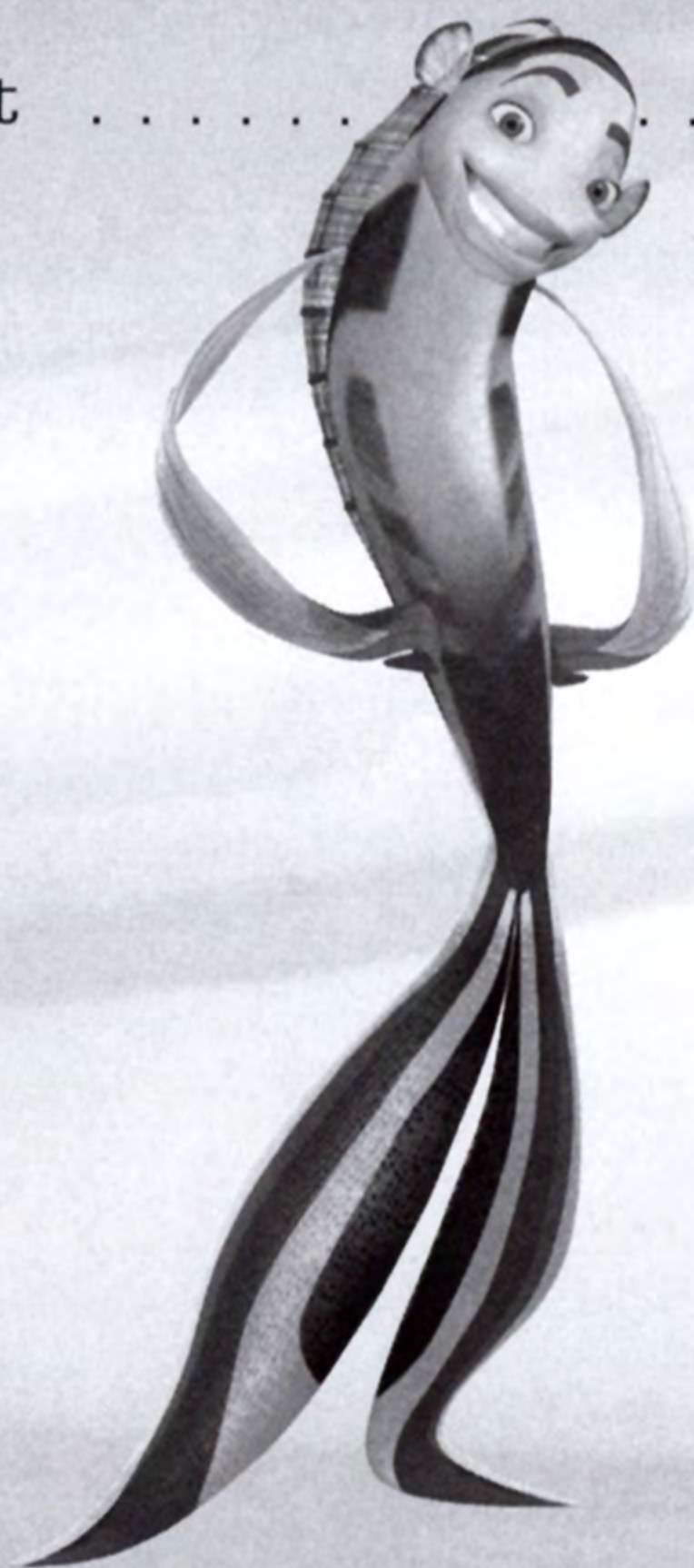
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

## **HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

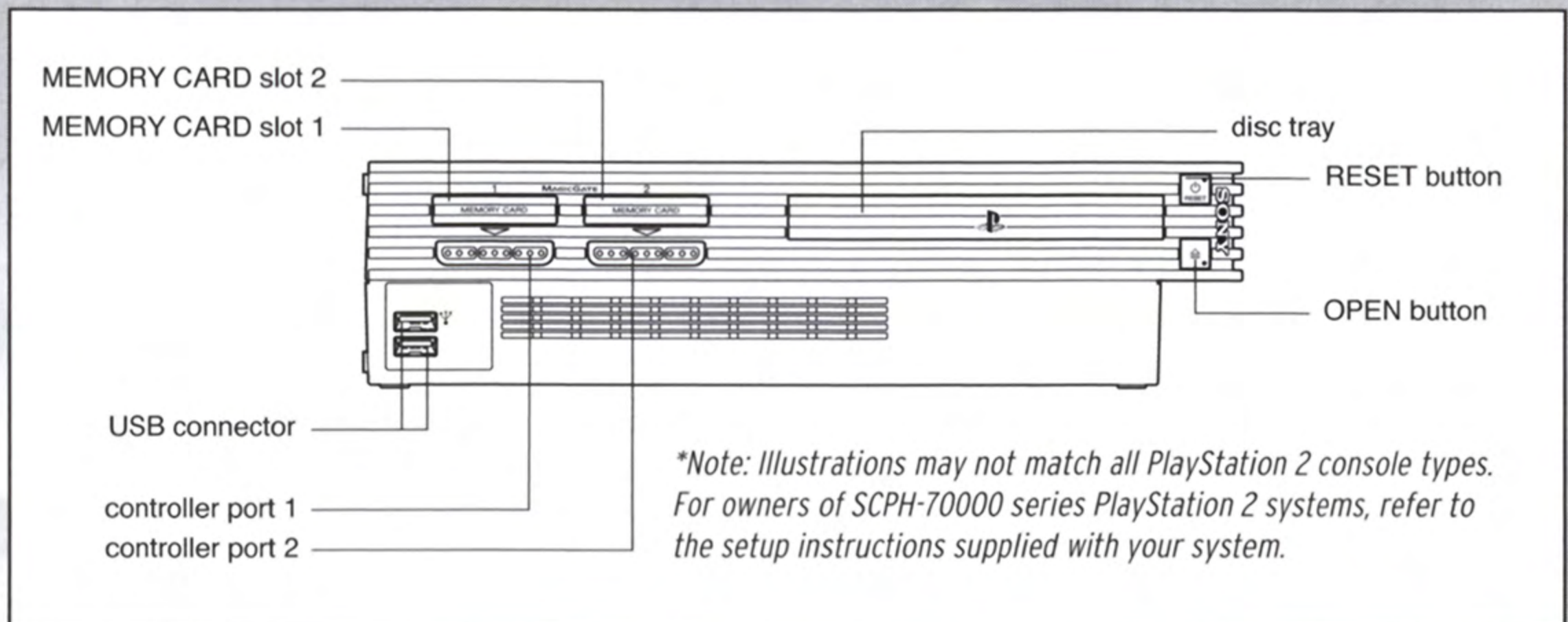
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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# Getting Started\*

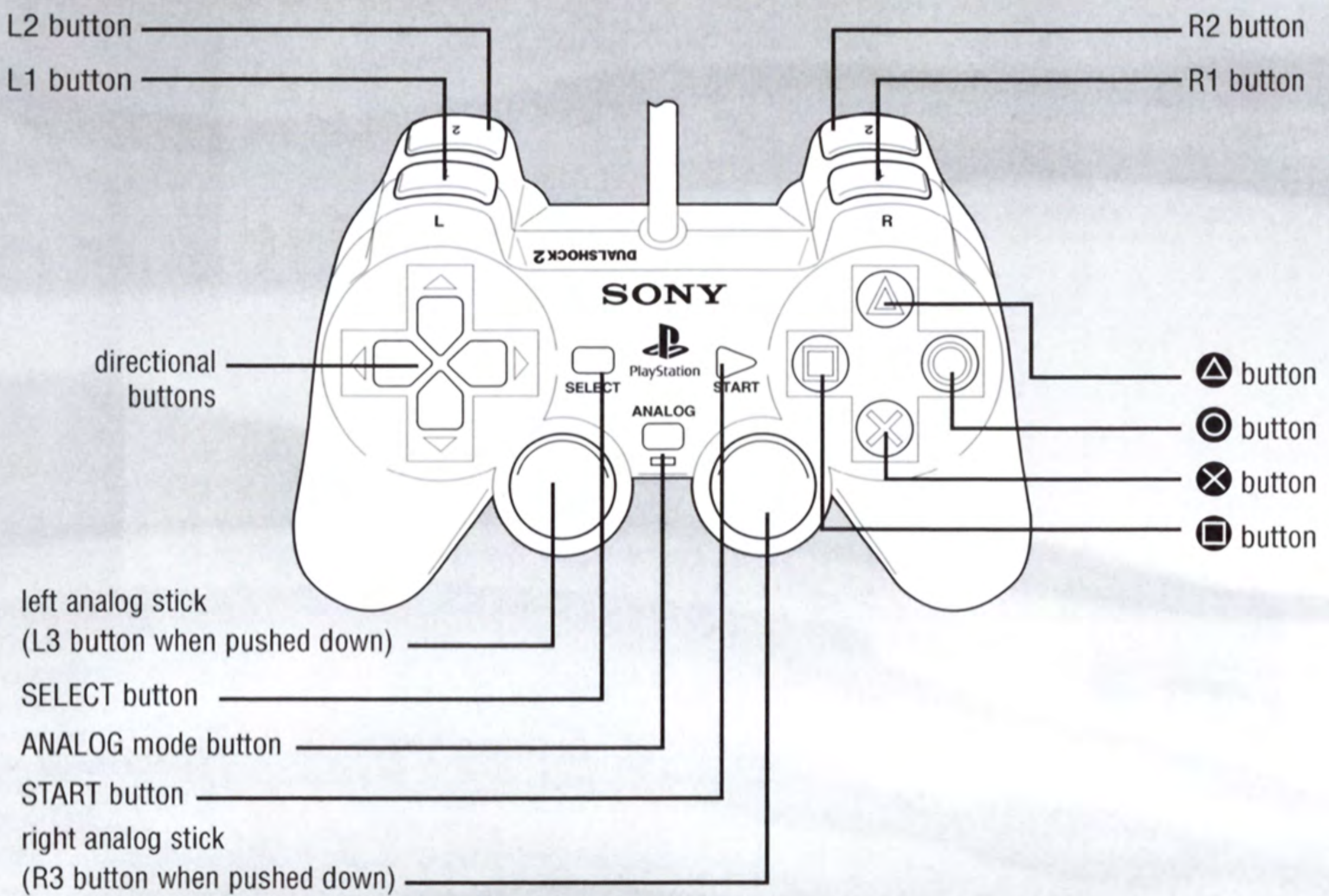


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the **RESET** button. When the power indicator lights up, press the **OPEN** button and the disc tray will open. Place the Dreamworks® *Shark Tale*™ disc on the disc tray with the label side facing up. Press the **OPEN** button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

## Memory Card (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games. A saved game's data takes up 270KB.

## DUALSHOCK<sup>®</sup>2 analog controller configurations



### Starting Up

To select menu options, use the ↑ and ↓ directional buttons to navigate the menu options. Highlight the desired option and press the × button to accept. To select a menu option, follow the on-screen button prompts and press the × button to accept and the △ button to go back. *Shark Tale* supports the DUALSHOCK<sup>®</sup>2 analog controller. When the MODE INDICATOR is on, the left analog stick works the same as the directional buttons.

## Dance Pad Controller

*Shark Tale* supports most 3rd party dance pad controllers (sold separately). The dance pad controller is optional for playing *Shark Tale's* Dance Mode.

If you want to play using a dance pad controller, simply connect the controller to controller port 2 on your PlayStation®2 system. Use the dance pad controller in chapters 3, 6, 15, 20 and 23 to bust out your best moves! Once you complete the game, you can replay these chapters to beat the high score!

Please use the dance pad in a safe environment where you won't slip and fall. Also, position your dance pad controller in an area where you won't disturb others with your movements and sound.

Extreme play motions can be dangerous on a dance pad controller, so please play carefully!

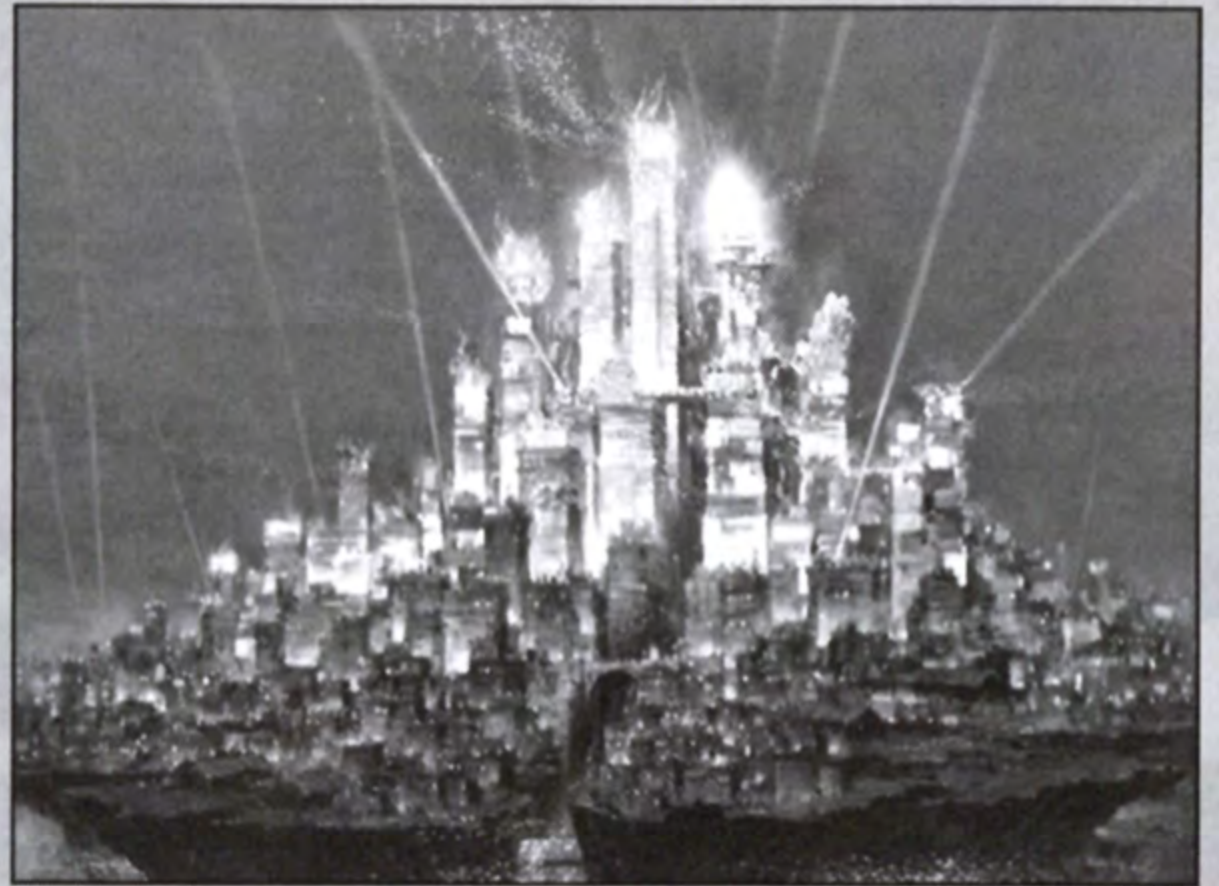


## Welcome to Reef City

It all begins as a typical day for Oscar, a smooth talkin' little fish working his way up the food chain, searching for an easy path to fame and fortune. Oscar finds himself in a jam more often than not. He isn't a troublemaker, but finds himself in hot water. Working at the Whale Wash just doesn't pay the bills, and Oscar owes his boss, Sykes, a lot of clams.

This is where you come in... You'll have to help Oscar hustle to stay one step ahead of the sharks and become the hip hero of Reef City. Your skills will help Oscar pay the bills in his fight to avoid danger and rise to fame. It won't be an easy time! You'll need to use your wits as you visit the underbelly of Reef City, hunt for information, stop the bad guys and win the admiration of the public in your quest for fame. Good thing Oscar has all the right moves... Whether he's at the edge of the reef battling sharks or showing off his fresh grooves downtown in Reef City, Oscar does it with all the style and panache of a superstar.

Playing as Oscar, you'll adventure, race, dance and fight your way to fame and fortune. In *Shark Tale*, if you can avoid becoming shark bait, you can become the most famous fish in Reef City.



# Menu Options

## Menu Controls

↑, ↓, ←, → – Navigate menu

⊗ button – Tap button to accept.

⊕ button – Tap button to go back to previous menu. or cancel.

## Main Menu

**New** – Starts a new game.

**Load** – Loads a previously saved game.

**Options** – Adjust audio, video and controls.

**Extras** – Extras include character bios, stills and special hidden content. You can unlock new extras by getting a high fame score and collecting as many pearls as you can find in the game.



## Saving the Game

Saving occurs automatically at the end of each level sequence. The saved game includes clams earned, fame earned and objectives completed.



### Note on Autosaving

When you see the spinning fish icon, *Shark Tale* is saving your options, progress or unlocked extras. When you see the icon, please don't remove the memory card (8MB) (for PlayStation®2) in memory card slot 1 or the controller or reset/switch off the console.



## Pause Menu

**Continue** – Resumes the game from where you left off.

**Restart** – Restarts the game from the beginning of the current chapter.

**Quit** – Stops gameplay and returns to the main menu.

**Options** – Adjust audio, video and control settings.

**Chapters** – Select the current chapter or play one of the previously completed chapters.

**Mission** – Displays chapter mission objectives.

**Fame Chart** – Displays current fame ranking and shows fame hierarchy.

## Chapters

*Shark Tale* is broken into 25 chapters. Each chapter features one of the following types of gameplay: adventure, race, fight or dance.



## Game Types

### Adventure

See Reef City for yourself. Swim through the city streets, work your way through the Whale Wash or sneak around in the shipwreck. Follow the mission objectives to earn fame and bonuses.

While exploring, collect clams and watch out for predators. If you've taken damage and need to increase your health, use the action button (X button) to knock on a neighborhood door and waltz in for a treat. You can enter a door if it has a yellow (!) displayed in front of it. You can also swim down side streets and alleys by using the action button (X button) on street signs that have



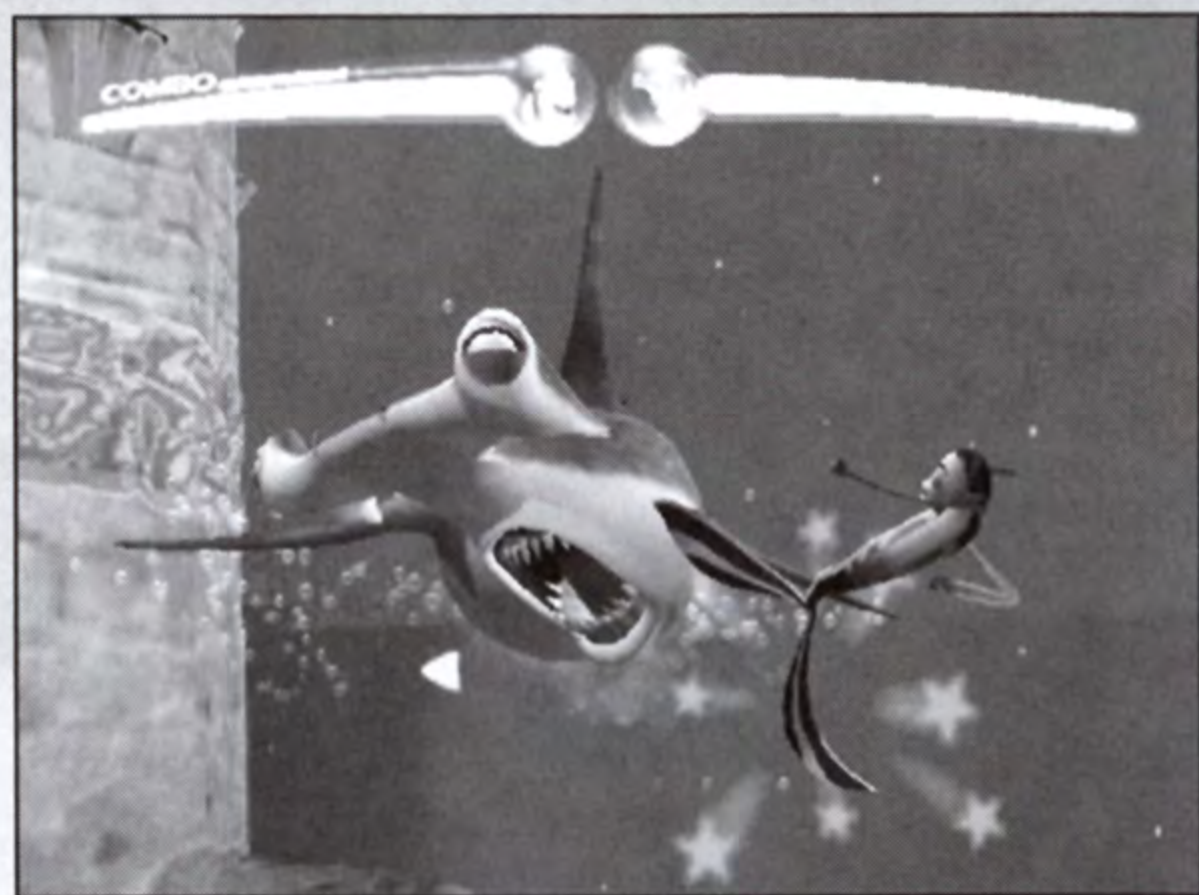
a yellow . When stealth is an option, make sure to hide behind objects. You can hide behind objects when a yellow  is displayed in front of the object.

## Race

The hustling and bustling reef can be a traffic jam! Oscar can't wait around, being an up-and-coming superstar. Grab a taxi fish or shark fin and race through the streets and trenches of Reef City.







To keep the lead or catch up, use shortcuts. When you see an indicator pointing to a shortcut, quickly dodge (**R1** or **L1** button) to make the turn. Also, look out for boost currents. They'll propel you through the water like never before. Don't forget, the faster you are, the more famous you'll become.



## Fight

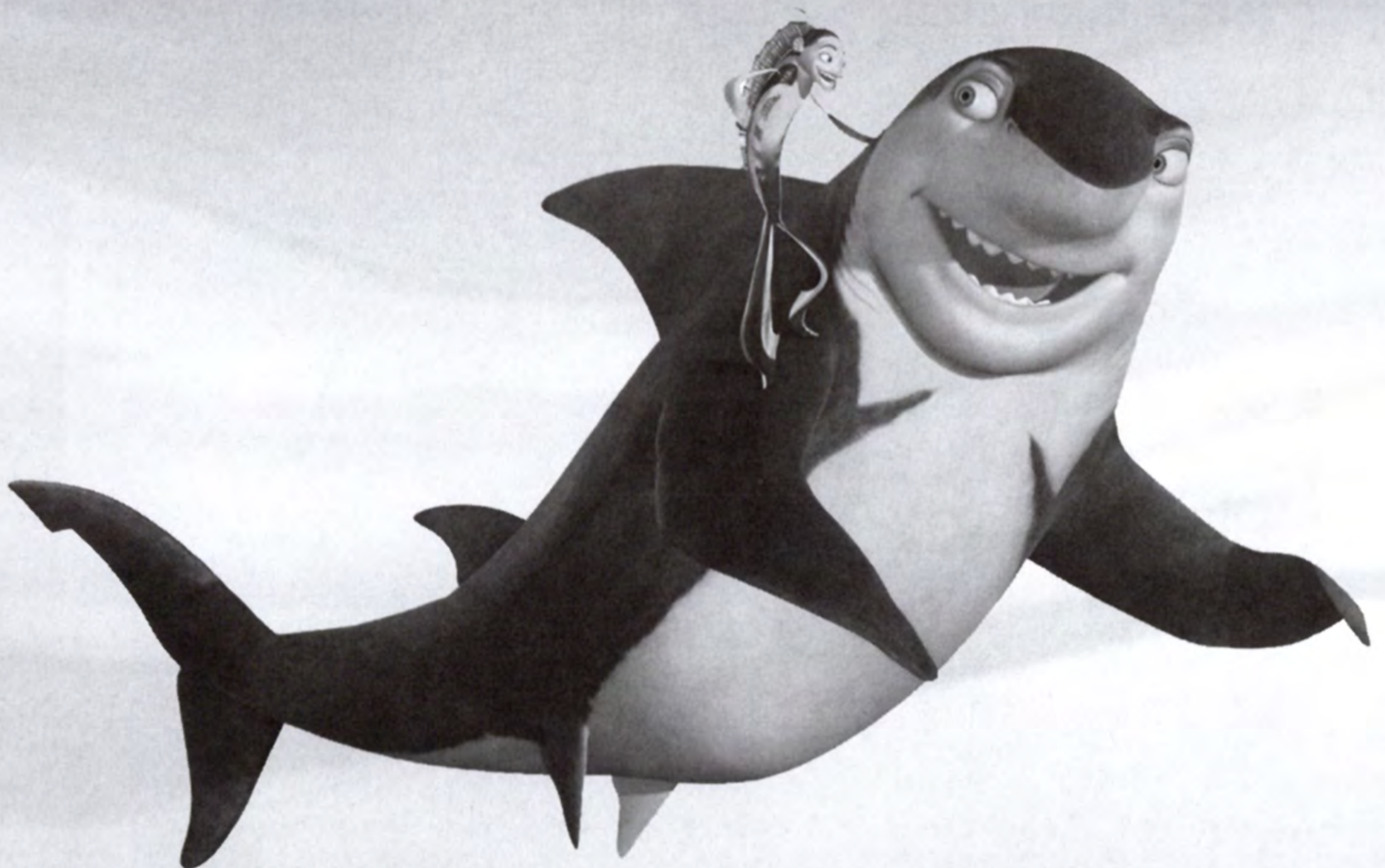
Defeat huge sharks and their cronies in your quest for fame and fortune! Fame comes at a price, and the cost is protecting yourself and the reef from those nasty sharks! Sometimes it's better to flee and fight

another day, and Oscar can only fight when he has enough fame to ensure victory. Before Oscar hits the big time (and even after he's a star), make sure to follow the hints displayed on the sides of the screen to avoid being eaten when being chased. While fighting against huge enemies, use the left analog stick to dodge and the ,  or  buttons to attack your opponent. Oscar can also taunt an opponent during a fight by pressing and holding the  button. A successful taunt will help Oscar recover some much needed energy.

## Dance






Oscar's got the grooves, but do you have the moves? Command Oscar to dance to the funkier tunes in Reef City. Stay on the beat and don't miss a step to dance your way to fame. Press the **↑**, **↓**, **←**, **→** directional buttons or the **△**, **×**, **○** or **□**

buttons in the direction of the arrow displayed on the screen. Timing and rhythm are important, so make sure to press when the arrows are in the center of the target. The better your moves, the more fame Oscar acquires! If you see an arrow that has 2 directions (**↔**), press the corresponding directional button and the **△**, **×**, **○** or **□** button at the same time.



# Game Type Controls

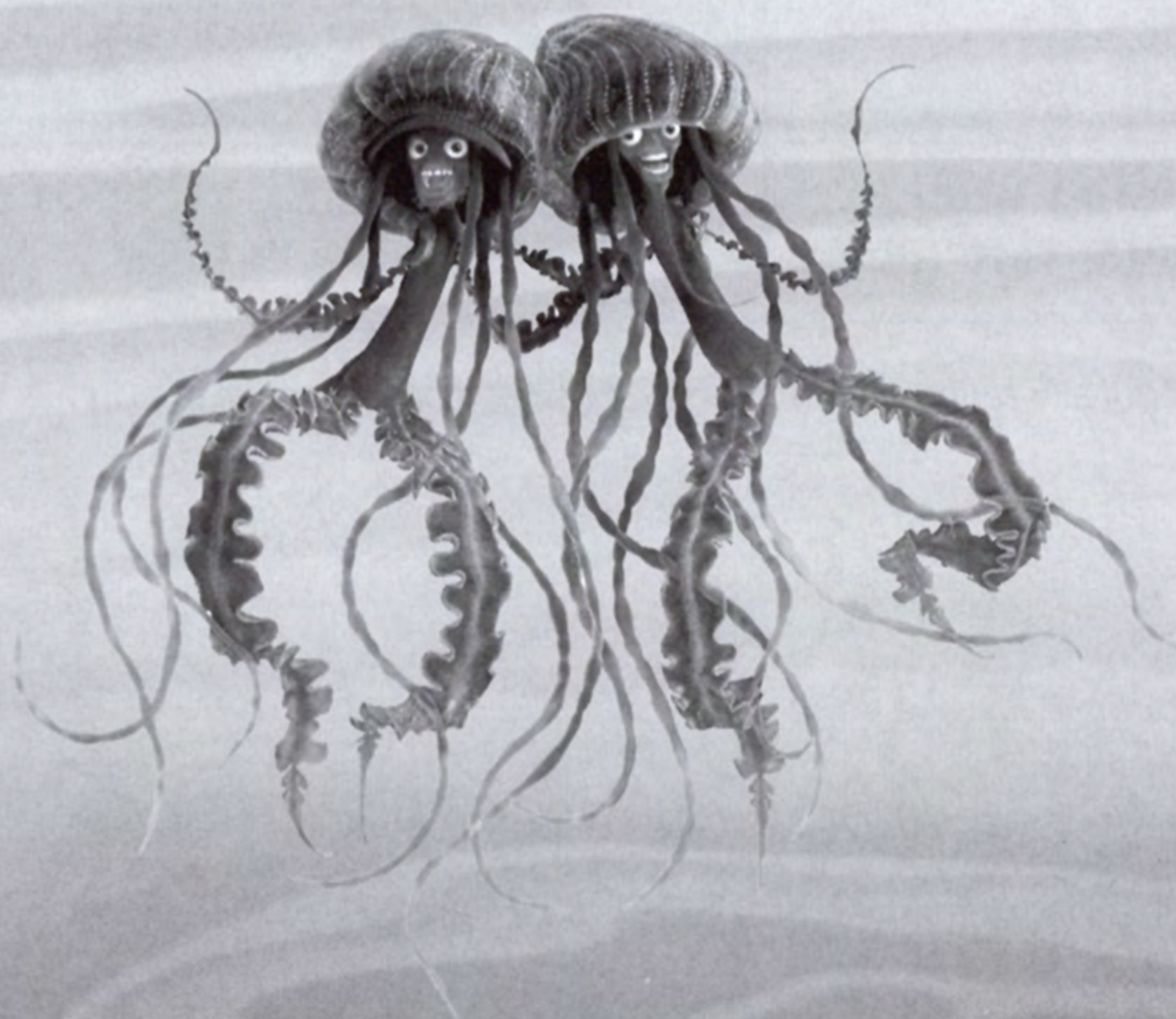
## Adventure Controls

<b>left analog stick</b>	Direct Oscar where to swim
 button	Open doors, interact with street signs and hide behind objects
 button (tap)	Dash. Tapping the Dash button allows Oscar to swim faster in short bursts.
Press + hold the  button + Release	Dash attack. Allows Oscar to break through objects and defeat enemies.
 button	Map of Oscar's current location
 button	Pause. Once paused, you can access the Options menu, see Oscar's fame ranking and much more!
<b>left analog stick</b>	Look around while hidden (sneak missions only)



## Race Controls

<b>left analog stick</b>	Move Oscar left, right, up or down
<b>X</b> button	Accelerate
<b>□</b> button	Accelerate
<b>△</b> button	Brake
<b>○</b> button	Brake
<b>R1</b> button	Dodge right
<b>L1</b> button	Dodge left
Brake + turn left, then accelerate	Power slide boost left turn
Brake + turn right, then accelerate	Power slide boost right turn
<b>START</b> button	Pause. Once paused, you can access the Options menu, see Oscar's fame ranking and much more!



## Fight Controls

<b>left analog stick left</b> or ← directional button	Dodge left
<b>left analog stick right</b> or → directional button	Dodge right
◻ button	Fin slap left
△ button	Upper fin strike
◯ button	Fin slap right
⊗ button	Taunt. Hold the button down until Oscar completes the taunt motion to regain health.*
Power Combination	Press △ + ◻, or △ + ◯, or ◻ + ◯, when the combo meter is full
<b>left analog stick up</b> + ◻, △, ⊗	Power fin slap
▶ START button	Pause. Once paused, you can access the Options menu, see Oscar's fame ranking and much more!
<b>left analog stick up, down, left, right</b>	Dodge any direction (chase only)

*\*Note: A taunt can only refill up to one bar of Oscar's energy.*

## Dance Controls

⊗ button	Down arrow
◻ button	Left arrow
△ button	Up arrow
◎ button	Right arrow
↑ directional button	Up arrow
↓ directional button	Down arrow
→ directional button	Right arrow
← directional button	Left arrow
↑, ↓, ←, → directional button + △, ⊗, ◎, ◻ button	Double arrow (left arrow and right arrow, for example)
▶ START button	Pause. Once paused, you can access the Options menu, see Oscar's fame ranking and much more!
Dance Pad (optional)	A dance pad may be used instead of the controller. Step on the arrow on the pad corresponding with the arrow displayed on the screen. Please see the Dance Pad Controller information on page 4 for setup instructions.



# Locations

## The Brownstones

This is Oscar's neighborhood. Oscar knows his way around this area pretty well, but that doesn't mean he'll have an easy time here.



## Warehouse District

The Warehouse District is located in the deepest end of Reef City. Some slimy fish hang out down here, so Oscar may want to keep a low profile in this neighborhood.



## The Sewers

The sewers lie below Reef City and are a great place to go when Oscar needs to keep a low profile. The fish that live down here are mostly scavengers.





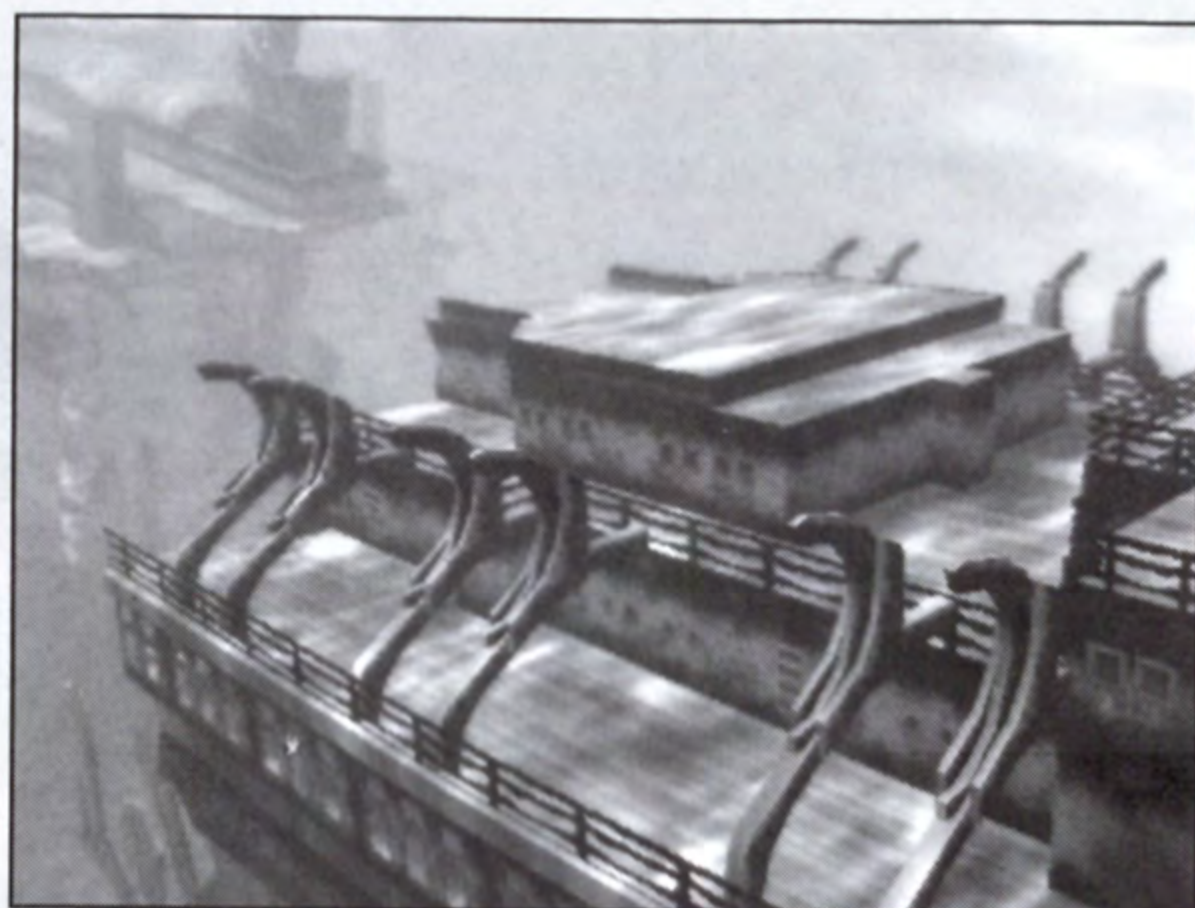
## Upper Reef City

The big city where nearly everything takes place.



## Shipwreck

The shipwreck is only a short distance from Reef City. It's home to the sharks and other mean and nasty fish. Be careful!

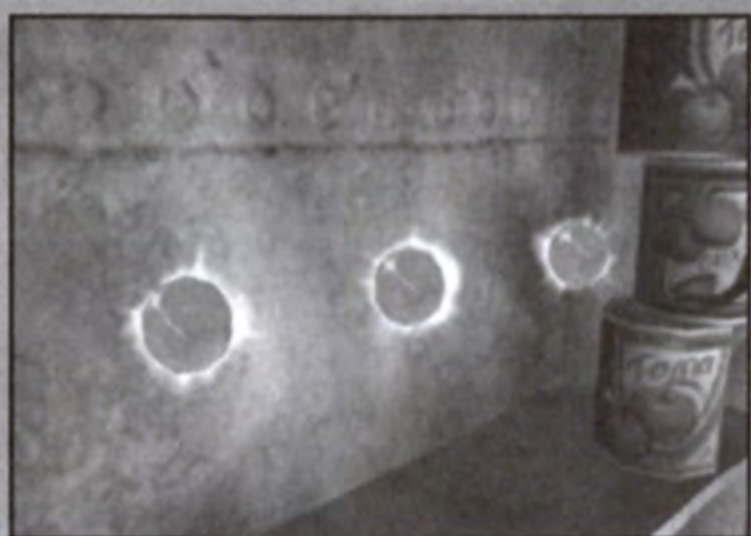


## The Whale Wash

Sykes' Whale Wash, where you get a whale of a wash, and the price, oh my gosh! Oscar works here, but he never seems to get very much done.



## CLAMS



Clams are the currency of Reef City. Throughout your adventure, you'll have the opportunity to earn clams to unlock special items from the Extras menu. Clams are earned by collecting and swimming around pearls, placing high in races, scoring in dance mode and completing the mission objectives displayed at the beginning of each chapter. Be sure to collect as many clams as you can find!

*Note: The number of clams displayed on the Extras menu represents the total number of clams earned in every game saved on the memory card in memory card slot 1, and may not match the total number of clams in your current game depending on how many Extras you've unlocked.*

## FAME CHART

Oscar's ultimate goal is to become the most famous fish in Reef City. To increase Oscar's fame, be sure to complete as many level objectives as possible and collect as many clams as you can. Your newfound fame gives you access to special items from the Extras menu. To view your current fame ranking and see how many more Fame points remain until your next level, pause the game action and select the Fame Chart in the Pause menu.



# Characters



## Oscar

Oscar is a fast-talking little fish, who's been able to finagle his way out of trouble—until now. After taking credit for being a hero, Oscar starts living the good life. But if he can't live up to his reputation, he knows the tide will turn against him.



## Sykes

Sykes is a puffer fish who's full of hot air. He owns the Whale Wash where Oscar works, but also floats a few business deals on the side. When Oscar strikes it big, Sykes seizes the

opportunity to make a few extra clams and takes Oscar under his fin.



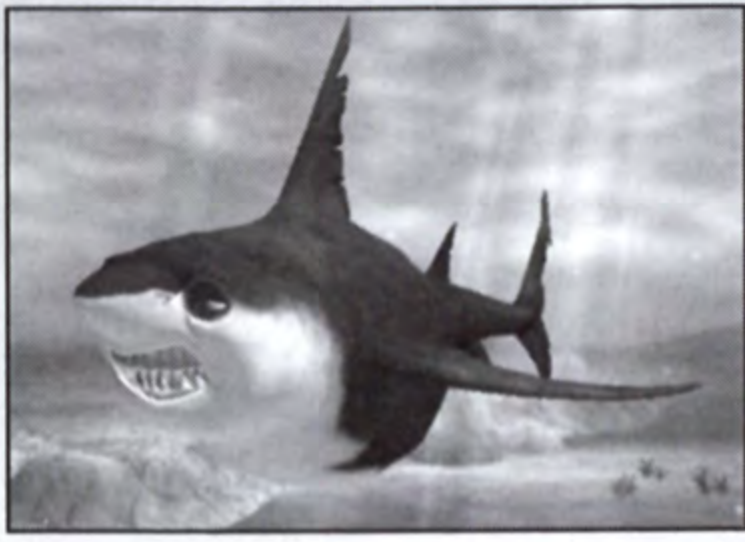
## Angie

Angie is a beautiful angelfish who harbors a secret crush on Oscar. She was the only one who believed in Oscar when he was a nobody, but she can't help but be disappointed when he plays the hero to the hilt. Angie is truly the angel on Oscar's shoulder, making him do the right thing in spite of himself.



## Lola

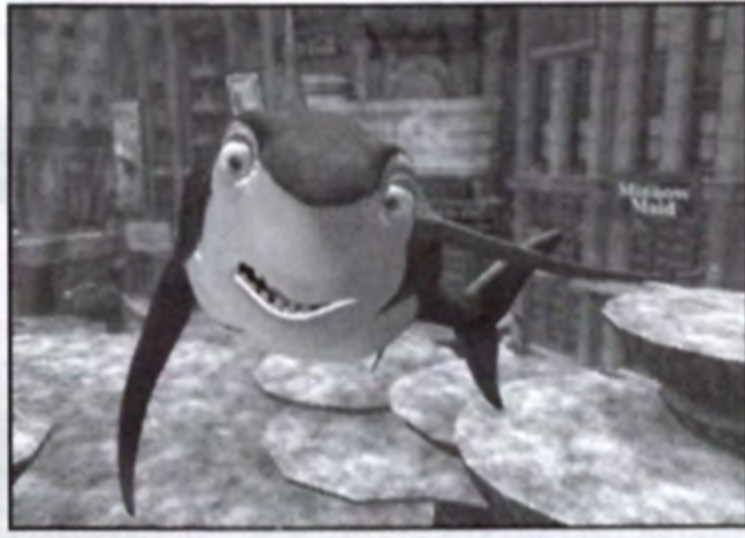
Lola is a sensuous dragon fish who uses all her feminine wiles to get what she wants—and what she wants is the reef's newest hero: Oscar. A true femme fatale, Lola may prove fatal to Oscar when she gets her hooks into him.



## Frankie

Frankie is Lino's oldest son, a hot-tempered, cold-blooded great white shark. A loyal son, Frankie does his best to help his brother Lenny become the killer shark he was born to be.

Unfortunately, Frankie is anchored to old family traditions, which leads to his untimely fate.



## Lenny

Lenny is the son of Lino, but when it comes to eating his fellow sea creatures, this great white shark has lockjaw. Who ever heard of a great white vegetarian shark? If Lenny's ever

going to earn his father's respect, he's going to have to teach his dad that it's sometimes okay to swim against the current.



## Lino

Lino is a great white shark and the master of the reef. He has big plans for his sons, Lenny and Frankie. When Oscar interferes with those plans, Lino decides to make Oscar the catch of the day.



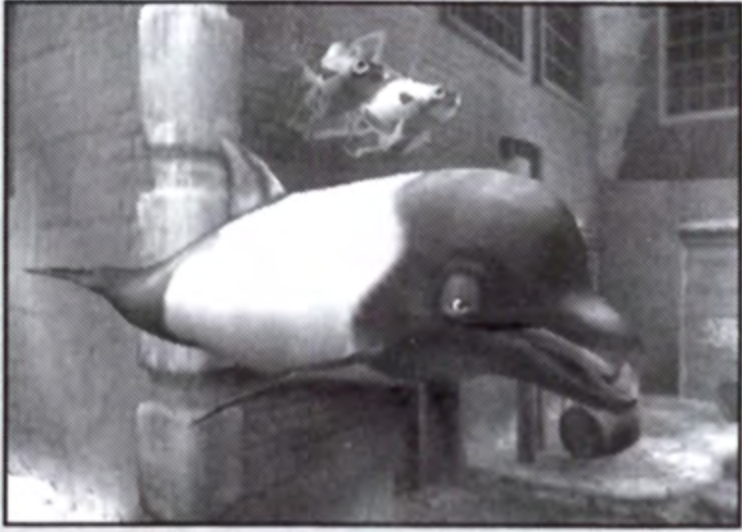
## Ernie and Bernie

Two Rastafarian Jellyfish, Ernie and Bernie, work for Sykes and take great pleasure in their work. Ernie and Bernie have a stinging sense of humor, and what they try to do to Oscar is truly shocking.



### **Crazy Joe**

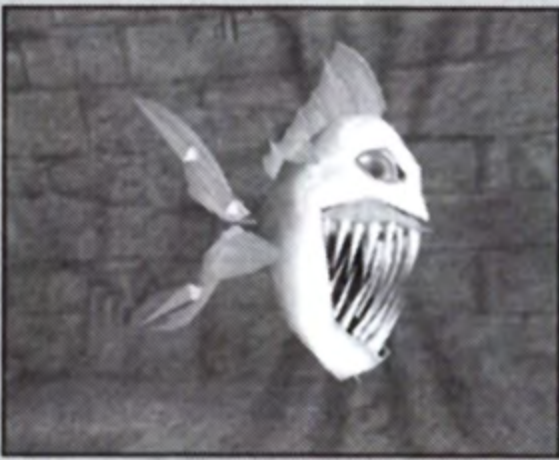
Oscar's hermit crab friend and confidant. He's a little zany, but everybody loves him. He's very helpful and might show up to help Oscar during his adventure.



### **Police Dolphins**

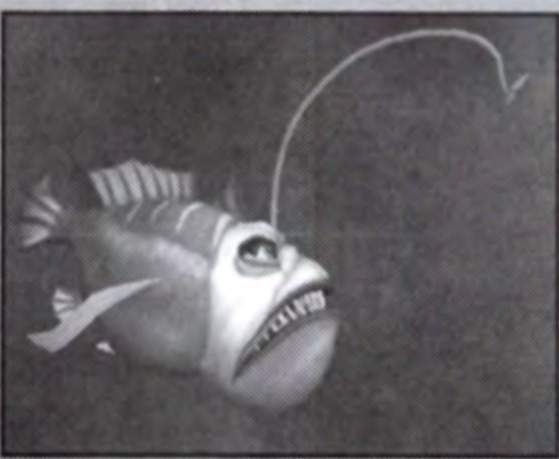
Always on the lookout for anything "fishy," Police Dolphins are on the beat to protect and serve Reef City's neighborhoods.

## **Anemones**



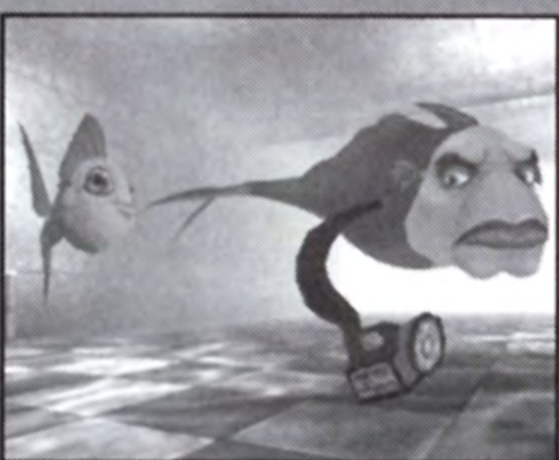
### **Piranha Fish**

Some of Lino's pets have escaped and can be found roaming near the shipwreck. These fish look adorable at first with their big puppy dog eyes. When they open their mouths, it's a different story altogether. Keep your eye on these guys...



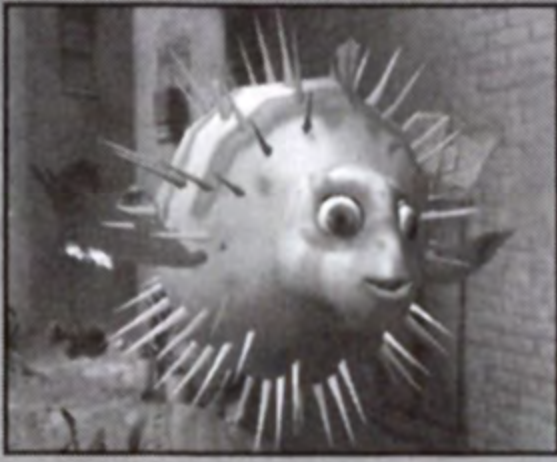
### **Angler Fish**

A deep sea fish with sharp teeth and its own built-in light. Stick to the shadows when the angler comes around.



### **Guard Fish**

Mean-looking fish usually prowling around with a piranha. If they spot you with the flashlight, prepare to get chomped!



## Angry Puffer Fish

These puffers seem to have a grudge against Oscar and can be very dangerous. When they puff up, stay away! Those spikes hurt!



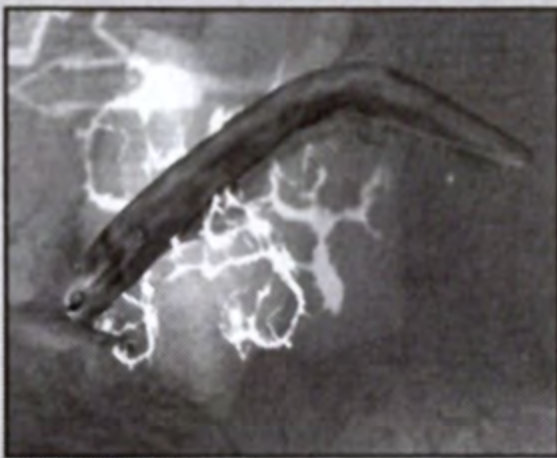
## Jellyfish

Jellyfish linger in some of the seedier neighborhoods of Reef City. Some jellyfish float around and seem pretty relaxed, but others can move fast! Don't get too close—they pack a mean sting!



## Crabs

These stingy creatures are highly defensive of their clams. Dash over or under when they jump to evade their claws. Proceed with caution.



## Electric Eels

Super-slinky meanies with “electrifying” personalities. The eels are attracted to Oscar's wit and charm.



## Sea Urchins

These spiky little creatures can't move too fast, but can sting Oscar anyway if he runs into them. Ouch!



## Street Oyster

The pearl at the center of the oyster is awfully tempting, but beware of the snapping-shell action.

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Jeremy Grapner

April Paradise

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Jason Kim

Aaron Gray

Lalie Fisher

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Services***

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***Sound***

**Casting and  
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Womb Music

**Recording/  
Engineering/Editing/  
Voiceover Effects  
Design**

Rik W. Schaffer

Womb Music

***VOICEOVERS***

Phil La Marr . . . . .	Oscar, Additional Tenant Fish
Melissa Disney . . . . .	Angie, Shorty #1, Additional Tenant Fish Old Lady Fish, Groupie Fish #1
Sean Bishop . . . . .	Sykes, Lenny, Frankie Police Dolphin #1, Additional Tenant Fish
Nicole Balick. . . . .	Katie Current, Shorty #2, Additional Tenant Fish
David Smith . . . . .	Crazy Joe, Melvin, Additional Tenant Fish
Seana Kofoed . . . . .	Lola, Shorty #3, Additional Tenant Fish
Jim Meskimen . . . . .	Lino, Additional Tenant Fish
Jeff Coopwood . . . . .	Ernie, Additional Tenant Fish
Jamil Walker-Smith . . . . .	Bernie, Additional Tenant Fish
David Soren . . . . .	Philippe Le Caviar, Tony, Repo-Fish Additional Tenant Fish

Nika Futterman . . . . . Mrs. Sanchez, Additional Tenant Fish  
 Michael Gough . . . . . Paparazzo Fish, Additional Tenant Fish  
 Cam Clarke . . . . . Eel Boss, Teen Boy Fish, Paper Sales-Fish  
 David Sobolov . . . . . Hammerhead Boss, Sawfish Waiter  
 Amber Hood . . . . . Shorty, Teen Girl Fish, Groupie Fish #2  
    Robin Atkin Downes, Shark Diner #2  
    Whale Washer #3, Shopkeeper Fish  
 Masasa . . . . . Groupie Fish #3, Mid-Age Lady Fish  
 Keith Ferguson . . . . . Shark Diner #1, Dolphin Cop #2  
    Whale Washer #2  
 Nick Jameson . . . . . Old Man Fish, Shark Diner #3  
 Quinton Flynn . . . . . Middle-age Man Fish, News-Truck Fish  
 Billy West, Tara Strong, Greg Ellis . . . . . Additional Tenant Fish  
 Dee Baker, Debi Mae West, Mark Swift,  
 Andre Sogliuzzo, Erin Fitzgerald,  
 Kat Cressida, Grant Albrecht, Michael Bell,  
 Vanessa Marshall, Bill Akey, Kimberly Brooks,  
 Kim Mai Guest, Leontine Guilliard, Bill Harper,  
 Matt Morton, James Sie, Margaret Tang,  
 James Arnold Taylor, Audrey Wasilewski

**Music**

**Original score by  
 Kevin Manthei**

kmmproductions.com

**Music Credits**

**"Got To Be Real"**

Performed by  
 Cheryl Lynn  
 Courtesy of Cheryl Lynn  
 Productions  
 Written by Cheryl Lynn,  
 David Foster, and  
 David Paich  
 Published by Butterfly  
 Gongs Music,  
 Cotaba Music, admin  
 by peermusic, Ltd.  
 (BMI), and  
 Hudmar publishing  
 (ASCAP)  
 Remixed by Swizz Beatz  
 exclusively for  
 DreamWorks'  
 SharkTale the game

**"Play That Funky  
 Music White Boy"**

Performed as a  
 cover record of the  
 recording originally  
 performed by the group  
 Wild Cherry  
 © 1976 by BEMA  
 Music Div. Of  
 Sweet City Records Inc.  
 & RWP Music  
 Remixed by Swizz Beatz  
 exclusively for  
 DreamWorks'  
 SharkTale the game

**"Carwash" ("Bassy")  
 Bob Brockman remix)**

Performed by  
 Rose Royce  
 Featuring  
 The Waters Family  
 Written by  
 Norman Whitfield  
 Courtesy of  
 Geffen Records  
 under license from

Universal Music  
 Enterprises  
 Published by Universal  
 Duchess Music  
 Corporation/May  
 Twelfth Music (BMI)

**"Carwash"  
 (Swizz Beatz remix)**

Performed by  
 Rose Royce  
 Featuring  
 The Waters Family  
 Written by  
 Norman Whitfield  
 Courtesy of  
 Geffen Records under  
 license from Universal  
 Music Enterprises  
 Published by  
 Universal Duchess  
 Music Corporation/  
 May Twelfth Music  
 (BMI)

**"Funky Kingston"**

Performed by  
Toots & the Maytals  
© 1973 Trojan  
Records, a division of  
Sanctuary Records  
Group  
Courtesy of  
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**"Three Little Birds"**

Performed by  
Sean Paul  
& Ziggy Marley  
Written by Bob Marley  
Produced by  
Stephen Marley  
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Hope Road / Odnil  
Music Limited (ASCAP)  
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& South America by  
Fairwood Music USA  
on behalf of  
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**"U Can't Touch This"**

Performed by  
MC Hammer  
Courtesy of  
Capitol Records

Under License from  
EMI Film  
& Television Music  
Published by  
Wixen Music Publishing  
o/b/o  
Bust It Publishing (BMI)  
By Rick James,  
Alonzo Miller,  
and Kirk Burrell  
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Inner Circle  
Courtesy of  
Atlantic Records  
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Warner Strategic  
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Written by Ian Lewis  
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**"Summertime"**

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George Brown,  
Richard Westfield,  
Claydes Smith,  
Ronald Bell,  
Dennis Thomas,  
Robert Bell,  
Hula Mahone,  
Craig Simpkins,  
Willard Smith)  
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Mocean Worker  
From the album,  
Aural & Hearty  
PALMCD 2048-2  
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Palm Pictures  
Special Markets  
Written by  
Adam Dornblum and  
Lukasz Gottwald  
Published by  
Slugwell Music (ASCAP)  
and Kasz Money  
Publishing (ASCAP)

**“Wipe Out”**

Performed by  
the Fat Boys  
Courtesy of  
Island Def Jam  
Music Group  
under license from  
Universal Music  
Enterprises

Written by  
Robert Berryhill,  
Patrick Connolly,  
James Fuller,  
Ronald Wilson  
Published by  
Miraleste Music

**“The Way You Move”**

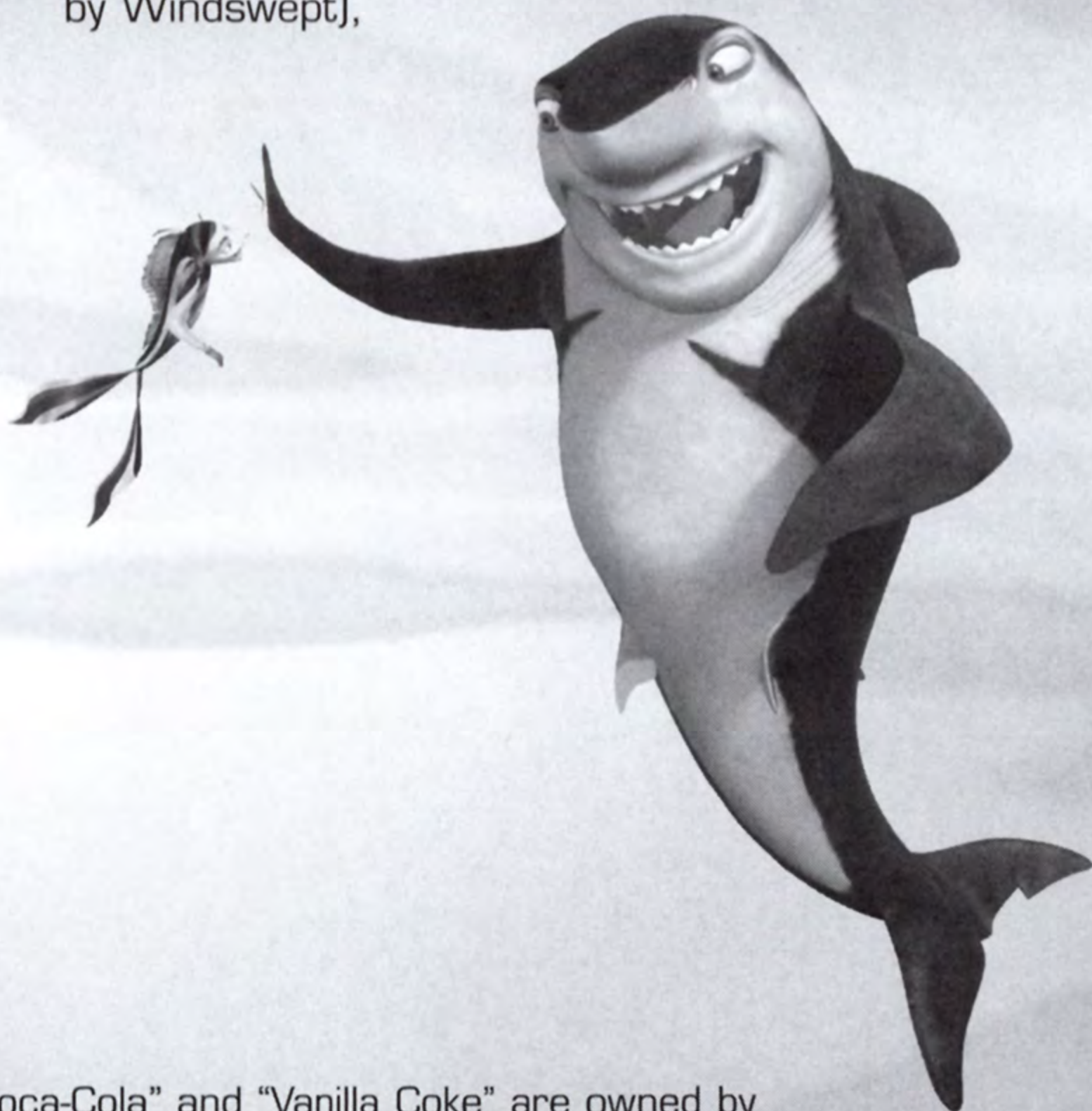
Courtesy of  
LaFace Records/  
Zomba Label Group.  
Under license from  
BMG Film & TV Music.

Written by  
Antwan Patton,  
Patrick Brown,  
Carlton Mahone  
Published by  
Chrysalis Music on  
behalf of itself and  
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**“Raise the Reef”**

Performed by  
Jaime Macias,  
Brian Kessler and  
Tiffany Smith  
The Holy Mackerel  
Tabernacle Choir:  
Eric White  
Vanessa Czworniak  
Belinda Van Sickle  
Additional  
backing vocals:  
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Produced by  
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