

SHREK 2™



ACTIVISION®

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:

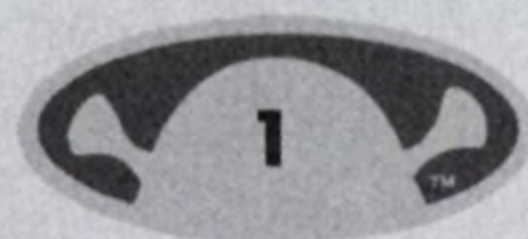
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

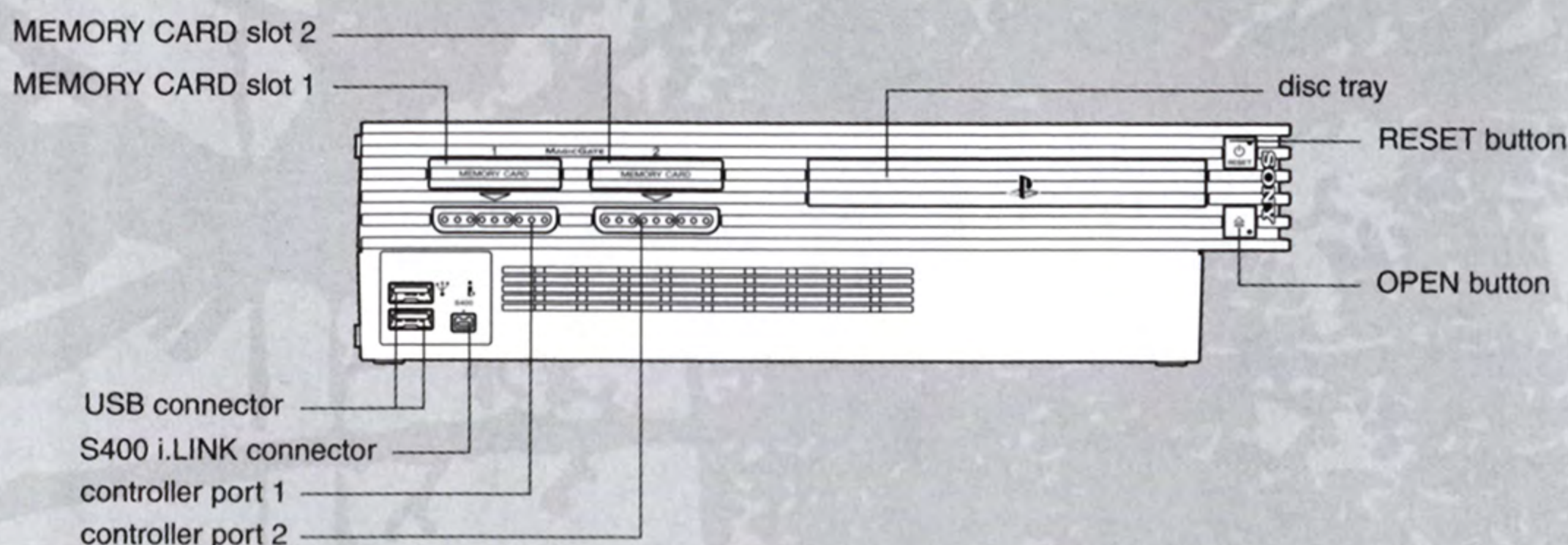
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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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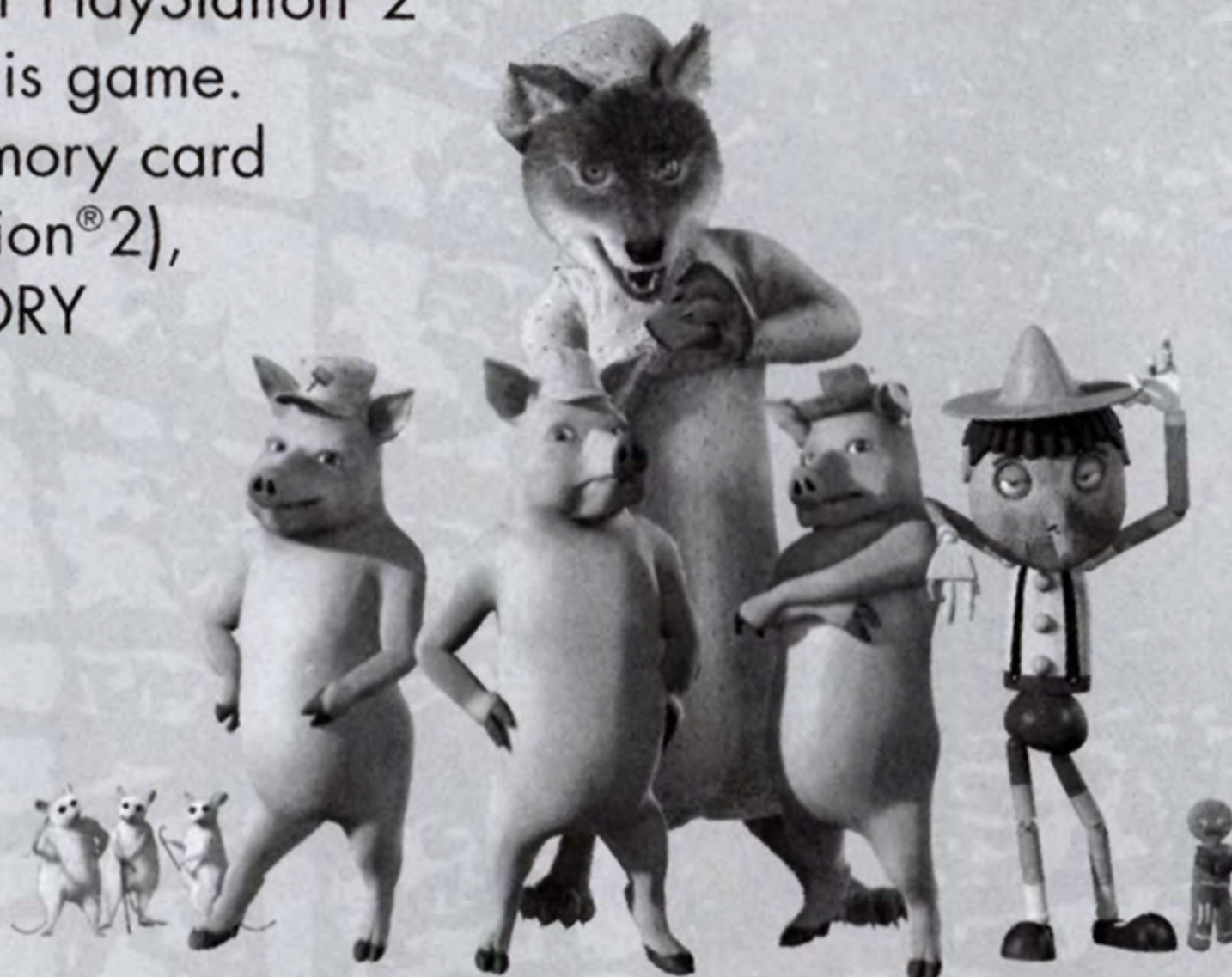
Getting Started



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 *Shrek 2*™ disc on the disc tray with the label pointing 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.

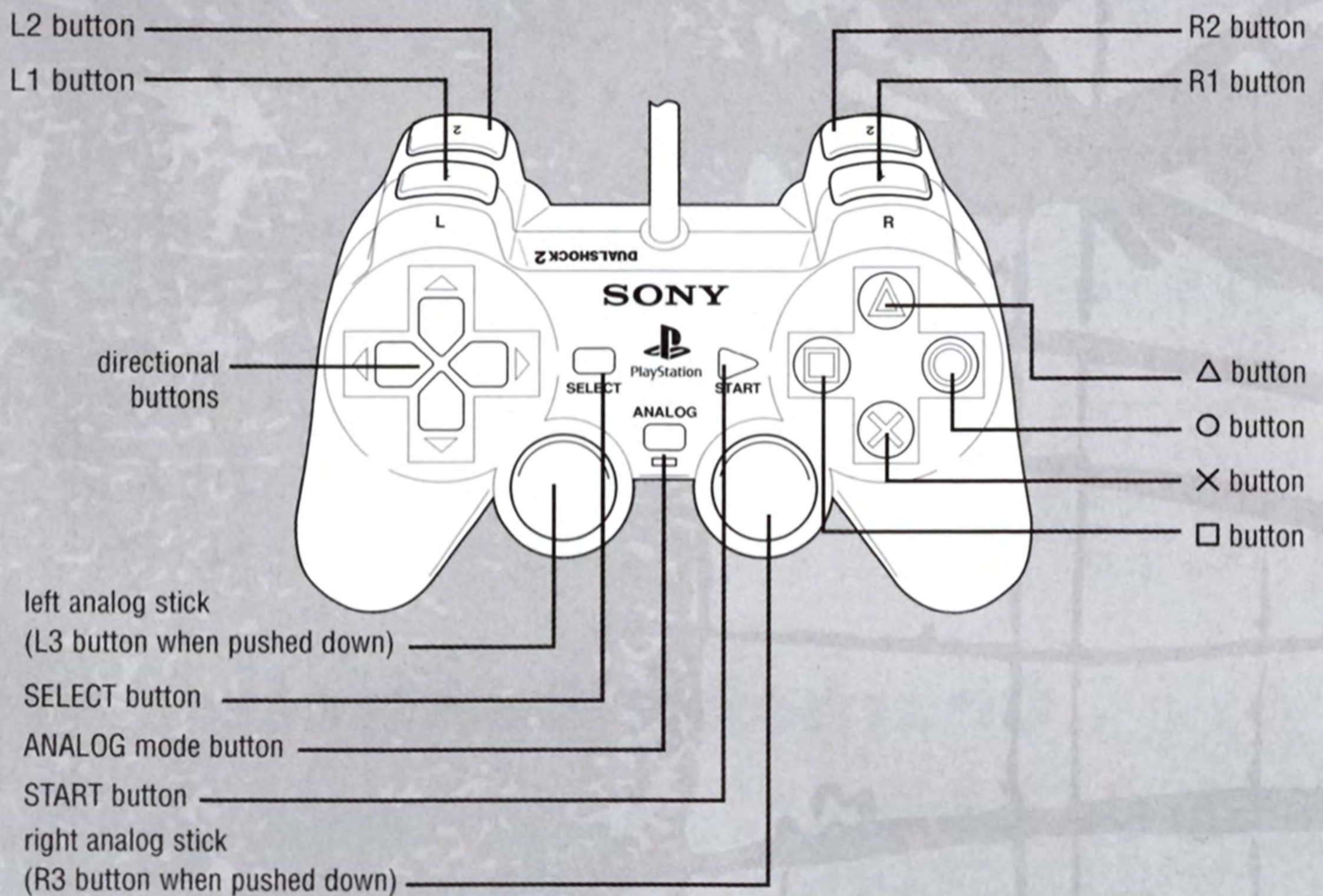
Memory Card

Shrek 2™ requires a memory card (8MB) (for PlayStation®2) to save your games. A saved game's data takes up 65 KB. You can obtain a memory card through the retailer where you purchased your PlayStation®2 game console or this game. To access your memory card (8MB) (for PlayStation®2), insert it into MEMORY CARD slot 1.



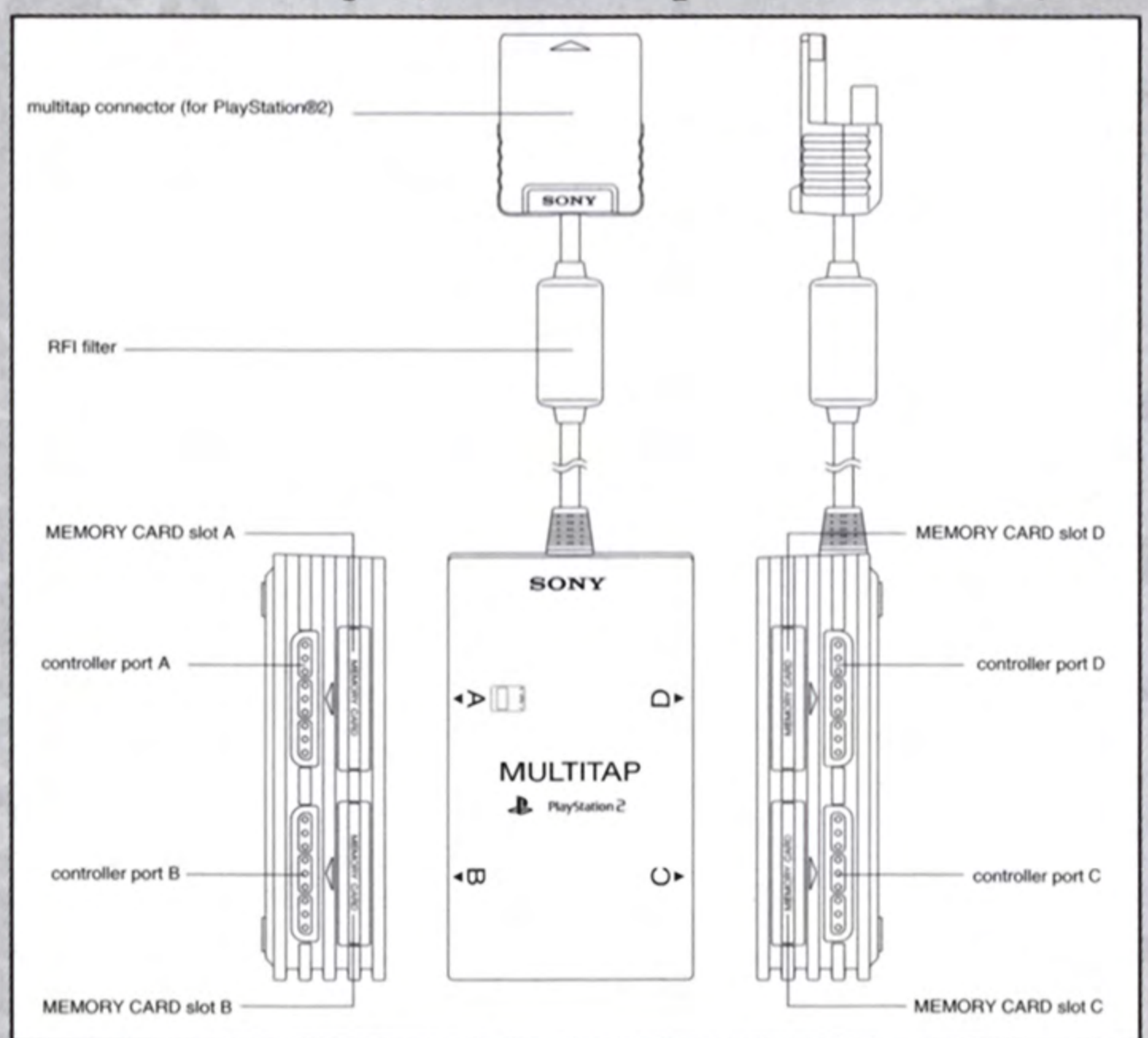
Starting Up

DUALSHOCK®2 analog controller



To select menu options, use the 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 to navigate through the menu options. *Shrek 2™* supports the DUALSHOCK®2 analog controller. When the mode indicator is on, the left analog stick works the same as the directional buttons.

Multitap (for PlayStation®2)



Game Controls

left analog stick	Control character
directional buttons	Control character
X button	Jump
□ button	Attack
△ button	Activate special ability
O button	Action button
R1 button	Tap to select next character
L1 button	Tap to select previous character
START	Access the Pause menu (in game)
SELECT	Access HUD elements (in game)
R2 button	Not used
L2 button	Not used

Character Controls

Shrek[®] Controls

left analog stick	Control character
directional buttons	Control character
X button	Jump
□ button	Attack
X, □ button	Jump attack (stuns enemies)
△ button	Stand next to a liftable object and tap the △ button to activate ogre lifting
Drop an object . . .	While ogre lifting, tap the △ button to drop the lifted object in front of Shrek
Throwing an object	While ogre lifting, hold down the □ button to bring up the targeting reticle and use the analog stick to move it to the desired location. Release the button to have Shrek throw the object at the targeted location.
O button	Action button

Princess Fiona™ Controls

left analog stick	Control character
directional buttons	Control character
X button	Jump
□ button	Attack
X, □ button	Jump attack
△ button	Tap the △ button to activate slow time (needs ammo to activate)
○ button	Action button

Donkey Controls

left analog stick	Control character
directional buttons	Control character
X button	Jump
□ button	Attack—Tap 3 times to do a simple 3-hit combo
X, □ button	Jump attack (stuns enemies)
△ button	Tap the △ button to activate the burro blast
○ button	Action button

Gingerbread Man Controls

left analog stick	Control character
directional buttons	Control character
X button	Jump
□ button	Attack
X, □ button	Perform a ranged attack to hit multiple enemies
Tap △ button	Throw a cookie straight ahead
Hold △ button	Bring up the targeting reticle— use the analog stick to move the reticle to the desired location. Release the △ button to throw a cookie at the targeted location (needs ammo to activate).
○ button	Action button

Big Bad Wolf Controls

left analog stick	Control character
directional buttons	Control character
X button	Jump
□ button	Attack
X, □ button	Jump attack
△ + analog stick	Tap to activate huff 'n' puff and use the analog stick to aim special breath
○ button	Action

Lil' Red Controls

left analog stick	Control character
directional buttons	Control character
X button	Jump
□ button	Melee attack when the enemy is close. Ranged attack when the enemy is far.
X, □ button	Jump attack
△ button	Hold down the △ button to bring up the targeting reticle. Use the analog stick to move the reticle to the desired location. Release the △ button to throw a rotten apple at the targeted location (needs ammo to activate).
○ button	Action button



Puss in Boots™ Controls

left analog stick	Control character
directional buttons	Control character
X button	Jump
□ button	Attack—Tap 3 times to do a simple 3-hit combo
X, □ button	Jump attack
△	Tap on targetable ropes and vines to activate the tightrope walking ability
O button	Action button

Fairy Controls

left analog stick	Control character
directional buttons	Control character
X button	Jump
□ button	Ranged attack
X, □ button	Jump attack
△ button	Tap to activate the float special
Hold △ button	Brings up the targeting reticle—use the analog stick to move the reticle to the desired location. Release the △ button to fire the float special at the targeted location.
O button	Action button

Dragon Controls

left analog stick	Control character
directional buttons	Control character
↓ (analog stick or directional buttons)	Dive
↑ (analog stick or directional buttons)	Climb

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



Menu Controls

- left analog stick Navigate menu
- directional buttons Navigate menu
- X button Tap button to accept
- Δ button Tap button to go back to previous screen
- START Access Pause menu (in game)
- SELECT 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 right analog 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 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 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 Fiona and her new prince charming.

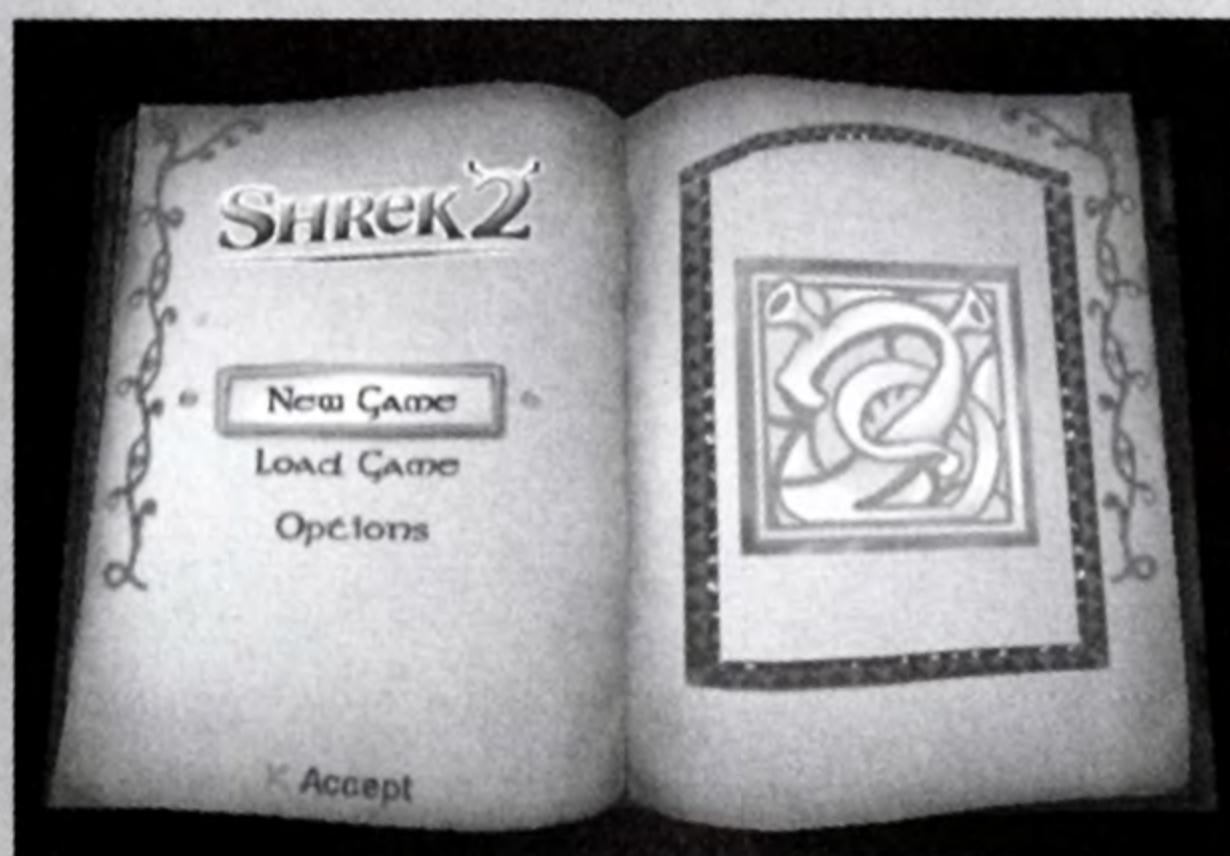
Messengers are sent far and wide to find the royal couple and invite them home for the ball. Little do they realize, of course, that Fiona's new husband is none other than the ugly ogre Shrek, and that Fiona has found "love's true form" as an ogress. She and Shrek are living blissfully in their own Ugly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

Once they receive word, Shrek thinks it's 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 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

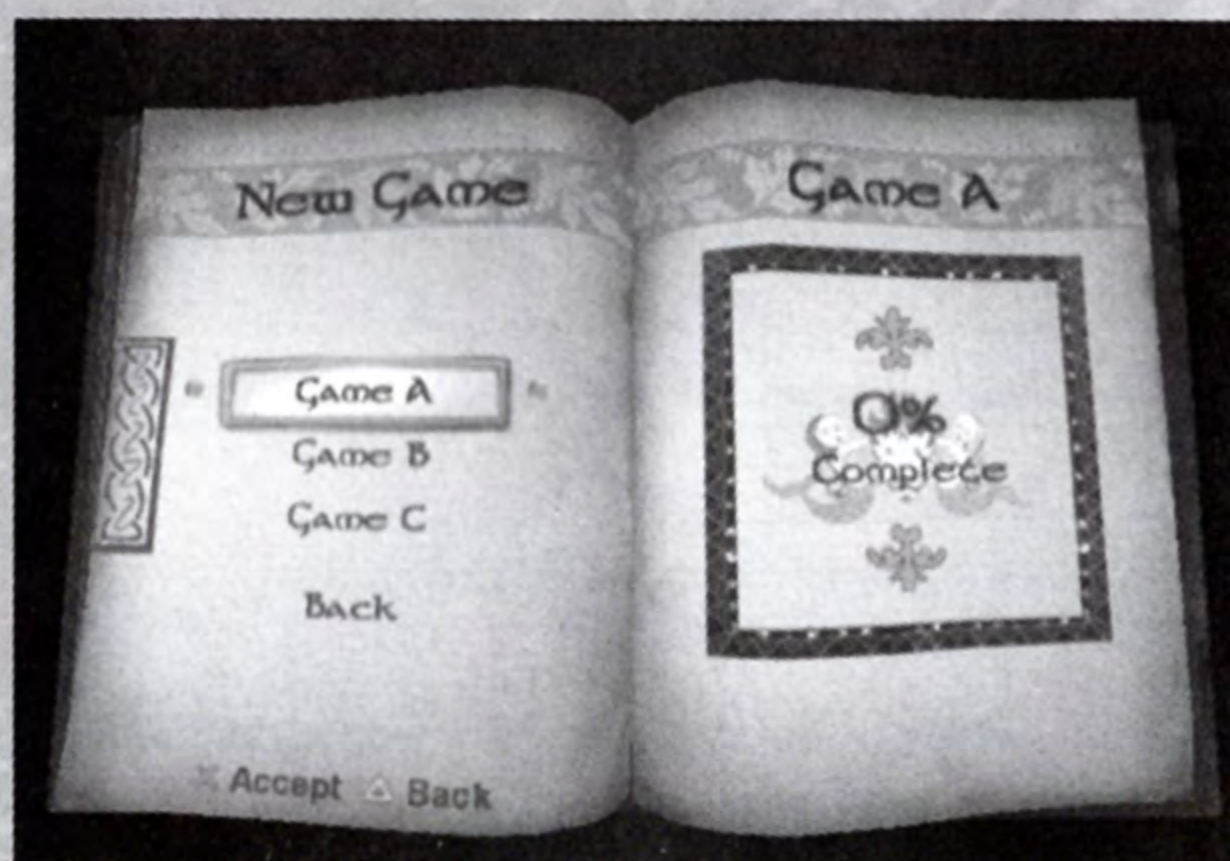
When you first start up *Shrek 2*[™], you'll have 3 choices on the Main menu (title screen):

- **New Game:** Select to start a game from the beginning
- **Load Game:** Select to choose a game saved on your memory card (8 MB) (for PlayStation[®]2)
- **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 X button to continue and start a new game.



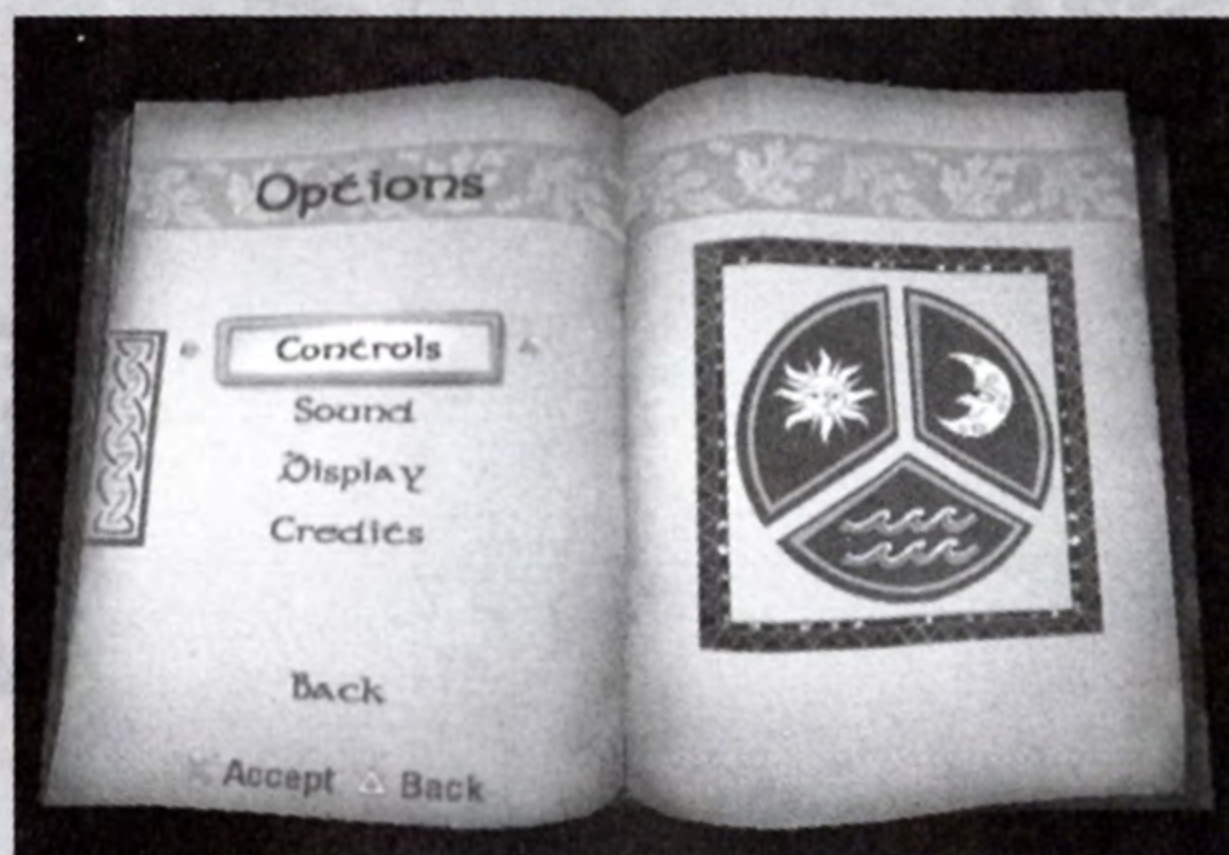
Load Game

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

Options

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

- Controls: Modify controller settings and review controller layout
- Sound: Modify sound type and sound/music volume.
- Display: Modify subtitles and progressive scan
- Credits: View credits



Character Info

As you progress through the game, you'll need to use certain characters' special abilities to continue through the levels. Press the Δ 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 it.

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 Δ 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

Don't let the outfit fool you. 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.

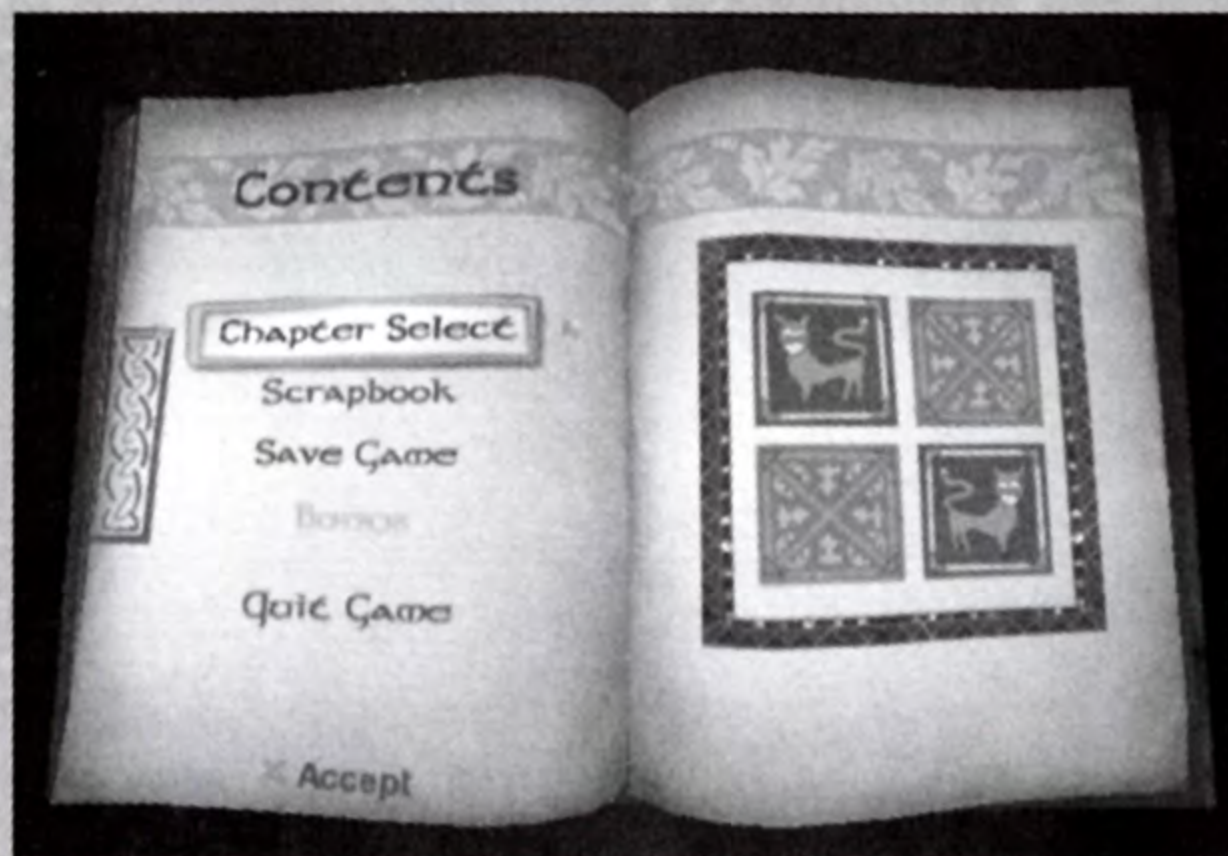
Fighting style: Fairy magic.

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.

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.

Snapshots

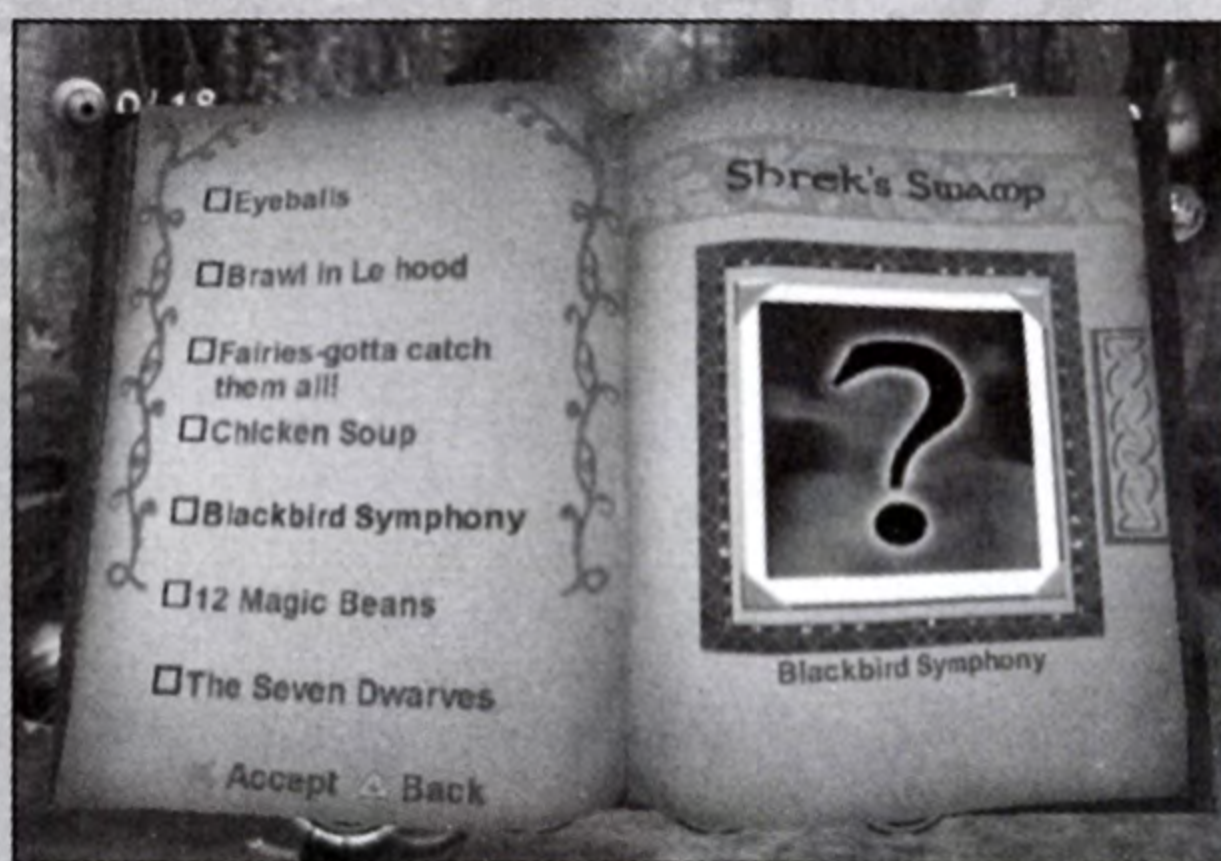
Every time you complete a specific goal, a picture, or “snapshot,” is taken to help remember that moment in your game. There’s a total of 70 snapshots in the game. If you collect enough snapshots, you can open up to 5 bonus levels. Collecting all the snapshots helps you get 100% completion for bonus 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

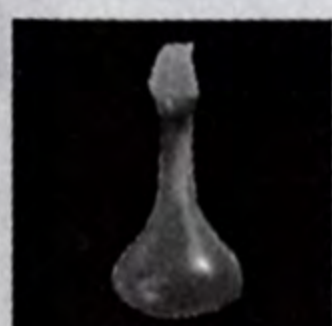
Along your adventure you'll encounter the following items:



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. When a Multitap is plugged into Port 1, 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 a Multitap is plugged into Port 2, player 1's color is cyan, player 2's color is purple, player 3's color is orange and player 4's color is lavender. 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 pressing the **START** button and inserting a controller 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 **SELECT** 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 the **START** button 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 memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1.

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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Holly Fields	Fiona, Female Citizen
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Chris Knights	Three Blind Mice
Cody Cameron	Three Little Pigs
Aron Warner	Big Bad Wolf



Customer Support

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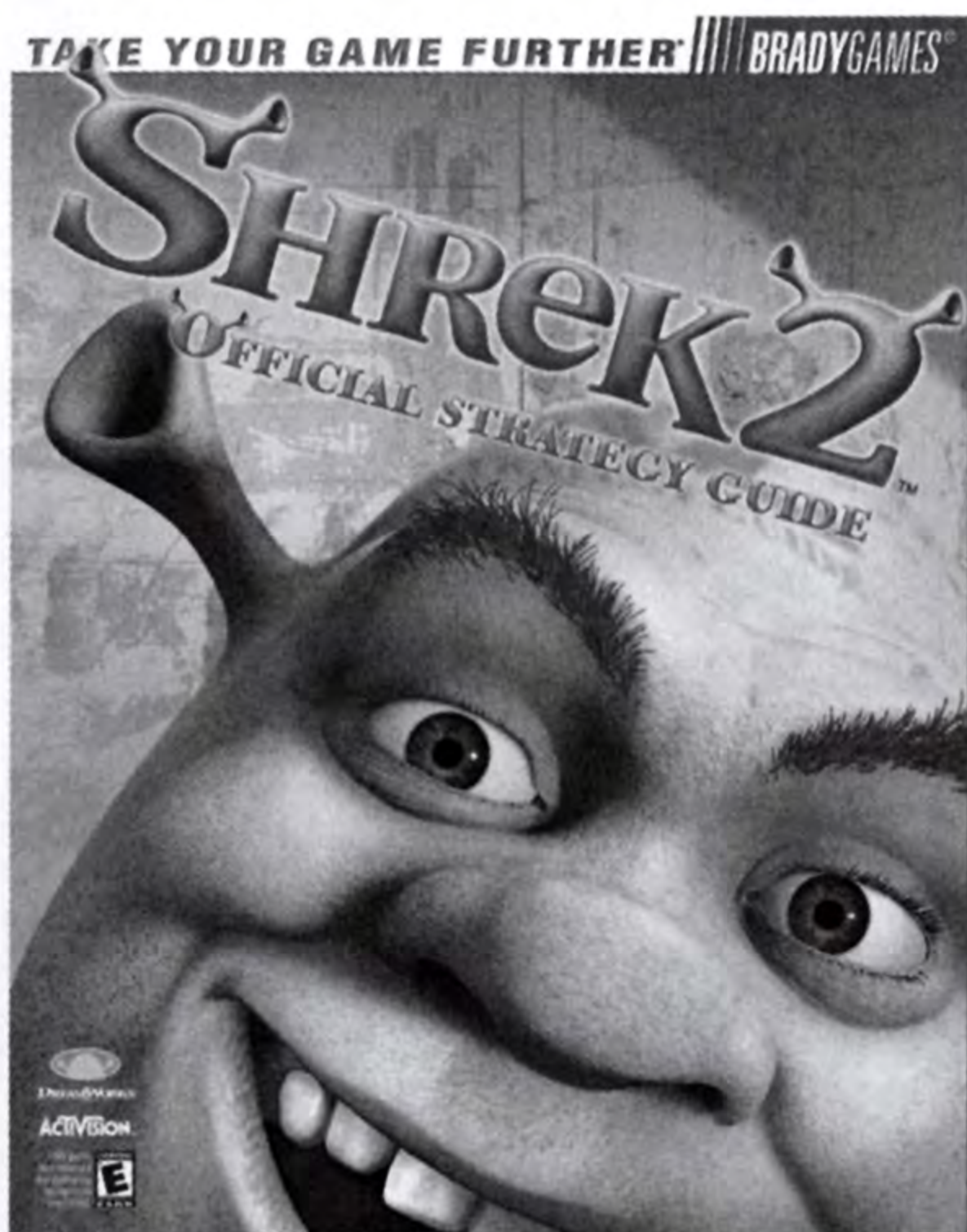
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