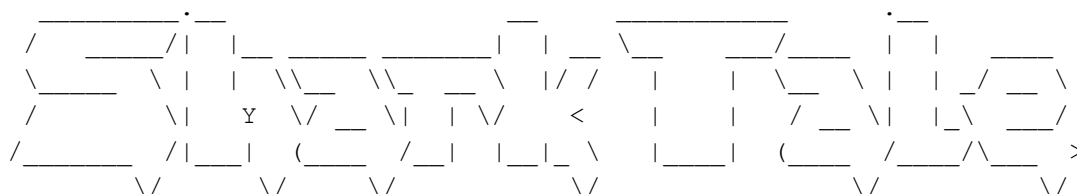


Shark Tale FAQ/Walkthrough

by chickennugget12

Updated to v0.60 on May 22, 2006

This walkthrough was originally written for Shark Tale on the GBA, but the walkthrough is still applicable to the Xbox version of the game.



FAQ/Walkthrough by Chickennugget12
Shark Tale GBA version
FAQ version 0.60

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--1-- Introduction

Hey there. I noticed there wasn't an FAQ for Shark Tale, and I thought I'd Write one. This FAQ isn't complete, but I'm adding to it always. I'm going to concentrate on getting you through each of the levels, but I won't tell you how to get all the rings. That much, I leave up to you.

--2-- Controls

In the menus, controls are simple. Use the up and down directional pad to go through the selections and the A button to select. Press the B button to return to the previous menu.

During game play, there are many types of unique levels. However, most levels are the same type, so I'll list the controls for these. For specific controls, I'll explain thme in the specific levels.

- Directional Pad - Move Oscar
- A button - Attack
- B button - Attack , talk to characters
- R button - Dash in the direction of the D pad pressed
- L button - Not used
- Start button - Access the Pause menu
- Select button - Not used

--3-- Main Menu

This is really easy to navigate. There are only two options to choose from. The Start Game options lets you play the game, and the View Credits brings up all the credits. When viewing the credits, just press B to go back to the main menu.

After to press start game, you are taken to the Select a Slot screen. To begin a new game, select a slot with New game written on it, to continue a game, select the file you want to continue. If there is not a free slot available, and you want to start a new game, select Erase then the slot you want to erase, then just press New Game.

After you begin a new game, you are asked to enter a name. To do this, navigate with the directional pad, and press A to select the letter. To erase the letter, you need to press the B button. To go back to the main menu, press B till there are no more letters to delete then, press it again. Select OK to proceed.

--4-- Pause Menu

There are four options on this menu. Resume takes you back to the game. Quit level quits the level. Sound lets you set the volume of the sound. The Sleep option is a little more complicated. It lets you put the game on hold. Press Sleep to set the game to this mode. To escape this mode, press Select, L and R together.

--5-- Walkthrough

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ROUND DA HOOD
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Neighbourhood Delivery

After talking to crazy joe, head right, collecting the three rings. You will see a basket. Hit it for a while till it breaks. Collect the ring, and head right, using your Dash move to dodge the anemonie. There is another one after that, so go past it as well. You come to a shark, so talk to it. Keep going

right, past Crazy Joe, and you will come to a crab with two pincers. Go as high as possible, then dash past him. Go down, and grab the ring. Go right to reveal a basket, concealing a burger, which restores two health bars. Now head up avoiding the anemone, Above it, to the left, is a ring, and the way forward. There will be a thing on the ground spitting jets of water. Dash through it, as high as possible. You dash will stop you right in front of a crab, so dash right through it. You will see Crazy Joe on the ground, but there is no point in talking to him. Keep going left, making sure you don't get hit by the water jets. Stop before you run into another jet, and go through that. Keep going left, getting the basket for another burger, then go up, avoiding the anemone. Go left for a basket for a doughnut (1 health bar). Then swim up and right for four rings. Go right for a basket, avoiding the anemone. Quickly get past two crabs and the anemone. Don't try and get the ring, as you will be attacked. Go right, avoided the anemone, and the jet. Go right, and you will have completed the level.

Get Shorties

This level features a new baddy. I'll just call them bugs. They can move in any direction, and it is best to kill them, as they are easy.

Go right, and hit the basket for a ring. Head right, and talk to Crazy Joe. Hit the basket for your first power up. It contains 5 newspapers to throw when you press A. B still operates as an attack button. Go up, right, and avoid the anemone, bug, and crab. Go down, get the basket for a doughnut. Go up till you see Crazy Joe again, and beat up the rock to his right. Just swim right, down, past the anemone then left, and you will catch the first kid. Talk to him.

Now head right, and smash the basket. Now go back to where Crazy Joe was, then head up, left, and then go right. You will see another jet of water so dash through it. Now you come to a smaller jet, so you will have to time it right. Smash the rock, and immediately dodge the jet. Stick to the bottom, avoiding the crabs, Head down at you first chance, to smash the basket. Then go left, beating the bug for a burger. Keep going left, killing three bugs for a doughnut, and two rings. Here you will find your second kid. Only one left now.

Keep swimming right, avoiding two jets of water, Keep heading right, killing all bugs, and go up. When you reach as high as you can go, turn and swim left. On the top of the two ledges, you will find the last of your kids. Level complete.

At the Wash

This is a timed level. The best way to beat this level is to swim right as fast as possible, without killing anything. Watch out for jets of steam. They come down as well as up. This is a very short level. The only things that attack you are the crabs at the beginning, and the steam jets. Other than that, obstacles include moving rollers, and wipes. None of these cause any damage so you have nothing to worry about. Collect the clocks to give yourself more time if you need it, which is unlikely. So, with this easy level out of the way lets move on.

Scrub a Dub

This is one of those incidental levels. There is a circle at the bottom. When the button icon reaches the circle, press the corresponding. For every one you hit, the bar at the top gets higher, and for every one you miss, the bar gets lower. The level is finished when the bar reaches the top. You lose the level when it reaches the bottom. If you are good at dance, games, you will find this easy.

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RACE TRACK HUSTLER
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Off to the Races

This is another timed level. There is trick to this one. Stay as high as possible, and keep the right button pressed. Keep going till you reach an anemonie that cannot be dodged. At this point, go under the ledge, then resume the old strategy. You will fidn another anemonie. Do the same, except that this time there are anemonies underneath. Dash through them, then head to the bottom of the green algae. Go right, and Oscar will give a yell of triumph, you've made it in a record time.

Lucky Day's Big Shot

This is a hard level to beat first time. I recommend you have at least two practise run throughs before attempting it for real.

Tap A as fast as possible to speed up, then press B to jump over the hurdles. If you hit a hurdle, it slows you down. Lucky day is the horse nearest you. At times you will be overtaken, but the horses usually fall back as they jump. You are treated to a cutscene, then it's the end of the level.

Jellyfish Shakedown

This level is almost the same as Scrub a dub, except this time there are two circles to look for. This level lasts quite long too, so you might have a hard time. I'd recommend, like the last level, that you have a few practise runs, and you will no doubt be gladful of the practise. After defeating this level, there is a long cutscene, which I can't make heads or tails of.

Hip Hoppin'

This is an incidental level where you have to outrun a big nasty shark. Tap the A button as FAST as possible to have any chance of succeeding. What you must do is tap the A button to speed up, and the B button to jump over spikes. Have a few run throughs first. Some spikes are double in height and some are extra length. You need to know where they are. I was stuck at this area for some time before I managed to complete it.

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A SHARKSLAYER IS BORN

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Videogame Wizard

Here you get to play a 1980's style videogame, with yourself and a big shark. This takes a lot of practise, but the important thing is, never give up. The controls are as follows:

A - Punch
B - Kick
Left - Block (this is useless by the way)
Up - Dodge up
Down - Dodge down

You stay up or down the length you hold the button. Never use the block button. The shark will hold back his fist before he attacks. This is a sign to duck down. Come up and hit him around three times, using both punch and kick. Dodge whichever way he attacks, and repeat the process.

Your health bar is on the left, and the shark's is on the right. His attacks take out a fair chunk of health, so watch out. One bite is equal to around 5 of your hits. Eventually, the shark's health will reach zero, and he will drop down dead. Level complete.

Shark Crossing

In this level, you have to get from one side of town to the other, avoiding the sharks. Sharks always swim in bright lights so stay well clear of those. The best thing to do is to concentrate on getting through, then if you want all the rings, to go back and play it again in detail. The journey is as follows:

Go right, sticking to the bottom, then turn and go down, until the shark passes by. Dash through the light, staying right at the bottom. Edge behind the next light and over the top of it. Come back down and go left, staying well clear of the light. Smash the basket for a doughnut, then attack the crab for a ring. Continue right, and then swim right in front of the shark. He will chase you left. Once you reach the hollow bit in the roof, go up and over him, dashing till you are at the other side of the light. Level complete.

Sneakin' to the Warehouse

-Coming soon-

--6-- Version History

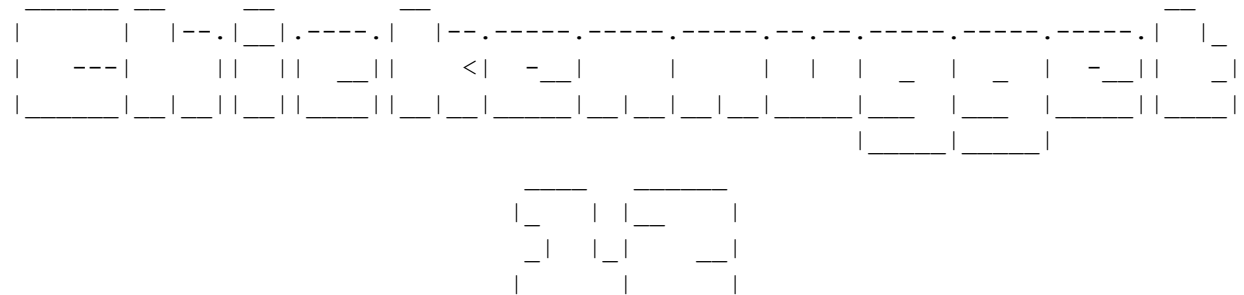
Version 0.40 - 21 May 2006

Started Guide. Added walkthrough up to Hip Hoppin'

Added Walkthrough up to Shark Crossing

--7-- Copyright

An FAQ by:



Only to be shown and the following websites:

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