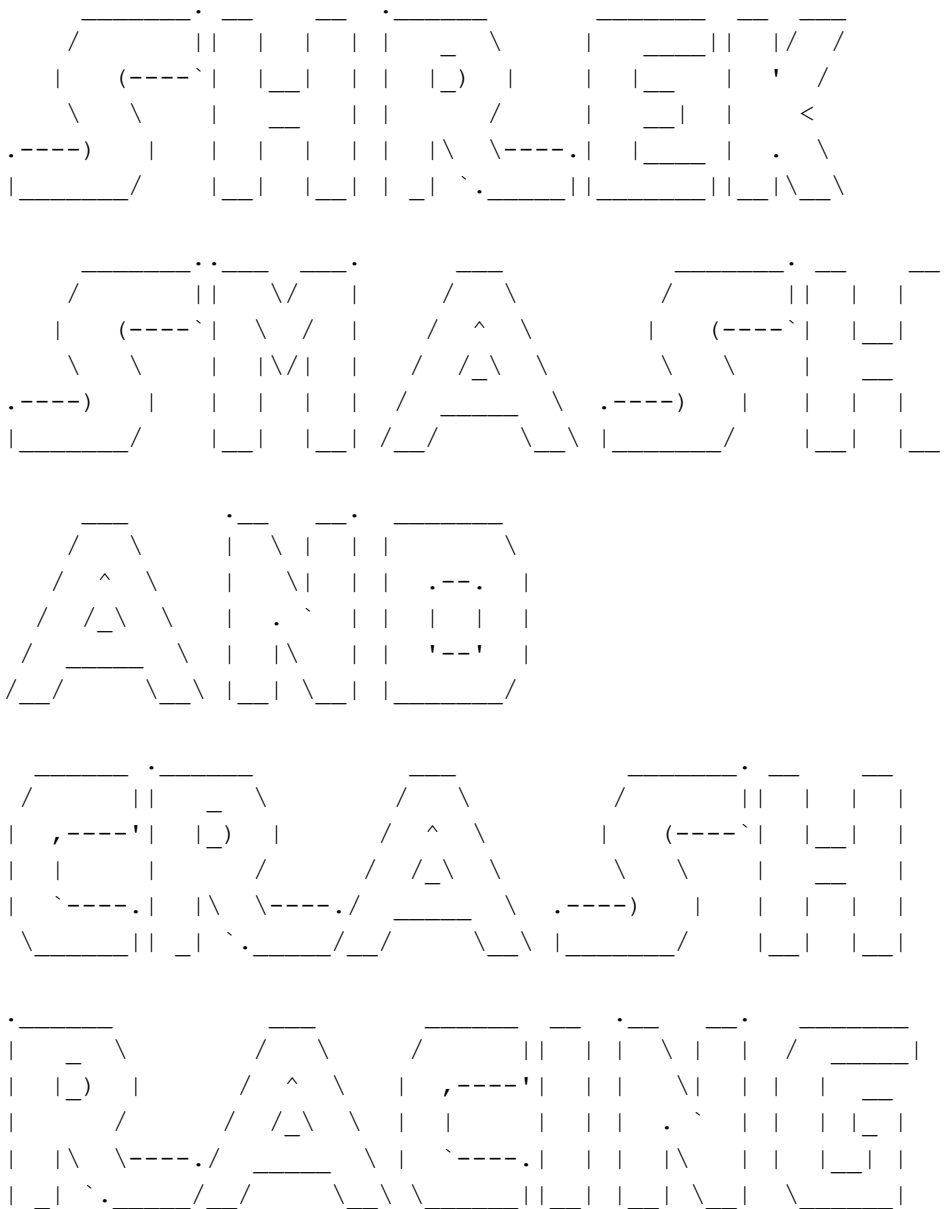


Shrek Smash and Crash FAQ/Walkthrough

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This FAQ is intended for the GCN version of the game.

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1. What is this game?

Shrek Smash and Crash Racing is a racing game that contains stuff from the movie Shrek and Shrek 2. You might think that this is another one of those games that contain 6 characters and 10 tracks. That is where you're wrong. Each character has their own stats and the tracks are filled with obstacles and many short-cuts. All this makes a fun game while staying true to the movies.

2. Controls

The controls in this game are quite simple. I will list them below and give a brief description what each control does.

A Button - The A button is what accelerates and keeps your kart moving. You hold down on the A button to increase your karts speed. If you look go of the A button, it will decrease the speed of your kart a little bit.

Control Stick - The control stick moves your kart around. Each kart has a different kind of handling so the control stick depends on that.

Y Button - The Y button allows you to use your characters special move. Your character's special move allows you to hit other karts. It only works when you are near the kart. Everyone has the same special move, but a different way of doing it.

L Button - The L button is used for items. Just simply press the L button to use the item you have. Items like the Pixie Dust require you to push the L button more than once.

Z BUtton - THE Z button allows you to look from the front point-of-view of your car. This is useful for karts that are on your tails or if you are going to use an item on a kart from behind you.

3. Characters

This section is for the different characters you can choose in this game. This game contains 12 characters. I will split up the character section by...

Character Name: The name of the character

Character's Kart: What the character rides on

Personal Item: The item the character uses to attack other characters.

Availability: Some character's are starts while other characters are unlockable. I will list how to unlock them.

Speed: /5

Handling: /5

Acceleration: /5

Description: A brief description of the character.

Character Name: Shrek

Character's Kart: Plant Mammoth

Personal Item: Caveman Club

Speed: 2/5

Handling: 3/5

Acceleration: 3/5

Description: Shrek doesn't see as good as you expect him to be. His speed is probably the worst in the whole game. You should probably avoid using Shrek unless you want some kind of challenge.

Character Name: Donkey

Character's Kart: Dragon

Personal Item: Aluminum Bat

Speed: 4/5

Handling: 4/5

Acceleration: 3/5

Description: Donkey is a little above average racer. He has a descent speed with great truning. What he lacks is acceleration.

Character Name: Princess Fiona

Character's Kart: Flower Bud Chariot

Personal Item: Cooking Pan

Speed: 4/5

Handling: 5/5

Acceleration: 4/5

Description: Fiona is my second favorite character in the whole game. She is good in every category. The one think I dislike about her though is her annoying lines.

Character Name: Gingy

Character's Kart: Sweets Horse

Personal Item: Candy Cane

Speed: 5/5

Handling: 2/5

Acceleration: 4/5

Description: Gingy is my number favorite character in this game. He has top speed and I love his reptitive lines! His handling is whacked though. Gingy is no doubt the fastest character in the game.

Character Name: Puss In Boots

Character's Kart: Boar

Personal Item: Puss's Hat

Speed: 2/5

Handling: 5/5

Acceleration: 4/5

Description: Puss is a slow racer who has great handling and pretty good acceleration. He is the third character I use the most besides Fiona and Gingy.

Character Name: Humpty Dumpty

Character's Kart: Flying Chicken

Personal Item: Large Frying Pan

Speed: 3/5

Handling: 3/5

Acceleration: 4/5

Description: Humpty Dumpty is an average karter. His speed and handle is average and his acceleration is superb.

Character Name: Red Riding Hood

Character's Kart: Big Bad Wolf

Personal Item: Picnic Basket

Speed: 4/5

Handling: 5/5

Acceleration: 4/5

Description: Kinda ironic that Red Riding Hood would ride on the Big Bad Wolf. She is another great character to use in this game. She has good stats in all the categories, but I find her acceleration to be a bit iffy.

Character Name: Pinocchio

Character's Kart: Wooden Puppet Horse

Personal Item: Pinocchio's Nose

Speed: 4/5

Handling: 4/5

Acceleration: 4/5

Description: Pinocchio is by far the most annoyingest character in this whole game. His comments are stupid and I just hate him in general. Besides my bitterness towards him, he is a little above average in each category.

Character Name: Three Little Pigs

Character's Kart: Magic Carpet

Personal Item: Cowboy Hats

Speed: 2/5

Handling: 3/5

Acceleration: 2/5

Description: The worst character(s) in this game. They have no speed and their acceleration is horrible. Not to mention that they have the second most annoying lines in this game.

Character Name: Goldilocks

Character's Kart: Bear

Personal Item: Giant Spoon

Speed: 5/5

Handling: 3/5

Acceleration: 3/5

Description: Goldilocks is an average character. She is very fast and is behind Gingy when it comes to speed. I think her personal item is the funniest in the game. She has average handling and acceleration.

Character Name: Thelonious

Character's Kart: Giant Black Horse

Personal Item: Giant Axe

Speed: 3/5

Handling: 3/5

Acceleration: 3/5

Description: The guy who looks like an Executioner. For the last guy you unlock in this game, he is not so good. He is average in every category. His cool looks earn him some kind of respect.

4. Tracks

As mentioned earlier this game has a total of 12 tracks. Below I will give a walkthrough for each track. I will include shortcuts, dangerous ways, and obstacles. Some tracks will be hard to write a walkthrough for since they are too complex. I will split each track up like this:

Track Name:

Difficulty:

Laps:

Walkthrough:

Before I go into the tracks in-depth, I want to describe features that you can find on the tracks.

Blue Pixie Dust: Blue pixie dust gives you a small boost. They are usually found in areas like on the loops in the first track.

Purple Pixie Dust: This dust gives you a small or big jump over a pit or onto a certain location.

Levers: These switches activates traps and short-cuts on the track. You have to drive into the lever to activate it though.

Track Name: Swamp

Difficulty: 3/10

Laps: 3

Walkthrough: This is probably the easiest track in this game. You play in the swamp of Shrek. To the right of the track in the beginning you will see Shrek's house. You can drive on the little hill and encounter an item barrel. You can also continue straight into a small swamp lake. After the lake is a switch that will open a trap door before the giant boot. Before the giant boot there is another lever that opens the boot up. Going inside the boot is a short-cut. But the boot takes up time though. Past the boot is a cave. There will be a fork in the road. It doesn't matter what direction you choose since they seem the same amount of distance. Continue along in the cave and you will encounter some purple pixie dust. The pixie dust will take you to the other part of the track.

You will then see a big windmill. Drive along in the windmill and you will come to the last part of the track. Continue along the track and you will come to a lake with a giant frog. You can either drive around the frog or drive right in front of it. If you drive in front of the frog, be careful it does not touch you with it's tongue or your kart will spin out. Past the lake is four sets of ramps. The ramps will either be up or down depending if you drive on the inner or outer ramps. After the ramps you will come across 4 geysers. The geysers simultaneously spit out swamp water. If you touch the swamp water then your kart will spin out. After the geysers, you will see a bridge. After the bridge is the finish line.

Track Name: Green Forest

Difficulty: 4/10

Laps: 3

Walkthrough: This track is pretty basic also. You have three choices when you start the race. You can either keep to the left and cross a small bridge with swinging hammers. If you make contact with the hammers then your kart will spin out. If you stay in the middle part of the track, you will cross a flat bridge that does not have any obstacles at all. If you decide to go to the far right, you will come across a lever and item barrels. After you decide what way you want to go, now its time to decide another direction you will take. You can continue driving down stream. If you continue downstream then you will encounter broken trees and small islands. If you stay to the right and enter the small cave, you will jump off a small hill. Try not to drive so fast because past the small hill is another cave with a giant spider guarding it. The giant spider ascends and descends a lot. If you touch the spider then your kart will spin out. Either destroy it with your personal item or try and avoid it. Continue past the cave and you will see a pier with purple pixie dust. You can take the pier route or keep going straight. Either direction will lead you to a bridge.

Above the bridge is a big swinging log. If you make contact with the log then your kart will spin out. You can also drive under the bridge. Past the bridge is a gingerbread house and purple pixie dust in front of it. You can use the pixie dust to drive over the house or stay to the left and drive down the hill. At the bottom of the hill is a fork in the road. The direction you choose does not matter. You will notice a big gorge in front of you with purple pixie dust.

Before the gorge is a giant log with an item barrel. Cross the gorge and it will take you to the final part of the track. Continue along and you will see the finish line up ahead.

Track Name: Haunted Woods

Difficulty: 4/10

Laps: 5

Walkthrough: This is a rather small type of track. When you start the race will notice that the gate is closed in front of you. Just simply run into the gate because it won't hurt you. You will see a small house boarded up in the middle. You can drive through it or around the small house. Drive a little more and you will see a shack on the side and come across another gate. Destroy the gate the same way you did earlier in the race. You will see a tree with evil eyes. You can either drive up the hill or keep straight and go down the slope. Going down the slope will cause you to run into two giant spiders! You can get rid of the spiders by using your character's special item. If a spider hits you then you will spin out.

if you decided to go up the hill then it will lead out the same area as the spider area did. You will come across a big evil tree now that is swing its branches. If the tree hits you then your kart will spin out. You will then come across a house. There is some blue pixie dust on the left of the house that will speed up your kart. There is also a guy in front of the house. If the guy hits you with his club then your kart will spin out. You can hit the guy with your personal item to get rid of him. Driving a little more will lead you to a draw bridge and the finish line.

Track Name: Suburbs of Far Far Away

Difficulty: 5/10

Laps: 4

Walkthrough: A little change of scenery than the previous three tracks. This track has you playing in the town area of Far Far Away. You will start the track by taking a right on a giant curve. Try not to stay inside the curve or you will fall down into the area between the curve. You will then come across the giant Gingerbread Man from the movie Shrek 2. If you run into him then your kart will spin out. After that you will take a sharp unexpected left turn. In front of you is a giant swimming pool. You can jump across the swimming pool if you are going a fast speed. If you fall into the pool then you will be escorted backed onto the track. This wastes time and will probably put your character behind a couple of rankings.

You will then enter an area that says "RAPUNZEL" and even see a tower with her long hair sticking out of it. Keep driving and you will come across a bridge that raise up and down. Before the bridge is a knight. Like the guy in the Haunted Woods track, if the knight touches you then you will spin out. Get rid of the knight by using your personal item. If you fall into the water that is alright. You will cross under an arch with lion statue on top. Take a sharp right and you will see the finish line. Cross the finish line to complete the race. There is a knight before the finish line too so watch out!

Side Note: You can see the Giant Gingerbread Man before or after the finish line so watch out!

Track Name: Downtown of Far Far Away

Difficulty: 6/10

Laps: 4

Walkthrough: You will start the race on a path that winds around a tab bit. Then you will finally enter Far Far Away Downtown. You have a choice to either

go up the stairs which is a short-cut or stay on the streets. You will encounter a knight if you stay on the streets. Use your personal item to get rid of him or just ignore him. You will then take a right and you have the choice of staying in the street or go up some stairs. I suggest you stay on the street for this part.

After that part, you will come across a fountain in the middle of the road. You can try to jump over the fountain but if your speed is too low then you will crash into the fountain! You will then come across the other knight. Dispatch him if he is in your way. Take a right and if you stay on the left side of the road you will see some blue pixie dust. Go a little further and you will take a smooth right and encounter another fountain. Don't even try to jump over this fountain at all since it is not worth it. You will then come on the same path as you started with at the beginning of the race. Before the finish line there are animals that run back and forth. If you touch these animals then your kart will spin out.

Track Name: Far Far Away Castle

Difficulty: 8/10

Laps: 3

Walkthrough: As the race begins the draw bridge to the castle will lower. Cross the bridge and you will see the entrance of the castle. There will be a fountain in the middle of the track. Ignore the fountain and proceed on. Once you enter into the castle you will see a set of stairs with purple pixie dust on either side of it. You will then have to make a sharp 90 degree turn once you are at the top of the staircase. Proceed on and you will have to make another 90 degree turn to the left. Once you make that turn you will encounter another knight (do you think those guys will ever go away?). Either ignore him or get rid of him with your personal item. Once again you will have to take another 90 degree turn to the left. Keep going and you will come across another set of stairs with purple pixie dust on it. This will send you outside of the castle and into the castle courtyard.

Once you are in the Courtyard you will see a ramp with purple pixie dust on either side of the ramp. You will then have to perform another 90 degree turn to the right (when will these ever go away?!) Proceed with that and you will curve around a small tower. Keep proceeding and you will eventually come across a wooden ramp with purple pixie dust that leads to the tower above. Going the tower way is optional, but it's rather shorter. As you proceed on you will encounter 4 shutter doors opening and closing. Try to not get caught in one of the shutters because it will slow you down a tad bit. After the shutter part you will be on a mud track. You will then see an arrow pointing to the left. Go into that direction and you will find yourself in a stream. Once you are towards the end of the stream you will see arrows pointing right. Proceed to the right to make it to the finish line.

Track Name: Farmland

Difficulty: 5/10

Laps: 3

Walkthrough: This is a rather short track that has a nice scenery. When you start the race, you will notice that there is a barn in front of you. There is also a farmer with a pitchfork. If you run into him, your kart will spin out. You can either go in the barn or around it. I recommend that you go inside the barn since it seems faster. You will then drive through a watermelon patch with a couple of scarecrows. You can exit the patch in the opening to the left or stay to the right and jump over the wooden wheelbarrow (which seems faster). Now you will see a windmill and some purple pixie dust in front of the way. You will jump over the blades of the windmill if you use the pixie dust way. If a blade hits you, then your kart will spin out. You can also stay to the right. You will then come to a field full of sheep. If you hit a sheep, then your car

will slow down a tad bit. Continue along and you will encounter another angry farmer. Just simply ignore him.

You will then see a huge tornado up ahead with a cow and broken barn caught in its vortex. Drive into the tornado and it will carry you onto the beanstalk. Driving on the beanstalk will make your kart go faster. Be careful though you can fall off the beanstalk. Once you reach the end of the beanstalk, you should be able to see the finish line.

Track Name: Potion Factory Exterior

Difficulty: 7/10

Laps: 5

Walkthrough: This track takes place on the outside of the Fairy Godmother's Potion Factory. When you start the race, you will drive through a tunnel. The tunnel contains item barrels. After the tunnel, then you will come to a fork in the road. Going to the left will lead you into some item barrels. Going to the right will lead you to some blue pixie dust. You will then come across a small pool of potion and two factory workers throwing bottles of potion. Three things can come out of the bottles: swamp gas, green gas (which spins your kart out), and a small explosion (it spins your kart out also.) Also if you hit one of the men, then your kart will spin out. You will then come down a small hill and in front of a giant loop. On the other side of the loop is the other section of the track. There will be more factory workers throwing chemical bottles. Try to avoid the bottles they are throwing. Go along a little further and you will come across two small tunnels. At the end of the tunnel is a higher and lower road. You can make the higher road if your kart is going fast enough. At the end of the two roads is the finish line.

Track Name: Potion Factory Interior

Difficulty: 9/10

Laps: 4

Walkthrough: This track has tons of obstacles. The track takes place inside the Potion Factory of the Fairy Godmother. You will start off in the lobby of the factory. Soon you will then enter a room that is the factory. Just up ahead is a group of factory workers who are throwing bottles of chemicals. In front of the workers is a conveyor belt. The conveyor belt will give you a small boost if you stay on it. In the next room will you take about a 90 degree turn. Be prepared for this turn. But be careful when driving up the ramp. There will be a blue bar that rotates back and forth around the room. If you touch the bar, your kart will spin out.

You will then come to another fork in the road. You can stay to the left where the blue pixie dust is or go up to the right where the purple pixie dust is at. Before the fork in the road, there is a little fairy. If you run into her, your car will spin out. The best way to go is the way with the purple pixie dust. The other way is much slower. If you decided to take the blue pixie dust direction, you will then come into a room full of breakable junk. You will then enter a tube with some green liquid. Don't go too fast or your kart will spin around in the tube. At the end of the tube will lead you to the area where the purple pixie dust way ends at. Now you will come to another fork in the road.

You can choose to go either on the left where the pool of chemicals are or stay on the path and go into the tube on the far right. Once again I recommend that you go the pool way. There will be 4 sets of factory workers throwing bottles of chemicals in the pool. Since they are throwing two bottles at once, it will be harder to avoid. At the end of the pool is a pink liquid tube. Before the liquid tube there is a bouncer of some sort that is popping up and down on the track. Trying not to get caught in the bouncers. Just simply jump over them or drive around them. If you didn't go the pool way, you will then take a path to a green liquid tube. At the end of the tube will lead you to the same area as

the pool direction. You will be in a big room full of cogs and a big chemical pool. If you fall into the cogs or chemical pool, then your kart will act the same way as when it falls off the edge of a track. At the end of the room is some item barrels and a sharp 90 degrees left turn. Cross the finish line to complete the race.

Track Name: Mountain Pass

Difficulty: 10/10

Laps: 3

Walkthrough: In my opinion, this is the hardest track in the game. When you start the track off, you have a choice of going up a small hill or staying on to the right on the path. I suggest that you go over the hill. You will then come across a giant troll (with 3 goats on the upper bridge.) If you run into the troll then your kart will spin out. You will then come across some purple pixie dust that will lead you into a cave beyond the waterfall. Continue a long in the cave and you will come into a fork in the road. You can either go to the left or right. The right route seems to be the shortest. Both routes lead to the same area. Continue a long a little more and you will be out of the cave.

You will now be on a semi-winding path. If you fall off the path, then you will lose time. Continue a long the path and you will see a broken bridge. Try not to crash into the bridge like the idiot AI characters do or else you will fall off the cliff. You will enter another small cave with icicles. Continue a long and you will see some purple pixie dust that will lead you across the gorge. You will then be sent onto another path. Look ahead and you will see rolling snow balls along the path. If you touch one of the snow balls your kart will spin out. Continue a long and you will cross a small bridge. After the bridge, continue a long some more and you will see some purple pixie dust that leads over some geysers. You can drive around the geysers or have the pixie dust take you over the geysers. After the geysers you will come encounter more pixie dust that will take you across the gorge.

Once you are across the gorge you will be on a very slippery path. Don't drive so fast on the slippery path or else you will fall off the edge. At the end of the slippery path will be a small fork in the road. Going to the right will lead you into another giant troll. Going to the left requires you to jump over a pit which takes you past the troll. Past the troll will be a frozen lake with a cave that is closed. Just simply ignore the cave and get back on the main path. Continue a long the path and you will see the finish line. Before the finish line is a small rock that has blue pixie dust if you want to use it.

Track Name: Dragon's Castle

Difficulty: 8/10

Laps: 4

Walkthrough: This race takes place at the same castle where Shrek went to save Princess Fiona. When the race starts, you will immediately encounter a fork in the road. You can either go to the right which leads you over a small lava flow or to the left down a small hill. The right is a little longer but more safer. It is easy to fall down the hill if you go to the left. The fork in the road eventually meets up. Continue a long the path and you will come across a bridge which is easy to fall off of. Try not to go fast on the bridge since it is easy to fall off of. Past the bridge you will see a troll. Just ignore the troll and drive a long the path. You will drive through a couple of small towers until you come across some purple pixie dust. The purple pixie dust will take you from one side of the castle to the other.

You will now encounter yet another fork in the road. You can either go to the right and encounter some dragons spitting out fire or stay along the regular path and go to the left. I suggest that you stay to the left. Continue a long

and you will come to an area with small patches of lava. The patches are easy to avoid but try not to fall in them anyways. You will then exit the small cave after the patches of lava. At the exit of the cave is to statues pounding a hammer at the ground. If you touch one of the hammers, then your kart will spin out. Up ahead is a real narrow and curvy path over a pit of lava. Try not to go so fast while you are over the pit since it is easy to fall off. Pass the path area there is a bridge with three archs and some broken columns around it. The middle arch is guarded by a giant troll. Either go to the left or right arch since you will not make it pass the troll if he is standing in the middle arch. Pass the bridge, you will see some purple pixie dust that will take you to the next part of the track. You will then see another purple pixie dust that will take you to the finish line part of the path. Continue a long and you will see the finish line. If you stay to the right of the path, there will be some blue pixie dust before the finish line.

Track Name: Dragon's Lair

Difficulty: 9/10

Laps: 4

Walkthrough: No, this track has nothing to do with the game Dragon's Lair. The track takes place in the lair of the Dragon that Donkey ride. When the race starts, go to the right and you will come to a path that goes up a curve ramp. Continue along and you will come to a fork in the road. I suggest that you go to the right. The left will take you to an item barrel and lead you to the same area the right direction does. If you take the right direction, you will come across some purple pixie dust. The pixie dust will take you to some other part of the track.

Once you are on the next part of the track you will come across another fork in the road. This time you need to go to the left. The right will lead you into the pit of lava. Continue along the left path and you will enter the castle. You will come to another fork in the road. The left will lead you up a ramp where a dragon is blowing fire and the right is a normal path. I suggest that you take the right. At the end of the fork in the road, you will pass through an arch and notice that a dragon spitting fire is up ahead to the right. Stay to the left of the track. There will also be some blue pixie dust on the way also. You will then come to a bridge that has purple pixie dust. Before the bridge is a giant troll (do they ever go away?). Ignore the troll and the purple pixie dust will lead you to another part of the track.

You will now be lead into a bedroom (the same bedroom Shrek saved Princess Fiona from.). Near the bedroom is a ramp. Go down the winding ramp and continue along a little further and you come across a pair of statues swinging their hammers simultaneously. Ignore the statues and take a sharp right. You will then be in a room full of treasure and a giant troll. Proceed out of the treasure room and cross the finish line to win the race.

5. Lever Locations

This section is dedicated to all the secret levers on the track. As mentioned earlier - when a lever is activated, something happens on the track like a short-cut is created, a trap is activated, etc. The levers can either be hidden or in plain view. The lever can either be positive or negative. Below is the location of every lever and what the function of it.

Track: Swamp

Lever #1: Drive straight and you will see the first lever. This lever activates the trap door before the giant boot.

Lever #2: After the trap door lever, there is another lever. This lever opens up the giant boot so it can be entered.

Track: Green Forest.

Lever #1: The first and only lever in this track is located near the right of the track. If the lever is activated, the logs to the right of the lever will be released from the log carrier and spew out on the track. Drivers that crash into the logs will slow down.

Track: Haunted Woods

Levers: N/A

Track: Suburbs of Far Far Away

Levers: N/A

Track: Downtown of Far Far Away

Lever #1: This lever is very well hidden. The lever is towards the end of the track. Past the bridge before the finish line there will be a lever located on the hill to the right. The lever is near the guy playing the flute and summoning the animals. When the lever is activated, there will be purple pixie dust after the finish line. The dust will carry you into the town instead of staying on the park path.

Track: Far Far Away Castle

Lever #1: The first lever is near the entrance past the first pair of the stairs. When the lever is activated, the fire in the fireplace near the lever will burn out. This creates a short-cut that leads you to the outside part of the castle.

Lever #2: Before the part with the shutters opening a closing is a switch to the far left. Active the lever and an item box will appear before the lever. The item box always has a shield in it which is useful against the knight that guards the bridge.

Track: Farmland

Levers: N/A

Track: Portion Factory Exterior

Levers: N/A

Track: Portion Factory Interior

Levers: N/A

Track: Mountain Pass

Levers: N/A

Track: Dragon's Castle

Levers: N/A

Track: Dragon's Lair

Levers: N/A

As you can see a lot of tracks don't have levers. I am pretty sure there are more levers out there. If you find one I am missing please send me an email and I will add you to the credits section. My email is in the last section of the FAQs.

6. Items

What kart game would be complete without items? Shrek Crash and Smash Racing offers a good variety of items. Some items are used on yourself to help you get a better lead while other items are used for harming other karts. Below I will describe every item that appears in this game. I will split each item up like this:

Item Name:
Usefulness:
Description:

** Credit to the manual for giving me the exact names of the item.

As a side note, you know when your item will hit another kart when your icon + item appears next to the character that took the hits face.

Item Name: Balloon Frog
Usefulness: 8/10
Description: This is the same frog Shrek turned into a balloon and gave it to Fiona. When you throw the balloon frog it will start releasing its "air". It will then explode and hit any opponent in front of you. Sometimes the frog will hit obstacles that are in your way on the track like the knights that appear in some of the tracks.

Item Name: Lord Farquaad-in-a-Box
Usefulness: 6/10
Description: You think Dreamworks forgot about old Farquaad? He makes a return in this game as an item. When you use this item, the Farquar item lays on the area you placed it and it will start laughing hysterically and start moving back and forth. If anyone runs into him, they will spin out. You should use this items on sharp turns and small areas.

Item Name: Giant Beanstalk
Usefulness: 4/10
Description: The Beanstalk item is sort of similar to the Farquar-in-a-Box. You place this item on the track when you receive it. Any kart that runs into the beanstalk will spin out. You should place the beanstalk in tight spaces and sharp turns. The beanstalk does blend in with the forest environment as a side note.

Item Name: Goose
Usefulness: 7/10
Description: The seagull is similar to the Balloon Frog. The difference is that the seagull follows your opponent in front of you. If no one else is in front of you then the seagull will try to locate obstacles on the track to destroy.

Item Name: Swamp Gas
Usefulness: 2/10
Description: This is the second most pointless item in this game. The brown gas leaves a cloud of gas behind your kart. Any other karts stuck in the gas will have a hard time seeing. What's the problem with that you think? It is easy to see past the gas. The only time I see it useful when you are in an area where it is easy to fall off.

Item Name: Garden Gnome
Usefulness: 1/10
Description: This is the most useless item in the game. Your character throws this item in front of themselves and it explodes. Sounds useful? Obviously not. Most of the time you will not hit any other karts with this item. The only time you probably will hit them if they are REALLY close to you. I suggest that you throw this item as soon as you get it.

Item Name: Blue Pixie Dust

Usefulness: 6/10

Description: This item is similar to the BLue Pixie Dust you find on the tracks. The difference is you can use this item anytime. Simply pushing the "L" button does not get rid of this item. You have to push the "L" button more than one time.

Item Name: Ogre Strength

Usefulness: 7/10

Description: This item is similar to the Blue Pixie Dust except you use it in one use. Hold down on the "A" button when your character is green. Your character will travel faster. Once the green glow is gone then your speed goes back to normal. You can also run into obstacles and you won't spin out,

Item Name: Whirlwind

Usefulness: 9/10

Description: The Twister is a very useful item. When you use it your character is surrounded by a tornado. Any characters that get caught in the wind will spin out and any characters that gets caught in the vortex. Another cool addition is that any debris on the track will also get caught in the wind including obstacles!

Item Name: Shield

Usefulness: 7/10

Description: Your character is surrounded by four shields. The shields prevent your kart from getting harmed by other obstacles and items. The downside is that the shield does not last long.

Item Name: Jack-o-Lantern

Usefulness: 5/10

Description: The Jack-O-Lantern is placed in the road and any character that runs into it will spin out. You should place the pumpkin on sharp turns and in small areas. This item is not as useful as the Farquar-in-a-Box.

Item Name: Magic Frost

Usefulness: 10/10

Description: In my opinion, this is the best item in the game. This item freezes every other character on the track. The characters frozen won't be able to move for a few seconds. Use this as an advantage to gain ahead of them. Sometimes the character even falls off the edge of the track if you use this item!

7. Single Player Modes

Before I start describing the various modes, I want to describe how the races usually work. There are 6 characters per race. The objective is to come in first place. You can use items to help you give advantage in the race. I will describe mode in a separate section.

7.1 Tournament

There are two types of tournaments: Conventional and Mirror. Tournament mode is sort of similar to Cup Mode, except you race on all 12 tracks in a row. After every three tracks your score is added up. Your score resets everytime you start a new set of tracks. If you win first place in a set of three tracks then you will unlock stuff like new characters and new cup tournaments.

Mirror Tournament is unlocked after you beat all tracks in tournament mode. In Mirror Mode the track is the opposite of the regular track. Mirror Mode is the exact same thing as Mirror mode in Mario Kart: Double Dash. Playing Mirror Mode allows you to unlock more characters and the mirror tracks!

7.2 Cup Tournament

Cup Tournaments is tournament mode split up into 3 tracks per cup. Below I will list what each track belongs to what cup.

Swamp Cup
=====

Swamp
Green Forest
Haunted Woods

Far Far Away Cup
=====

Suburbs of Far Far Away
Downtown of Far Far Away
Far Far Away Castle

Factory Cup
=====

Farmland
Potion Factory Exterior
Potion Factory Interior

Dragon Cup
=====

Mountain Pass
Dragon's Castle
Dragon's Lair

Unlike Tournament mode, you play each cup seperately. Winning first place in each cup will unlock the next cup as well as secret characters. You unlock the Mirror cups once you beat Mirror Mode in the tournament mode.

7.3 Quick Races

Quick races allows you to play any track and choose any character you want at any time. Characters and tracks that you have not unlocked will not be available in this mode.

7.4 Time Trial

Time Trial is different from all the other modes. Instead of racing other karts you race alone. The point of time trial is to see the fastest time you can beat each track. You will have no items or opponents to worry about. Your best lap time and total race time will be recorded. Once you beat a track, you can save your ghost.

Time Trial is useful for helping you increase your speed on the track without having to depend on the use of items.

8. Frequently Asked Questions (FAQ)

Below is a set of FAQ by other people. If you have a question, just look for my email in the contact section.

Q1: Why does my game freeze up when I load up a Tournament race?

A1: Sometimes when you load up a current tournament file, the game seems to freeze. My suggestion is to try a couple more times loading it up. Try to use the same character you did for that race. If not, you might have to start over.

Q2: What does my profile do?

A2: Your profile records all the characters/tracks/etc. that you have unlocked. You can create a profile through the profile option.

Q3: How did you find the stats of other characters?

A3: I had to test each character seperately. Some might not be accurate, but they should be very close.

Q4: Is this a Mario Kart: Double Dash rip-off????

Q4: Play to find out. ;)

9. Version History

.5 - I finished the whole FAQs except for a few tracks. They should be done in a week or two. (12-28-2006)

.75 - Three more tracks left to finish. I corrected the name of the items plus made a couple of corrections in the credits section. (01-06-2007)

.85 - I added Supercheats and Neoseekers to the credits. (01-18-2007)

1.00 - The walkthrough is complete! (01-19-2007)

1.15 - I fixed some of the track section and added a lever section. (02-03-2007)

10. Credits

Dreamworks - For creating the Shrek franchise.

Torus Games - For publishing this game.

Instruction Manuel - For giving me the exact names of items.

Me - For typing this FAQs.

You - For reading this FAQs.

CJayC - For posting this guide.

GameFAQS - For allowing my guide on their site.

Super Cheats - For allowing my guide on their site also.

Neoseekers - For allowing my guide on their site

11. Contact/Copyright

Got any questions? Email me at lickerslayer36@netscape.net

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