

Behind every
little fish
is a great
white lie.

Sure Oscar, you talk big, but now it's time to take it to the streets and prove you rule Reef City. Flex those fins, bust a move and get ready for a kickin' hip-hop adventure.



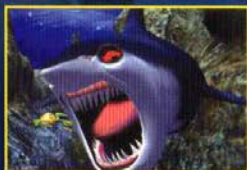
DREAMWORKS
Shark Tale



Get those fins in the air! Master challenging dance sequences to prove you're the coolest fish in the reef.



Explore the urban, underwater metropolis of Reef City. Visit areas you won't see in the movie.



Flaunt your reputation as you fight the fearsome Great Whites with a wide variety of moves and special attacks!

Show 'em what you're worth in DreamWorks' Shark Tale.
Coming to a PlayStation² near you Fall 2004.



Visit www.esrb.org
or call 1-800-771-3772
for more ratings
information.

PlayStation²

DREAMWORKS



EmuMovies

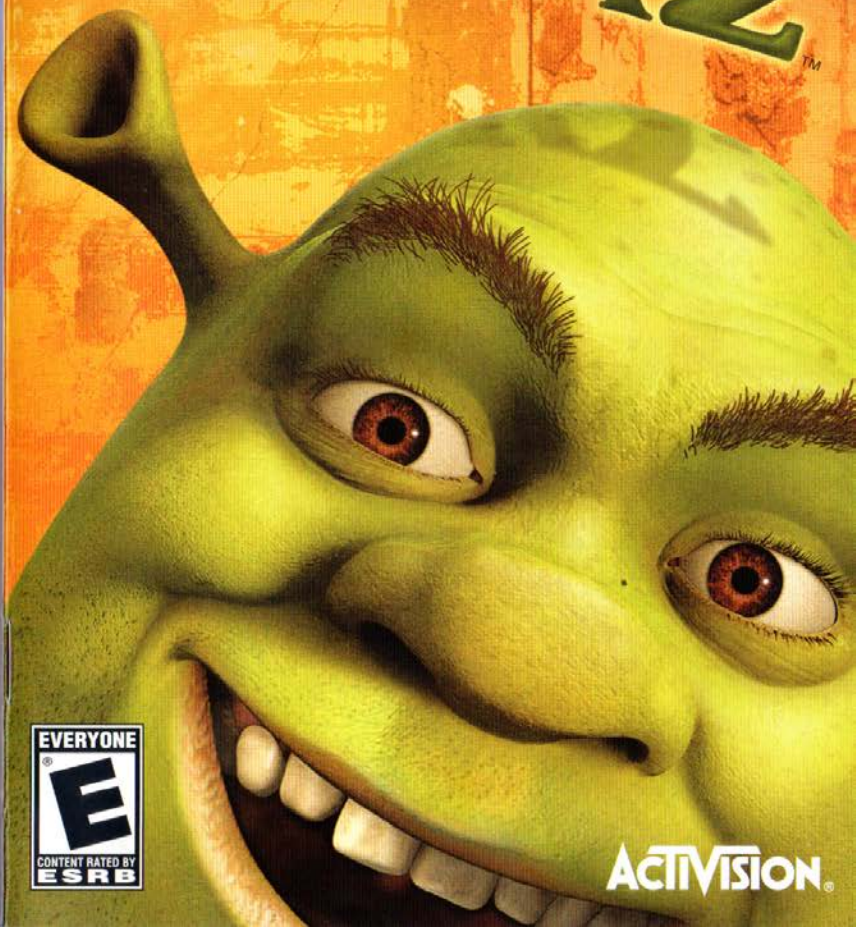
ACTIVISION

activision.com

DreamWorks' Shark Tale, TM & © 2004 DreamWorks L.L.C. Shrek is a registered trademark of DreamWorks L.L.C. Shrek 2, Shrek Ear Design, Shrek "S" and Princess Fiona TM & © 2004 DreamWorks L.L.C. Game code © 2004 Activision, Inc. and its affiliates. All rights reserved. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark of Activision, Inc. and its affiliates. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners.

80603.226.US

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:

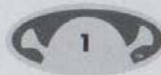
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

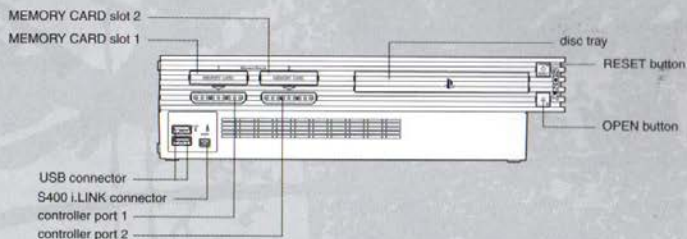
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep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

Table of Contents

Getting Started	2
Starting Up	3
Game Controls	4
Character Controls	4
Menu Controls	8
Camera Controls	8
The Story	9
Main Menu	9
Character Info	11
The Storybook	14
Snapshots	14
Party Upgrades	15
Collectibles, Power-Ups and Objects	16
Playing the Game	17
Credits	20
Customer Support	23
Software License Agreement	25



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.

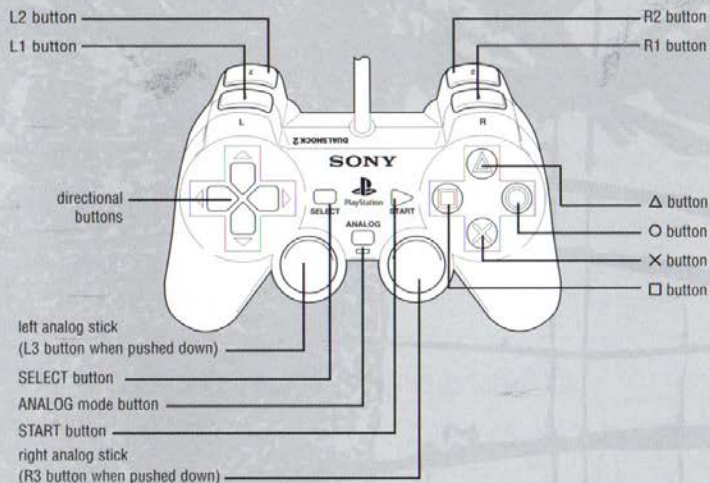
Memory Card

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.



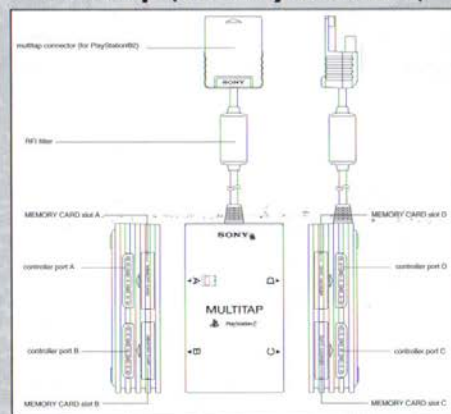
Starting Up

DUALSHOCK®2 analog controller



To select menu options, use the directional buttons to navigate the menu options. Highlight the desired option and press the X button to accept. To select a menu option, follow the on-screen button prompts and press the X button to accept and the Δ 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
○ 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.
○ 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

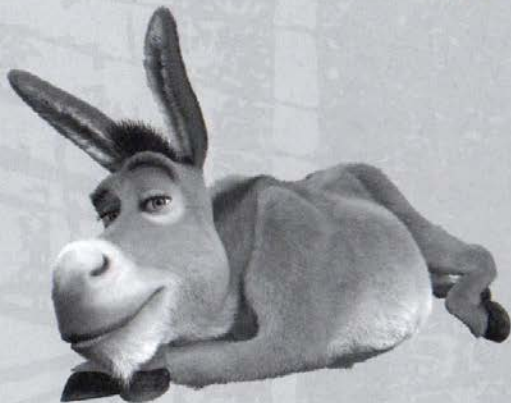
left analog stick	Control character
directional buttons	Control character
X button	Jump
□ button	Attack
X, □ button	Perform a ranged attack to hit multiple enemies
Tap △ button	Throw a cookie straight ahead
Hold △ button	Bring up the targeting reticle—use the analog stick to move the reticle to the desired 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
- Δ + analog stick Tap to activate huff 'n' puff and use the analog stick to aim special breath
- O 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
- Δ button Hold down the Δ button to bring up the targeting reticle. Use the analog stick to move the reticle to the desired location. Release the Δ button to throw a rotten apple at the targeted location (needs ammo to activate).
- O 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
- Δ 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
- Δ button Tap to activate the float special
- Hold Δ button Brings up the targeting reticle—use the analog stick to move the reticle to the desired location. Release the Δ 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.

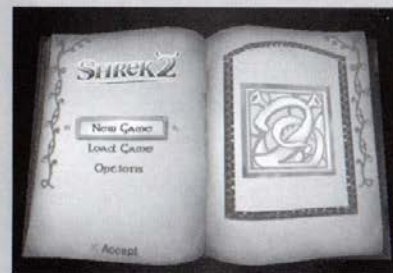
Messengers are sent far and wide to find the royal couple and invite them home for the ball. Little do they realize, of course, that Fiona's new husband is none other than the ugly ogre Shrek, and that Fiona has found "love's true form" as an ogress. She and Shrek are living blissfully in their own Ugly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

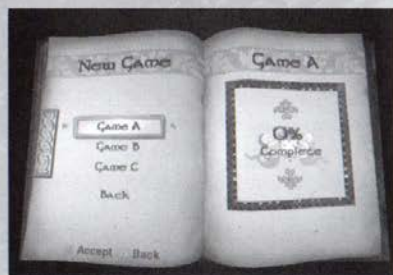
When you first start up *Shrek 2*, you'll have 3 choices on the Main menu (title screen):

- **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.





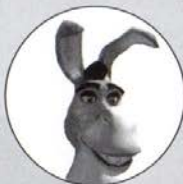
Princess Fiona

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

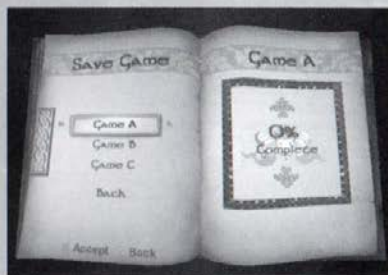


1. Character portraits—Character portraits are at the bottom of the screen. Below their pictures are red health meters. As a character takes damage, the line moves to the left. Some characters have an ammo slot on the top right to show how much ammo is left for that character's special.
2. Collectible 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).



Credits

LUXOFLUX

Programming Lead

Matt Whiting

Programming

Carl-Henrik Skåstedt
James Short
James Gooding

Art Direction/ Project Lead

Joby Otero

Art

Adam Yeager
Matt Intrieri
Yukari Kaneko
Khang Pham
Brummbaer
Eduardo Franz
Yaw Chang
Shawn Foreman
Chris Larson
John Miller
William Huang
Lia Tjong
Chris Larsen
Shawn "Inyoure" Shain

Design Lead

Gerald "GMoney" Vera

Design

Christian G. Senn
Saji Amon' Johnson
Brian Tuey

Animation Lead

Justin Rasch

Animation

Craig Harris
Haissam Badawi
Stephen Hoogendyk
Michael McReynolds

Engine/Technology

Adrian Stephens
Jeff Lander
Johan Köhler

Tools/IT

Adam Morawiec
Pablo Cheng

Additional Programming

Zach Baker
Sunny Chen

Additional Design

Richard Yeh

Additional Art

Nick Marks
Kent Draeger

Additional Animation

James Sedota
Aaron Emirez
Denis Trofimov
Duane Stinnet

Audio

Brian Tuey

Production

Peter Morawiec
Bryant Bustamante
Kaycee Vardeman

QA/Production Support

Arthur Usher
Lip Ho

DREAMWORKS SKG

Anne Globe
Brad Globe
Amy Krider
Meaghan Nix
April Paradise
Sunny Park
Rick Rekedal
Aron Warner
Raman Hui
David Lipman
Paul Elliott
Conrad Vernon
Kelly Asbury
John Moore

ACTIVISION

President, Activision Publishing, Inc.

Kathy Vrabeck

PRODUCTION

**VPs, North
American Studio**
Mark Lamia
Murali Tegulapalle

Executive Producer

Chris Hewish

Producer

Ryan Rucinski

Localization Producer

Patrick Dwyer

Associate Producers

Jason Kim
Lalie Fisher

Production Coordinators

Kekoa Lee-Creel
Andre Kinniebrew

MARKETING AND PR

Vice President, Global Brand Management

Lisa Gaudio

Director, Global Brand Management

Rachel Silverstein

Global Brand Manager

Deanna Natzke

Associate Brand Managers

Michelle Turk
Matt Geyer

Manager, Corporate Communications

Lisa Fields

LEGAL

Greg Deutsch
Phil Terzian
Mike Larson
David Kay
Danielle Kim

CREATIVE SERVICES VP, Creative Services & Operations

Denise Walsh

Marketing Creative Director

Matt Stainner

Creative Services Manager

Jill Barry

Packaging Design

Hamagami/Carroll, Inc.

Manual Design

Ignited Minds

QUALITY ASSURANCE/ CUSTOMER SUPPORT

Project Lead

Henry Peter Villanueva

Senior Project Lead

Matt McClure

QA Manager

Marilena Rixford

Floor Leads

Jonias Anderson
Jeff Grant
Scott Soltero

Test Team

Avery Bennet
Matt Burns
Paul Goldilla
Jeremiah Jones
James Lara
Taylor Livingston
Nathaniel McClure

Christopher Neal

Jim Norris
Steve Peterson
Chris Puente
Doug Rothman
Vyente Ruffin
Shane Sasaki
Daniel Siskin
Mike Wade
Jason Naglic
Alex Ortiz
Wayne Williams
BJ Williams
Bobby Munguia
Pedro Aguilar
Anthony Lu
Vincent Sinatra

Manager, Technical Requirements Group

Marilena Rixford

Sr. Lead, Technical Requirements Group

Siôn Rodriguez y Gibson

Testers, Technical Requirements Group

Marc Villanueva
Aaron Camacho
Robert Lara

Sr. Manager, Customer Support

Bob McPherson

Customer Support Leads

Gary Bolduc -
Phone Support
Michael Hill -
Email Support

CS/QA Special Thanks

Jim Summers
Jason Wong
Joe Favazza
Tim Vanlaw
Adam Hartsfield
Jason Levine
Nadine Theuzillot

Glenn Vistante
John Rosser
Jason Potter
Indra Yee
Joule Middleton
Todd Komesu
Mike Beck
Willie Bolton
Chad Siedhoff
Jennifer Vitiello
Nick Favazza
Mike Rixford
Tyler Rivers
The Marlows
The Legacs

SPECIAL THANKS

Shawn Capistrano
Steve Rosenthal
Chris Archer
Mark "Kip" Turndorf
Gene Bahng
Brian Clarke
Todd Q. Jefferson
Peter Muravez
Juan Valdes
Larry Goldberg
Ken Fox
Ben DeGuzman
Nick Falzon
Brian Pass
Jay Gordon
Kelly Byrd
Robert Berger
Flora Lew
Anne Leuschen
Jeremy Grapner
Jenny Stornetta
Jennifer Daniels
John Moore
Alyse Rubinich
Haley Falzon
Melissa Huddleston
Andrea Frechette

BRAIN ZOO STUDIOS

Creative Director

Ali Davoudian

Animation Director

Mohammed Davoudian

Producer

Karen Dixon

Animation Artists

Josh Book
Dave Bondi
Mark Levin
Chris Neuhahn
Hyon Kim
Daniel Herrera
David Hickey

SCRIPTWRITING SERVICES

BLINDLIGHT

Blindlight Writing Producers

Michael F.X. Daley
Andrew Helm

Blindlight Writers

Andy Black
Nathan Davidson
Anna K. Lotta
Jennifer Lloyd
John Schwab
Juliet Walker
Monica Zepeda

Additional Script Writing

David Freeman

MUSIC

Kevin Manthei
Kevin Riepl
kmmproductions.com

Devil Went Down To Georgia

Written by Charlie Daniels,
William Digregorio,
John Crain, Fred Edwards,
Charles Hayward,
James Marshall
©1979 Songs of Universal, Inc.
Used by permission.
All rights reserved.

Additional Music

Rob Berry
kmmproductions.com

VOICEOVERS

Michael Gough	Shrek, King Harold, Knight, Peasant
Mark Moseley	Donkey, Bartender
Mel Fair	Magic Mirror
Andre Sogluzzo	Puss in Boots, Troll, Treants, Papa Bear, Mr. Hood
James Arnold Taylor	Gingerbread Man, Prince Charming, Wolf,
	Dwarf, Leprechaun
Tara Strong	Lil' Red, Fairy
Claudia Christian	Fairy Godmother, Female Citizen
Holly Fields	Fiona, Female Citizen
Vanessa Marshall	Wicked Witch, Cinderella, Grandma
Chris Knights	Three Blind Mice
Cody Cameron	Three Little Pigs
Aron Warner	Big Bad Wolf



SOUND

Casting and Voice Direction

Margaret Tong
Womb Music

Recording/Engineering/Editing/Voiceover Effects Design

Rik W. Schaffer
Womb Music

Sound Effects Created by

EXTREME AUDIO DESIGN

Sound Supervision and Design

Paul Menichini, M.P.S.E.
Tim Gedemer, M.P.S.E.

Sound Design Team

Ann Scibelli, M.P.S.E.
Roland Thai, M.P.S.E.
Michael Kamper, M.P.S.E.
Mark Allen, M.P.S.E.
Tim Wolston, M.P.S.E.
Bryan Jerden

Customer Support

NOTE: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet/E-mail: <http://www.activision.com/support>

Our support section of the web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can e-mail us using the support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

NOTE: Internet/e-mail support is handled in English only.

NOTE: The multiplayer components of Activision games are handled only through Internet/e-mail.

Phone: (310) 255-2050

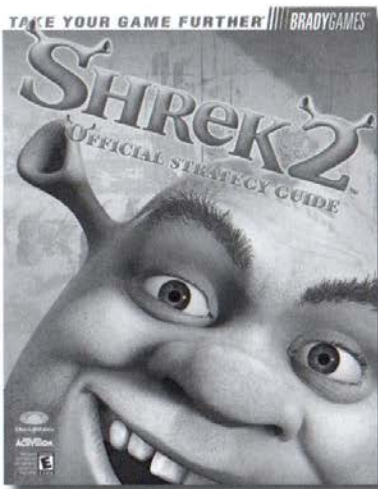
You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision without first contacting Customer Support. It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

Register your product online at www.activision.com so we can enter you in our monthly drawing for a fabulous Activision prize.

Shrek is a registered trademark of DreamWorks LLC. Shrek 2, Shrek Ear Design, Shrek "S," Princess Fiona and Puss in Boots TM & © 2004 DreamWorks LLC. Published and distributed by Activision Publishing, Inc. Game code © 2004 Activision, Inc. and its affiliates. Activision is a registered trademark and Hero Time is a trademark of Activision, Inc. and its affiliates. All rights reserved. All other trademarks and trade names are the properties of their respective owners.

DIVE INTO SHREK'S NEWEST TWISTED FAIRY TALE ADVENTURE...



with the Official Strategy
Guide from BradyGames!

- Comprehensive walk-through.
- Expert tips for completing special mini-quests.
- Complete character coverage, including ability lists for all ten playable characters.
- Multiplayer tactics.
- Game secrets, puzzle solutions and tips to find all Hidden magic beans!
- Plus, fun Shrek bonuses and activities!

To purchase BradyGames' *Shrek 2™ Official Strategy Guide*, visit your local electronics, book or software retailer. Also available online at bradygames.com.

ISBN: 0-7440-0384-9
UPC: 7-52073-00384-5
PRICE: \$14.99 US / \$21.99 CAN

Shrek is a registered trademark of DreamWorks LLC. Shrek 2, Shrek Ear Design, Shrek™ TM & © 2004 DreamWorks LLC. Published and distributed by Activision Publishing, Inc. Game code © 2004 Activision, Inc. and its affiliates. Activision is a registered trademark of Activision, Inc. and its affiliates. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners.

ACTIVISION



DREAMWORKS



BRADYGAMES™
TAKE YOUR GAME FURTHER

SOFTWARE LICENSE AGREEMENT

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or for any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$20 U.S. currency per disc replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California. If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn: Business and Legal Affairs, legal@activision.com.