

AN OGRE-IFFIC PARTY GAME  
FOR UP TO FOUR PLAYERS

# SHIREK

## SUPER PARTY



EVERYONE  
E  
CONTENT RATED BY  
ESRB

TDK

## **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.

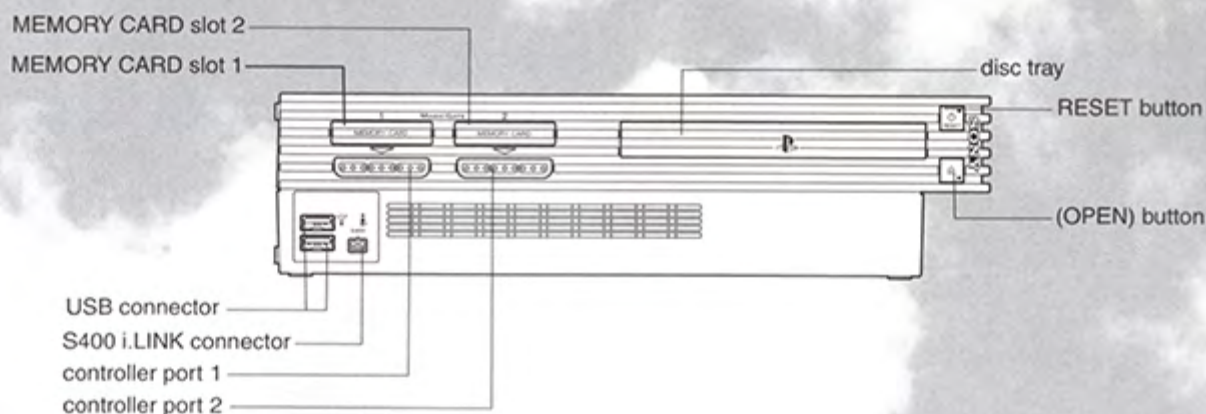
## **HANDLING YOUR PLAYSTATION 2 DISC:**

- 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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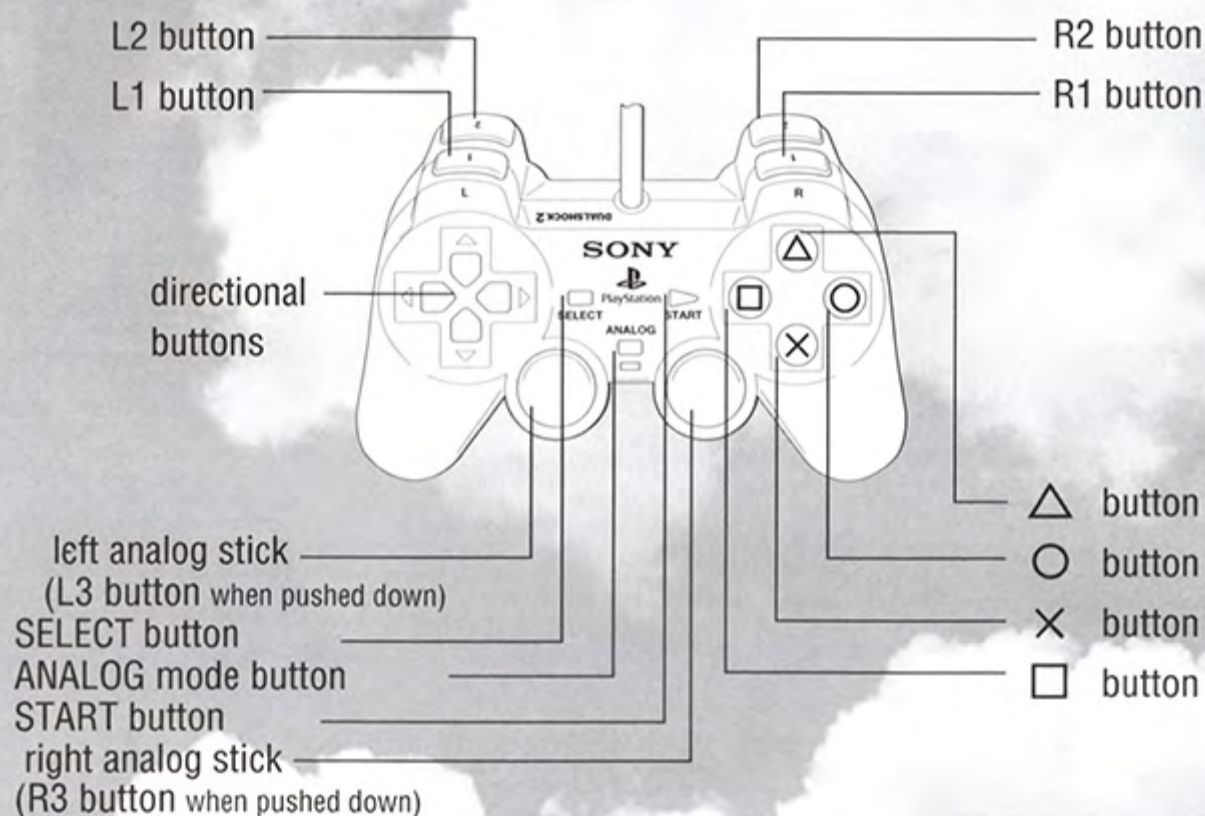
# Getting Started



**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® Super Party disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.**

# Starting Up

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



	Menus	Boardgame	Mini-Games
<b>left analog stick/directional buttons</b>	Move cursor	Not Used	Movement (depends on game)
<b>× button</b>	Select / Confirm / Resume Play	Drop Ball on Map Box	Primary Action (depends on game)
<b>△ button</b>	Back / Cancel	Not Used	Not Used
<b>○ button</b>	Special Menu Functions	Not Used	Secondary Action (depends on game)
<b>□ button</b>	Fast Forward on certain menus	Use Pixie Dust (when available)	Not Used
<b>START button</b>	Also Select / Confirm / Resume Play	Pause Game	Pause Game

# The Story

Once upon a time in a kingdom just down the road, a misunderstood ogre, a beautiful princess, a lonely donkey, a quiet executioner, a good robber, and a local lord all have wishes...

Shrek® just wants to be left alone by all the fairy tale creatures.

Princess Fiona™ wants to be rescued by her true love.

Donkey just wants a good friend.

Thelonius could use a nice vacation in the tropics.

Monsieur Hood wants to give his wish to the people.

Lord Farquaad™ will also "give his wish to the people."

Sensing a quiet desperation creeping across the land, Lord Farquaad™ decides to organize a tournament to entertain the masses (and, incidentally, clear up a minor bug infestation we've noted of late), and promises to win "for the good of all!" The stakes are high--the winner will be granted their wish...

# Starting a New Game

From the title screen, press the **START** button or **X** button. In the main menu select "Tournament" to play a complete board game, or "Skirmishes" to play individual mini-games. Once you have chosen a game type you will be required to "Select a Character." In the "Select a Character" screen press the **X** button, left analog stick to sign in. Once signed in scroll through the available characters by moving left/right on the left analog stick. Choose between Shrek®, Thelonious, Monsieur Hood, Princess Fiona™, Donkey or Lord Farquaad™, then Press the **X** button. When all players have signed in and selected a character, anyone can press the **X** button to let the games begin. Computer-controlled characters will be assigned to any empty slots, so that the number of players is always 4.

If the game remains inactive on the title screen, you will automatically be taken to the game demo. Press the **START** button to cancel the demo and go to the Main Menu.

## Main Menu

The Main Menu offers the following selections:

**Tournament:** Standard mode of game play. Play against 3 other players in a race to fill your vial full of precious drops of bug juice. Battle other players to get the chance to swap bugs and earn the most precious drops. The player to fill their vial first will win the game and have their wish granted. The amount of drops needed to win can be adjusted from the Game Settings Menu before the game begins. See the Tournament section for more details.

**Skirmishes:** Choose from 32 available mini-games to play for fun, hone your skills, or earn high scores. See Mini-Games section for more details. All mini-games are available and organized by realm.

**Game Settings:** By selecting Game Settings from the Main Menu or from within the Pause Menu you can adjust various game options. Scroll through the various settings by moving the left analog stick. Once you have highlighted a setting to adjust press the **X** button to activate that game setting. The following settings may be adjusted:

**SFX Volume** - Move the left analog stick to increase or decrease the volume of the sound effects in the game.

**Music Volume** - Move the left analog stick to increase or decrease the volume of the music in the game.

**Voice Volume** - Move the left analog stick to increase or decrease the volume of the Magic Mirror's voice in the game. Turning the Voice to "off" will also remove the Magic Mirror's ingame visual appearances.

**Drops** - Move the left analog stick to increase or decrease the number of drops required to win the game. Choose from 200 to 800 drops.

**Done** - Save your settings.

Once the desired level setting is reached press the X button to lock your setting, or the  $\Delta$  button to cancel the change. Proceed to adjust all other settings in this way then select "Done" to save all your changes.

## Tournament Play

### Basic Gameplay

Players take turns moving along the board path in one of 5 Realms. Each space on the board causes some kind of Event to take place. Many of these Events will involve competing with the other players in an Epic Battle or Daring Duel (see Mini-Games section for more details). At the end of each of these contests, players swap bugs with one another to increase the value of their matches and are then awarded precious drops of bug juice for their matching bugs.

### Bug Catcher

This is a special mini-game that is only played at the start of a new Tournament. Try to catch 5 of the best bugs before your opponents do; keep in mind that you need at least two of a kind to trade them in for precious drops. These are the bugs that you will start the game with, which are immediately traded in for your initial amount of bug juice.

### Realm Map

The Realm Map appears at the beginning of any turn when your player is in Town Square. From the Realm Map you can choose from any of the 5 available realms: Windmill, Swamp, Castle, Keep and Farm by moving the left analog stick. The Evil Bog is a special place and cannot be selected. The bug juice cache at the end of each realm increases after every



player's turn, and the first person to reach a realm cache collects that amount. If you choose an occupied realm, keep in mind that if you land on another player, they will be sent to the Evil Bog (and vice versa)!

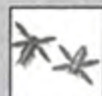
### **Movement**

Players can move from 1 to 9 spaces on any given turn. The number of spaces a player can move depends on where their ball lands in the Map Box. The Map Box is divided into nine squares, and each square is numbered. Drop your ball by pressing the X button. You move a number of spaces equal to where the ball stops in the Map Box. See Board Icons for a description of each of the effects that may take place.

At any time while a player is moving in a realm you can check your bug juice total displayed in the corners of the screen by your character icon.

### **Board Icons**

In the Map Box various icons appear, each icon represents one of the nine board squares your character might land on.



#### **Trade Two Bugs**

Land on this icon and you will be given the chance to trade two bugs with any other player.



#### **Give/Lose Bug Juice**

Give a random amount of bug juice to another player of your choice or lose a random amount of bug juice.



#### **Win/Take Bug Juice**

Take a random amount of bug juice from another player of your choice or win a random amount of bug juice.



#### **Magic Mirror**

Land at this square and you are at the whim of the Magic Mirror. One of several random effects will take place.



#### **Daring Duel**

The player who lands on this square chooses an opponent. Both players duel in a mini-game and the winner trades 3 bugs with the loser. All players will participate but only the dueling players play for the chance to trade bugs. See the Mini-Games section and the Bug Trading section for more details.



#### **Epic Battle**

This is a battle between four players in a mini-game for the chance to trade bugs. The player to place fourth doesn't get to trade any bugs, place third and you get the chance to trade one bug with any

player, place second and you get the chance to trade two bugs with any player, take first and you get the chance to trade three bugs with any player. See the Mini-Games section and the Bug Trading section for more details.

#### NOTE: TIED GAMES AND TEAM GAMES

After Epic Battles and Daring Duels in which some or all players tie scores, the rule is: each tied player loses one trade. So if two players tie for 1st, they each get two trades. Players cannot trade with anyone they are tied with, so that in a four-way tie no bugs will be traded. In Team Games, team partners cannot trade from one another.

During any mini-game the scores of each player are displayed in the corners of the screen by your character's image.

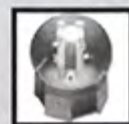
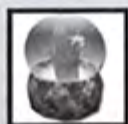


#### The Evil Bog

The Evil Bog is an evil place and will take you at least one turn to escape. You get sent here when another player lands on the square you're on or you land on a Go to Bog square. Escaping the Bog will return you to the Town Square. Using Pixie Dust will take you to another Realm without having to go through the Town Square first.

#### Magic Portal

There are five different kinds of Magic Portal squares (Windmill, Farm, Swamp, Keep and Castle) each Magic Portal square sends you to one of the other realms.



#### Town Square

This is where you start the game and where your character is returned once you reach the realm exit.



#### Realm Exit

At the end of each Realm is a cache of bug juice--reach this square and you will be rewarded with the Realm Juice Cache then returned to Town Square. The value of a Realm Juice Cache increases every turn and when a player lands on a Lose Precious Drops square.

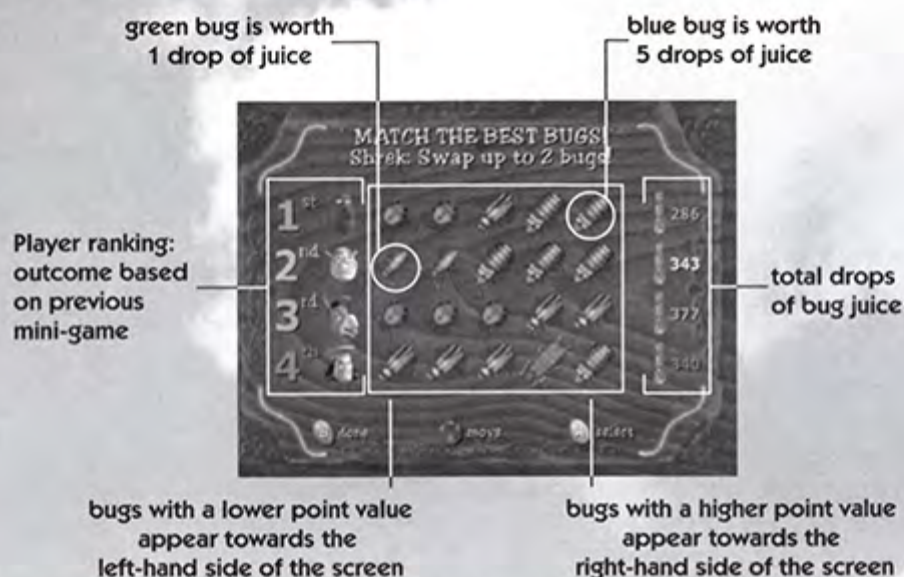


#### Pixie Dust

Use the Pixie Dust to help you in your quest to fill your vial of bug juice. Once you have the Pixie Dust you can activate it by pressing the  button. Activating the Pixie Dust will immediately transport you to another realm of your choice and on to an Epic Battle Square. (Tip: save Pixie Dust for escaping the Evil Bog, or if someone has just grabbed the Realm Juice Cache ahead of you.)

# Bug Trading

At the end of each Epic Battle or Daring Duel, players will be given the chance to earn points by swapping bugs. The Player who places first in a mini-game gets to trade 3 bugs with any of his/her opponents. The player who places second in a mini-game gets to trade 2 bugs with any of his/her opponents. The player who places 3rd in a mini-game gets to trade 1 bug with his/her opponents, and the 4th place player does not get to trade bugs at all.



Larger bugs carry a higher point value than smaller bugs, and all bugs are sorted by point value. The bugs with a higher point value appear towards the right-side of the screen, and the bugs with a lower point value appear towards the left-hand side of the screen. The chart below shows how much bug juice each bug is worth:

<b>Green Bug</b>	<b>1 precious drop of juice</b>
<b>Red Bug</b>	<b>2 precious drops of juice</b>
<b>Yellow Bug</b>	<b>3 precious drops of juice</b>
<b>Orange Bug</b>	<b>4 precious drops of juice</b>
<b>Blue Bug</b>	<b>5 precious drops of juice</b>

You earn bonus points for matching bugs:

- 2 of the same bug + 5 drops
- 3 of the same bug + 15 drops
- 4 of the same bug + 20 drops
- 5 of the same bug + 25 drops

Only matching bugs will be juiced for drops. For instance, Thelonus has 1 Green Bug, 2 Red Bugs and 2 Yellow Bugs. His Red and Yellow bugs are juiced, for  $2 + 2 + (\text{bonus}) 5 = 9$  points for the Red, and  $3 + 3 + (\text{bonus}) 5 = 11$  points for the Yellow, for a total of 20 points. At the top of the screen, your current Score Calculation is shown.

# Mini-Games

**Shrek® Super Party** is composed of five realms: Windmill, Farm, Castle, Keep and Swamp. Each realm contains six mini-games specific to that realm.

## WINDMILL

### Blade Painters

Team Play. Paint the windmill blades to earn points. Press the X button to fling buckets of paint at the blades. Hitting a painted blade removes its color. Get bonus points for painting all four blades. The blades continue to increase their rotation speed during play, so you've got to accommodate the change in pace as you go!

### Glider Pilots

Pilot your glider skillfully to shoot the balloons and earn points. Move the left analog stick down to fly up, move the left analog stick up to fly down. Keep on course, and fly right. Enjoy the scenery. You earn more points by popping successive balloons, so try not to skip any!

### Lily Pad Leap

Press the X button to jump from lily pad to lily pad. Move the left analog stick to swivel on the pad. Each jump is worth points; flowered pads are worth bonus points. The longer you stay out of the water, the more points you earn. It usually helps to press X rapidly and concentrate on getting the flowered pads.

### Duck & Dodge

Press X to jump, O to duck, and move the left analog stick up and down to dodge the scurrying varmints. You must move around the scurrying varmints, you can't jump over them. Avoid more obstacles and score more points.

### Sewer Rats

Pick up the rats and return them to the sewer. Once you are near a rat hold down the X button to begin moving the rat. When you face the sewer release the X button to move the rat towards the direction you were facing. You get points for catching a rat, and even more points for returning them to the sewer. Rats returned to the sewer from a further distance are worth more. It helps to keep going as soon as you move a rat—don't wait around to see where it goes!

### Squirt-a-Snake

Shoot water into the snake's mouth until its tail rings the bell. Use the left analog stick to aim you stream of water. Points are based on how much water you get into the snake. The game ends early if and when someone rings the bell.

## FARM

### Food Fling

Launch the food across the valley onto the target. Press the X button to stop the ballista; hold it to increase power, then release to launch the fruit. The pumpkins are worth the most, the watermelons second, and the onions the least. The top of the hill is like a target; aim for the center!

### **Peashooters**

Shoot the beans off the beanstalks. Press X to shoot your peashooter. The newer the bean, the more points you get. Hitting the beans while they are in the air will get you bonus points. You can also push other players out of the way to keep them from scoring!

### **Chick Magnet**

Collect as many eggs as you can. Any egg not collected will hatch into a chick. Try to avoid chicks since they will slow you down. Jumping eggs are worth the most, spinning eggs are worth less, and new eggs are worth the least amount. It helps to target the jumping eggs!

### **Onion Rings**

Team play. Press X to aim, then release to throw an onion over the fence. Earn points by catching them. The longer an onion is in play the more points it is worth, the bigger it gets, and the smaller the target appears. You can throw it back and forth to your teammate to increase its value, but if you drop it on your side, you get nothing!

### **Petal Plucker**

Spray the bees. Move the left analog stick to swing your colored bug around the flower to point at any petal on which a bee lands. Press X to squirt the bee. The sooner you reach a bee and squirt it, the more points you earn. It helps to anticipate their movement (watch for a shadow to appear just before they land)!

### **Trough Dunk**

Earn points for staying out of the mud and close throws. The dunkee player controls the target with the left analog stick. Press X to throw your apple. Knocking the dunkee down makes you the new dunkee. You also earn bonus points based on how long the person you knock down has been up there!

## **CASTLE**

### **Barrel Rollers**

Squash the knights into the mud by rolling over them. Press X to turn around. The faster, smaller knights are worth more points than the big slow knights. Good work earns applause. You have an excellent opportunity to "trap" the best player to help out someone else (especially in a duel)!

### **Spilt Milk**

Throw your milk bottles at the other players. Hold down X to aim, release X to throw. Greater accuracy and range will earn you more points per hit. Go for the long shots! The computer players will always go after the top scorer, so watch your back when you're doing well!

### **Castle Crumble**

Team play. Knock the pucks into the opposite wall to break it down. The bricks at the very top of the wall are the most valuable. Earn bonus points for shooting a puck through the gaps in the wall. The pucks will go right under you from behind—you can only hit them with the front of your shield.

### **Scooter Scramble**

Stay ahead of the others as long as possible. Press X to accelerate and O to brake (you can also pull the right trigger to accelerate and the left trigger to brake). Try not to hit the barrels and suits of armor since they will slow you down. Whoever is furthest along when the bell rings, wins. It's all about making the perfect turns and keeping toward the center of the track!

### **Royal Ropes**

Move around the ring, bouncing against everyone you can. Earn points by bumping in to another player harder than you were bumped. Pick up the gems for bonus points. Just go crazy and keep moving!

### **Brick Blasters**

Blow up the bricks. Press the X button to select a brick, and then press the X button again to break it up. Break-up adjacent bricks of the same color to get more points. Breaking-up the bricks will lower the platform and earn you bonus points. The game ends early if someone breaks-up all of their bricks.

## **KEEP**

### **Hidden Treasures**

Match the colored gems. Press X to tag a chest of gems, and then tag another matching chest of gems to get points. The faster you make the match the more points you earn. Try to stay away from the other players and look before you touch to maximize the speed between selections!

### **Bowl Me Over**

Collect the gems as they grow. The bigger the gem the more points you get. Press X to roll your ball. Players hit by the ball will be stunned. Stun other players to earn bonus points and keep them from collecting gems. Try not to get hit. Remember that the gems are worth more than stunning other players, so don't lose track of the goal!

### **Brimstone Bridge**

Get to the other end of the bridge with the fewest falls for the highest score. Watch out for burned planks, lava rocks, and steam plumes. Press the X button to jump. You can jump over two missing planks—try to anticipate the position of the steam plume as you approach it!

### **Dragon's Breath**

Avoid fireballs, columns, and jagged holes. Press X to jump. You earn points for running, and the longer you stay up, the more points you earn per second. Keep in mind that you can jump over the fireballs as well!

## **Gem Maze**

Team play. Run through the maze collecting as many gems as you can. Each gem is worth one point. You share a maze with your partner, so split up and search in different areas. Keep moving— green doors open on your side, red doors are locked.

## **Hopping Helmets**

Dodge the helmets. Kick the helmets to put your color on them; when they hit other players, you get bonus points. Once helmets strike other players or a differently colored helmet they lose their color. Try to avoid the helmets for as long as possible and only kick helmets that are safe!

## **SWAMP**

### **Swinging Vines**

Jump between the vines to catch fireflies for points. You also earn points for staying dry, and the longer you stay out of the water, the more points you earn per second. The more players on a vine, the faster it descends, so avoid crowded vines!

### **Paddle Pushers**

Team play. Paddle your croc to victory. When a button is displayed next to your character, press that button and your character will paddle. The more rapidly you can press once the button is visible, the faster the buttons will appear. A bad press slows you down and resets the button speed. Stay calm and collected—going too fast is bound to give you trouble.

### **Fly Candy**

Catch these swarms of flies. Press X to swing your flycatcher. Swarm values increase the longer you avoid snakebites. Swarms over the deep grass are worth twice as much (their color changes when they are over the grass).

### **Mix Master P**

Tap the X button on the beat when your colored note lines up with the note silhouette. The tighter your rhythm is, the better the points. A bad button press will take the following note away from you. You might hit every note and still lose, because you score higher when you hit exactly on the beat!

### **Swamp Slalom**

Race around the pond and pass through the gates for points. The longer your flag is, the higher the points for each gate. Your flag resets each time you pass through the next gate. This is all about anticipating the next gate—like a real slalom!

### **Sticky Tongues**

Catch the dragonflies and horseflies. Press X to extend your tongue. The smaller horseflies are worth more than dragonflies. The fireflies will give you temporary indigestion and reset the per-bug score to the minimum. Avoid the fireflies at all costs—except you can't just sit there, eat!

### **EVIL BOG**

#### **Bobbing Barrels**

Barrels will change color. Move over barrels that are your color to earn points. The barrels will stay your color as long as you are on it. You earn bonus points for collecting gems along the way.

#### **Bog Bubbles**

Bubbles will appear. Jump on to bubbles to pop them. You control the angle of your bounce with the control stick. Pop multiple bubbles of same color to earn extra points.

## **Pause Menu**

To pause the game, press the START button at any time. Pausing will automatically display a help screen to assist you in playing **Shrek® Super Party**. While paused pressing the:

- button: Display or adjust the game settings
- button: Quit your game (followed by an acknowledgement prompt)
- START button or X button: Resume your game

### **Game Settings**

The Game Settings menu can also be accessed here. See the Game Settings section under Main Menu for more details. The Drops setting can only be accessed from the Main Menu (not during game play).

## **Saving and Loading Game Data**

### **Saving Game Data**

**Shrek® Super Party** game data is automatically saved. Saved data includes:

- Names entered by players
- High Scores
- Options Screen

### **Loading Game Data**

If a memory card with saved **Shrek® Super Party** data is inserted in the PlayStation 2 computer entertainment system, the data will be available when you start your game. To load the data, press the X button when prompted to continue.



# Hints and Tips

If you are lucky enough to have it, try using your Pixie Dust to escape the Evil Bog.

Remember that the juice cache at the end of each Realm is most rewarding for the first person to arrive... so when choosing a realm, choose one with the least competition for the biggest cache.

Unless you are placed 1st in a mini-game, remember that other players may be trading bugs after you. Try trading for the best bugs that you think you can keep instead of just going after the highest score possible. Always think about what the 1st player is going to want to steal!

## Notes

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**Special Thanks**  
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# Warranty Information & Technical Support

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If a TDK Mediactive service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

TDK Mediactive  
4373 Park Terrace Dr.  
Westlake Village, CA 91361  
Attn: Product Support

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