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PlayStation 2

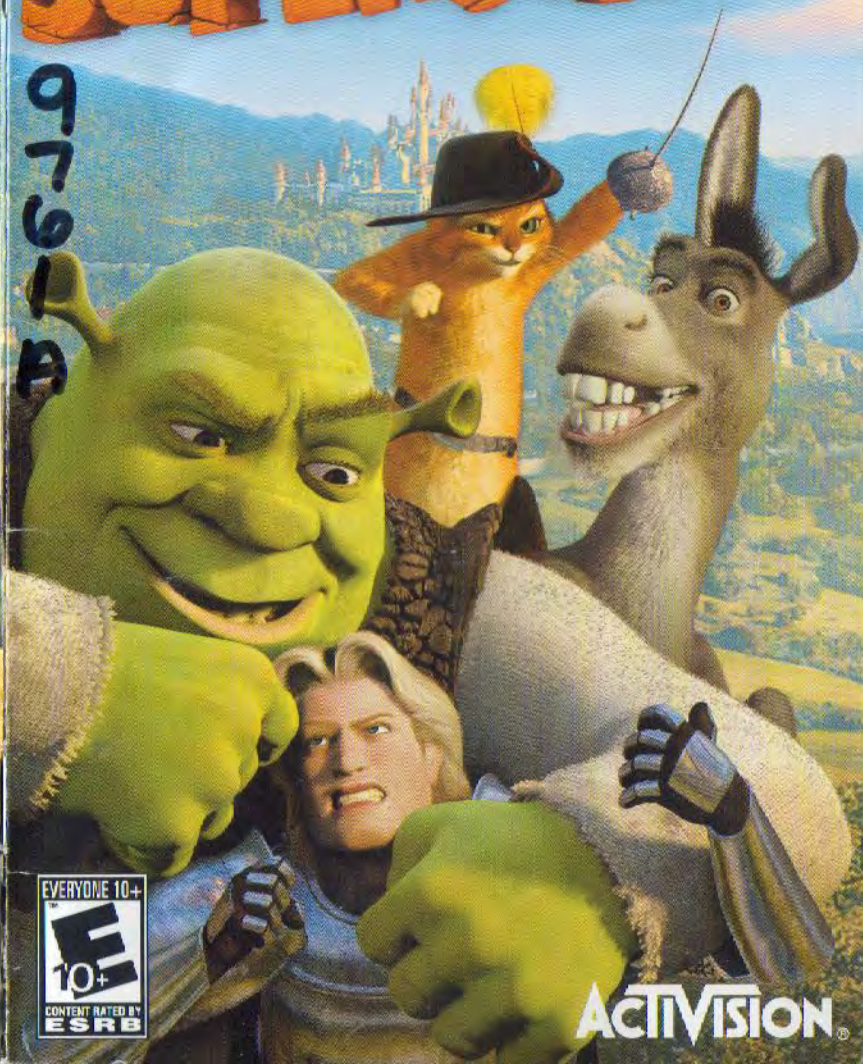
PRODUCTS RANGE FROM  
 RATING PENDING TO EVERYONE 10+

**RP-E**  
 10+  
 CONTENT RATED BY  
**ESRB**

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DREAMWORKS  
**SHREK**  
**SUPER SLAM**

679  
 B-679



EVERYONE 10+  
**E**  
 10+  
 CONTENT RATED BY  
**ESRB**

ACTIVISION

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

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

**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

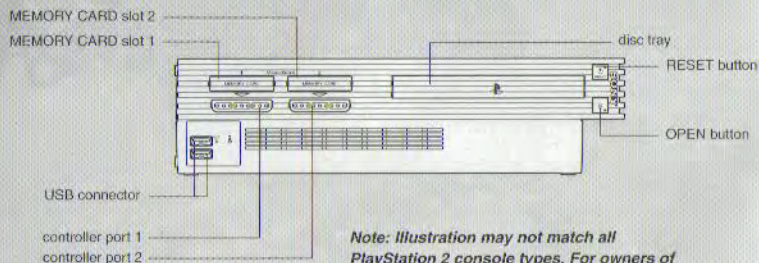
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
  - Do not bend it, crush it or submerge it in liquids.
  - Do not leave it in direct sunlight or near a radiator or other source of heat.
  - Be sure to take an occasional rest break during extended play.
  - Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.
- Never use solvents or abrasive cleaners.

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## GETTING STARTED



*Note: illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

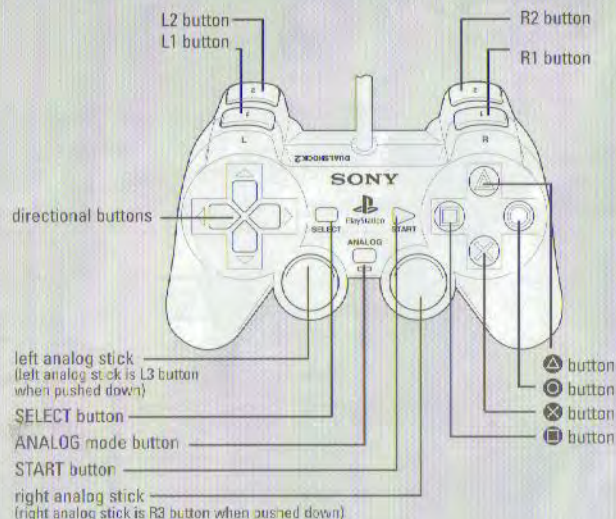
Set up your PlayStation<sup>2</sup> computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the **RESET** button. When the power indicator lights up, press the **OPEN** button and the disc tray will open. Place the *Shrek<sup>®</sup> SuperSlam* 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<sup>®</sup> SuperSlam* requires a memory card (8MB)(for PlayStation<sup>2</sup>) to save your games. A saved game's data takes up 64Kb. You can obtain a memory card through the retailer where you purchased your PlayStation<sup>2</sup> game console or this game. To access your memory card (8MB)(for PlayStation<sup>2</sup>), insert it into MEMORY CARD slot 1.

## STARTING UP

### DUALSHOCK<sup>®</sup> 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 **△** button to go back to navigate through the menu options. *Shrek<sup>®</sup> SuperSlam* supports the **DUALSHOCK<sup>2</sup>** analog controller. When the mode indicator is on, the left analog stick works the same as the directional buttons.

### Menu Controls

<b>Directional buttons</b> .....	Navigate Menu
<b>X</b> button .....	Tap Button to Accept
<b>△</b> button .....	Tap Button to Go Back to Previous Screen
<b>START</b> .....	Access Pause Menu (in game)
<b>SELECT</b> .....	Not Used



# GAME CONTROLS

## DUALSHOCK®2 Analog Controller

**R1** button – **Block/Deflect**

**R1** button + Left Analog Stick – **Evade Dash**

**R1** button – **Block/Cancel**  
(Cancel charge attack when pressed during charge.)

**L1** button – **Equip/Un-equip Weapon**

**START** button –  
Pause Game Menu

**SELECT** button

**ANALOG** mode button

Left Analog Stick – **Move**

Right Analog Stick – **Evade Dash**

**△** button – **Strong Attack**

**△** button (press when meter is full) –  
**Slam Attack**

**△** button – (press and hold) **Charged Attack**

**△** button – (with object) **Throw Object**

**△** button – **Use Weapon**

**○** button – **Grab/Throw**

**□** button – **Fast Attack**

**□** button – (with object) **Throw**

**□** button – **Use Weapon**

**×** button – (twice to double jump)  
**Jump/Double Jump**



**Dash Attacks** – Tap the left analog stick in the direction you want to go and press the **□** button to perform a dash attack.

*Note: Not all characters have a dash attack.*

**Up Attack** – Press the **□** and **×** buttons at the same time.

**Wall Attacks** – Stand next to a wall and press the **□** button while holding the left analog stick in the direction of the wall to do a wall attack.



## IN-GAME MENU

**Character Icons**—Character portraits are at the bottom of the screen. Below the portraits is the Slam Meter, which measures how much Slamergy you've collected during a round.



**Leader Icon** — Indicates the slam leader's position.



**Slam Prompt** — This appears above your head when your Slam Meter is full. Use this button to execute your Slam Attack.



**Wiggle Icon** — Whenever you've been knocked down or grabbed, this icon appears above your character. Wiggle the left analog stick rapidly to speed up your recovery.



**Time Remaining** — The timer indicates how much time is left in a round and defaults to two minutes.

### The Slam Meter

At the heart of *Shrek® SuperSlam* is...you guessed it, the Slam! The Slam Meter is under the character portraits. Fill up the meter with Slamergy, then Slam your opponents. Your characters will have a glowing aura around them when they're Slam-ready. You get multiple attempts to Slam someone, so be careful! Once you use up the Slam, you have to collect more Slamergy to fill up your meter again. How do you get Slamergy? Battle with your friends! The more advanced combos you make, the faster you fill the Slam Meter.

Beat your opponents by getting the most Slams in the round. Try to Slam as many of your opponents at one time as you can to maximize your score.

Remember to watch out for your opponents! When you are hit by one of their Slams, you'll lose a Slam point. But this can work in your favor, because each time you Slam your opponent, not only will you get a Slam, but they lose one as well. This is important to remember when you're losing.

### Advanced Moves — All Characters

**Evade Dash** — Right analog stick or move while blocking (left analog stick + the **R1** button).

- Your **evade dash** can both get you out of trouble and sneak you into the middle of it. Tap your right analog stick in the direction you want to go.

**Hint:** Try using a fast attack (the **□** button) or a strong attack (the **△** button) while performing an **evade dash**. You'll end your **evade dash** with a surprise attack.

**Air Attack** — Fast or strong attack while in mid-air (the **□** or **△** button in air).

**Up Attack** — Simultaneously press jump and fast attack (the **□** + **×** buttons).

- It's raining cats and ogres! Press jump and fast attack together to counterattack your opponent's air attacks with an **up attack** (the **□** + **×** buttons).

**Charge Attack** — Hold your **strong attack** (hold the **△** button).

- Try using your **charge attack** just as your opponent is recovering from a missed attack.

**Deflect** — If you time your **block** to the very last moment, you can deflect thrown objects back at the thrower! Just be careful they don't do the same right back at you.

**Block Cancel** — Use your block to cancel your charge attack (the **R1** button).

- Fake-out your opponents. Cancel your **charge attack** by pressing the **block** button before your **charge attack** is unleashed.

**Fast Drop** — Use your **block** in mid-air to drop faster.

**Hint:** Each character has a **block breaker**. Find and use them to take down those block-happy opponents.

## Advanced Moves – Character Specific

Don't be a one-trick Donkey! Different combos have different effects. Explore your **combo tree** to discover all your moves. The more **combos** you learn, the more tactics you'll have to use against your opponent. Find all your favorite character's **strengths** and **weaknesses**.

**Dash Attack** – Tap a direction with **fast attack** (tap left analog stick + the **□** button).

**Air Dash** – Some characters can do a dash attack while you're in mid-air.

- Time your **air dash** correctly and you can strike opponents who are on the ground.
- Whether you're chasing down your opponents or running away, try to combo an **air dash** into an **evade dash** to cover more ground.

**Wall Attack** – **Fast attack** while pressing up against walls (left analog stick + the **□** button).

- Surprise your opponents with a sudden change in direction. When you're chased into a wall, use a **wall attack**.

**Air Wall Attack** – Do a wall attack while you're in mid-air.

- Try using an **air dash** to **wall air attack** combo.

*Note: Not all characters have an air dash.*

**Charge Throw** – Hold your throw to increase your throw distance (hold the **○** button).

- Some characters have a **charge throw** attack. Use it to get more Slamergy.

**Hint:** When exploring your combo tree, remember which attacks knock down your opponents so you can use knockdown attacks to set up air attacks and slams.

**Hint:** Know thy opponent. If you're taking damage from an **enemy combo**, right before the end of your enemy's combo, there is a **block window** of opportunity. Time your **block** right and you'll interrupt an enemy's attack before it's finished, leaving them vulnerable.

**Hint:** Fiona and Prince Charming can do an **air evade**. While in the air, press in the direction you want to evade and **block** at the same time.

## MAIN MENU

### Start Game

When you first start up *Shrek® SuperSlam*, you'll have three choices on the Main Menu:

- **Single Player:** View the choices of available single-player games.
- **Multplayer:** Play Melee mode with up to four players.
- **Options:** Modify some game characteristics.



### Options

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

- **Music Volume:** Adjust music volume.
- **SFX Volume:** Adjust sound effects volume.
- **Voice Volume:** Adjust voiceover volume.
- **Vibration:** Turn vibration on/off.
- **Subtitles:** Turn subtitles on/off.
- **Over the Hedge Trailer:** View the game trailer from the upcoming DreamWorks movie.
- **Credits:** View the game credits.

**Hint:** Block, block, block! If your opponent can't get any Slamergy, then he or she can't Slam!

**Bonus Hint:** Remember, you can attack while holding down your **block** button, which allows you to counterattack much easier.

## SINGLE PLAYER

### Story

Donkey has invited his friends over to watch some TV. Unfortunately, Donkey and Dragon's little Dronkeys are running amok, as children tend to do, and won't settle down for their bedtime. Shrek suggests reading a bedtime story to the kids, but just as Donkey gets started, one of the Dronkeys lets out an excited belch of fire and

sets the storybook ablaze. With no other way to get the Dronkeys to sleep, Shrek and his friends start to make up their own magical stories. Starting at Chapter 1, play through each increasingly fantastical tale as one of the classic or brand new characters in the land of Far Far Away. Let's hope tales of valor, lost-honor and late-night drive-thru windows will be enough to lull the little Dronkeys to sleep.




### Mega Challenges

Mega Challenges are single-player mini-games. Not for the weak of heart or spirit, there are 45 Mega Challenges and seven bonus challenges in all, which will unlock untold rewards along the way. **Play this mode to unlock additional characters and arenas.**

### Melee

Face off against one, two or three computer opponents in a two-minute timed battle. Whoever has the most Slams at the end of the round wins. You'll have access to any character or arena you've already unlocked and saved to your memory card (8MB)(for PlayStation®2).

### Melee Options

Enter the Melee Options by pressing the  button on the Level Select screen.

You can adjust the settings for Slam Limits, game speed and more before you go into battle.

### Options consist of:

**Mode** – Normal, Last Player Standing and First to Slam.

**Game Speed** – Move character faster.

**Time Limit** – 30 second intervals all the way up to 10 minutes (No Slam Limit in Place).

**Slam Meter** – Slow Gain, Medium Gain, Fast Gain (how fast the meter increases); Slow Drain, Medium Drain, Fast Drain (how fast the meter is depleted), OFF.

**Sudden Death Slam Meter** – Slow Gain, Medium Gain, Fast Gain (how fast the meter increases); Slow Drain, Medium Drain, Fast Drain (how fast the meter is depleted); OFF.

**Full Slam Meter** – Use Slam Attack, any hit Slams.

**Slammed Penalty** – Does not give negative Slam points for being slammed.

### Skill Level

You can change all characters' difficulty settings, which range from 1 (Idle) to 10 (Rage of Ogres). These affect how smart the computer-controlled characters are.

### Training

Learn the basic moves for your characters. Attacks, combos and the like are all covered here. Some of the more advanced techniques are also covered in Mega Challenges mode, so make sure to check there as well.



### Trophy Room

Check out all the trophies you've collected.

## MULTIPLAYER

**Melee** – Melee lets you play with up to three friends (with the use of a Multi-Tap).

**King of the Hill** – In this mode, you gain points by being on top of the hill and defending it from all comers. Whoever has amassed the most points at the end of the round wins.



## PLAYING THE GAME

**Character Selection Screen** – This is where you can choose any of the ten default *Shrek*™ characters, or any of the ten additional characters you have unlocked during the course of gameplay. To select a character, move the Character Select indicator over the portrait of your chosen character using either the directional pad or the left analog stick. Confirm your selection by pressing the **X** button. Can't decide which character you want to play or just want to be surprised? Select **?** and you will be assigned a character at random. You can change costumes by selecting a character and pressing the **X** button.

**Choosing a Team:** Assigning teams allows you and your partner(s) to pool your Slam points. The team with the highest Slam point total wins. Choose teams using the directional pad. Confirm by pressing the **X** button.

Now that you've set up your character, it's time to pick out which level you want to battle in. Press the **START** button to proceed to the Level Select screen.

**Level Select Screen** – Choose which level or location in the *Shrek*\* universe you intend to pound your opponent(s) silly in. Use the directional pad or left analog stick to move around the map of Far Far Away. Select a location by pressing the **X** button. Enter the melee option from the Level Select Screen by pressing the **□** button.

## POWER-UPS: WEAPONS, POTIONS & MAGICAL ITEMS

You'll find these sweet babies scattered around every level of *Shrek® SuperSlam*. Each power-up has a different effect, either on you or your opponents. Use them wisely and often, because they can often be the deciding factor in a close battle.

### Weapons

These power-ups have the unique ability to be holstered, or stored for later use, once you've collected them. The catch is that you can only store one weapon at a time. Press the **LS1** button to holster/draw your weapon, and the **□** or **△** button to use it. A meter over your character's head indicates how many more uses you have for the weapon. Once the meter is empty, your character will automatically throw the weapon. Pick up something you don't want? Draw it and press the **○** button to drop it.



**Giant Ham** – Why? Because they're funny.



**Floating Air Mines** – A quiver-shaped backpack full of oversized, medieval rockets makes for a great anti-air attack weapon.



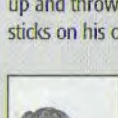
**Pot O' Gold Grenades** – A fat little pot full of gold coins with a rainbow trail. When thrown, they explode in a shower of golden coins—deadly golden coins.



**Fireball Wand** – A magic wand with a red crystal on one end. The fireball explodes on impact.



**Gravity Wand** – Fling other characters into walls to increase your Slam Meter.

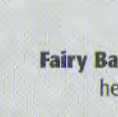


**Ice Wand** – A wand with a blue crystal on one end. Shoots an icy blue projectile that freezes the opponent in place.

*Note: This is a time-based weapon and the player has it to use for only a few seconds.*



**Beehive** – A cartoon beehive with little buzzing bees swirling around it. The bees don't mind being picked up and thrown, but if the beehive hits a character, it sticks on his or her head, and the bees attack!



**Magnet** – No one escapes the Magnet Wand! Draw them in, then pummel them silly.



**Pirate Cannon** – What's worse than someone shooting cannonballs at you? Ricocheting cannonballs!

**Fairy Bazooka** – Not all fairies are nice... This weapon shoots heat-seeking fairies that chase you down and attack you!

*Hint: If your opponent is in Slam mode, use the fairy bazooka to attack them from a distance. With each hit, you'll be able to reduce their Slam and increase yours!*



**Note:** Remember that you can equip and holster your weapons! Try setting up your opponents with weapons that paralyze them, then holster your weapon and attack.

## Potions

You'll find vials filled with magical potions that temporarily enhance your character's abilities. Potions are automatically drunk when acquired.



**Rocket Sauce** — This powerful brew increases attack and movement speed.

**Max Slam Juice** — When drunk, this potion enables your slam attack.



**Invisibility Potion** — You disappear!

**Invulnerability Potion** — You cannot take damage.



**Mystery Mix** — This technicolor potion changes color constantly, and depending on what color it is when you grab it, you may get a good potion. Then again, maybe you won't.

## Magical Items

Magical items appear throughout the levels. Just like potions, magical items are automatically triggered when grabbed and cannot be stored for later use. Keep a look out for them; you'll want to beat your opponents to these items. Grabbing the right magical item can easily mean the difference between winning and losing in *Shrek® SuperSlam*.



**Viking Horned Helmet** — A big, oversized Viking helmet with horns that turns every hit into a slam.

**Hint:** If you can manage to get a **fairly bazooka** AND a **viking horned helmet** at the same time, fire away! Each fairy will Slam your opponent.

**Dragon Mask** — The only thing worse than Shrek's breath is Dragon Fire. Slip on this dragon-shaped mask and make your presence known.



**King's Crown** — Trumpets will sound and the people will believe you are the King Returned! It's too bad all that cheering leaves people open to attack...



**Magic Mirror Mask** — A white mask that resembles the Magic Mirror. It reflects all missiles, but NOT melee weapons.

**Pill Bug Ball** — Transform into a ball and roll around hitting opponents with increased speed.



**Dragon Sword** — Harness the mighty power of the dragons with this gigantic fiery sword.

## CHARACTERS

These are just some of the characters you'll find in *Shrek® SuperSlam*. As you advance through the game, you'll unlock more and more characters.



### Shrek

**Fighting style:** Ogre Fist.

**Slam Attack:** Green Storm. A gas-based area attack that sends enemies flying. A real crowd pleaser.

Attack Tree



### Puss in Boots

A lover as well as a fighter, this dashing former assassin has seen the light, and now only fights for good (milk, that is).

**Fighting style:** Fencing.

**Slam Attack:** Hypno-Puss. You are powerless against his feline charms.

Attack Tree



### Princess Fiona (Human & Ogress)

Soft and delicate on the outside, but with a core of steel guaranteed to ring your bell!

**Fighting style:** Gentle Fist.

**Slam Attack:** Human—Bouquet of Blades. Ogress—Ogre Aria.

Attack Tree (H)



Attack Tree (O)



Attack Tree Legend  
 Big Score   
 Block Breaker   
 Special Move



### Donkey

Donkey's got a mouth that just won't quit as well as the heart of a noble steed.

**Fighting style:** Battering Ram.

**Slam Attack:** Donkey Stampede—Donkey's charge sends his enemies flying!



### Gingerbread Man

His jolly cookie exterior serves to disguise the fierce Ninja Warrior lurking within...

**Fighting style:** Cane-Fu, Sugar Rush.

**Slam Attack:** Peppermint Fury. Gingy uses his various ninja skills to deliver an all-out shuriken attack.



### Prince Charming

A Legend in his own mind.

**Fighting style:** Broadsword Combat.

**Slam Attack:** Charming's Roar—Charming's mighty sword smash blasts his opponents away.



### Pinocchio

His bark is worse than his bite, but his fists are furious! He's gonna fight like a real boy!

**Fighting style:** Wooden Boxing, Marquess of Queensbury Rules.

**Slam Attack:** Buzz Bomber—Feel the Sting.

Attack Tree



Attack Tree



Attack Tree



Attack Tree



## IN-GAME PAUSE MENU

To access options during gameplay, press the **START** button to bring up the Pause Menu with the following options:

**Continue** – Return to gameplay.

**Restart** – Restart current match.

**Options** – Bring up Options Menu.

**Quit** – Exit the current level and return to the menu.

## SAVING & 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 game data. Auto-save is triggered after every battle.

Auto-save also keeps track of Character Progression and Mega Challenges completed. Once enough mini-games are completed in those levels, auto-save will open up the next level automatically.

### Loading

Autoload upon boot up with a memory card (8MB)(for PlayStation®2) with *Shrek® SuperSlam* saved data inserted into MEMORY CARD slot 1.

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