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Minimum System Requirements

- 3D hardware accelerator card required—100% DirectX® 9.0c-compliant 32 MB video card and drivers*
- English version of Microsoft® Windows 98/ME/2000/XP
- Pentium® III 800 MHz or Athlon™ 800 MHz or higher processor
- 128 MB of RAM
- 900 MB of uncompressed hard disk space (plus 300 MB for the Windows swap file)
- A 100% Windows 98/ME/2000/XP-compatible computer system including:
 - * DirectX 9.0c (included)
 - * 100% DirectX 9.0c-compliant true 16-bit sound card and drivers
 - * 100% Windows 98/ME/2000/XP-compatible mouse, keyboard and drivers
 - * 100% Windows 98/ME/2000/XP-compatible quad speed CD-ROM drive (600 K/sec sustained transfer rate) and drivers
 - * 100% Windows98/ME/2000/XP-compatible USB controllers for 2–4 players

*Supported Chipsets for Windows 98/ME/2000/XP:

- NVIDIA GeForce 2™ or higher chipsets
- ATI Radeon™ 7500 or higher chipsets

Important Note: Some 3D accelerator cards with the chipsets listed here may not be compatible with the 3D acceleration features utilized by *Shrek 2™ Team Action*. Please refer to your hardware manufacturer for 100% DirectX 9.0c compatibility. This product does not support Microsoft Windows 95 or NT.



Getting Started

Installing the Game

Insert the CD-ROM disk into your computer's CD-ROM drive and wait for the *Shrek 2™ Team Action* logo screen to appear. Click the **Install** button to begin installation onto your system. After installation completes, the **Play** button becomes active. To play the game, click on the Play button or select the link to the game in the Programs/Activision/Shrek 2 Team Action folder.

If you don't have Autoplay active, install the game by double-clicking the CD-ROM drive in My Computer. You can also select setup.exe or autorun.exe from the CD-ROM root directory to install the game.

Game Controls

Keys for controlling the characters can be configured when starting the game. After starting the game on your computer, you are presented with an **Options** screen. This screen will allow the user to select the **Video** settings of the game, as well as keyboard and gamepad controls for the game. You will not be able to change the settings in the gamepad section unless there is a gamepad controller already connected to the computer.

While playing the game, you'll see icons that indicate specific actions needed. The following icons are associated with the following actions:



Jump



Action



Attack



Special



Character Controls

All controls listed in the following section are the default controls for the game. You can change the controls in the Shrek 2 Launcher screen at the beginning of the game.

Shrek® Controls

W, S, A, D Control character

Spacebar Jump

Enter Attack

Spacebar + Enter Jump attack (stuns enemies)

L-Shift Stand next to a liftable object and tap the **Special** key to activate ogre lifting. Shrek can also pick up enemies. To drop an object while ogre lifting, press the **Special** key to drop the lifted object in front of Shrek

Enter While ogre lifting, hold down the **Attack** key to bring up the targeting reticle and use the **W, S, A, D** keys to move it to the desired location. Release the key to have Shrek throw the object at the targeted location.

F Action button



Princess Fiona™ Controls

W, S, A, D	Control character
Spacebar	Jump
Enter	Attack
Spacebar + Enter	Jump attack
L-Shift	Press the Special key to activate slow time (needs ammo to activate)
F	Action button

Donkey Controls

W, S, A, D	Control character
Spacebar	Jump
Enter	Attack—Tap 3 times to do a simple 3-hit combo
Spacebar + Enter	Jump attack (stuns enemies)
L-Shift	Press the Special key to activate the burro blast
F	Action button

Gingerbread Man Controls

W, S, A, D	Control character
Spacebar	Jump
Enter	Attack
Spacebar + Enter	Perform a ranged attack to hit multiple enemies
L-Shift	Throw a cookie straight ahead
Hold L-Shift	Bring up the targeting reticle—use the W, S, A, D keys to move the reticle to the desired location. Release the Special key to throw a cookie at the targeted location (needs ammo to activate).
F	Action button

Big Bad Wolf Controls

W, S, A, D	Control character
Spacebar	Jump
Enter	Attack
Spacebar + Enter	Jump attack
L-Shift	Press to activate Huff 'N Puff and use the W, S, A, D keys to aim special breath
F	Action button



Lil' Red Controls

W, S, A, D

Control character

Spacebar

Jump

Enter

Melee attack when the enemy is close.
Ranged attack when the enemy is far.

Spacebar + Enter

Jump attack

L-Shift

Press and hold the **Special** key to bring up the targeting reticle. Use the **W, S, A, D** keys to move the reticle to the desired location. Release the **Special** key to throw a rotten apple at the targeted location (needs ammo to activate).

F

Action button



Puss in Boots™ Controls

W, S, A, D	Control character
Spacebar	Jump
Enter	Attack—press 3 times to do a simple 3-hit combo
Spacebar + Enter	Jump attack
L-Shift	Press on targetable ropes and vines to activate the tightrope walking ability
F	Action button

Fairy Controls

W, S, A, D	Control character
Spacebar	Jump
Enter	Ranged attack
Spacebar + Enter	Jump attack
L-Shift	Press to activate the float special
Hold L-Shift	Brings up the targeting reticle—use the W, S, A, D keys to move the reticle to the desired location. Release the Special key to fire the float special at the targeted location.
F	Action button

Dragon Controls

W	Climb
S	Dive
A	Left
D	Right

Note: Flight controls can be inverted in the **Options** screen.



Menu Controls

Arrow Keys	Navigate menu
Enter or Spacebar	Press button to accept
Esc	Press button to go back to previous screen
Esc	Access Pause menu (in game)
Tab	Access HUD elements (in game)

Camera Controls

A camera icon appears on the lower right corner of the screen when you can control the camera. 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**—You can only rotate the camera

Manipulate the camera by using the keys assigned to camera control at start-up.

Note: Camera rotation can be inverted in the **Options** screen.



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, Princess 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 Princess 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 Princess Fiona's new husband is none other than the ugly ogre Shrek®, and that Princess 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 going home is 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 Princess Fiona (along with Donkey) convinces 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

Starting the Game

When you first start *Shrek 2™ Team Action*, you'll have 4 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 computer's hard disk.
- **Options:** Select to modify some of the characteristics of gameplay.
- **Exit:** Select to quit the game.



New Game

When you select New Game from the Main menu, choose a game file you want to save on, then press **Enter** to 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 **Enter** to continue.

Options

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

- **Controls:** Displays current keyboard settings. To change settings, use the Launcher to make any changes to controls.
- **Sound:** Modify sound, music and voice volume.
- **Display:** Modify subtitles.
- **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 **Special** key 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 certain objects. Most objects that can be affected by Donkey's special have a horseshoe symbol on them.

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 that's 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 which, when detonated, causes an area of affect 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 **Special** key 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 that 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 an enemy and then have a teammate hit the rascal 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—Select 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 are 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 *Shrek 2™* movie bonus material!

Snapshots can be viewed by visiting the scrapbook in the storybook, or during gameplay by accessing the Pause menu.

When you've 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 want.

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 earns 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: Team Action can have up to 4 players. Each character is marked by a colored selection circle that surrounds the character. 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 more than 1, but fewer than 4 players are playing, you can switch between your character and the character(s) controlled by the computer. Controller options and control settings for each additional player must be set up in the



launcher panel that appears before the game is played. Additional players can only play using a USB gamepad connected to the computer system. Players can join a game in progress by pressing the **Start** button. If another player joins your game, the selected character becomes controlled by the new player. Players can leave a game by pausing, selecting **Options**, then selecting **Choose Players**.



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 health meter decreases. 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 **Tab** key.
3. **Camera icon**—The camera icon in the lower right corner displays 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 Esc 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 to gameplay.
- **Snapshot Information**—On the right page, you'll find information about the level's snapshots.

Saving and Loading

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 and is also triggered at snapshots.

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 previously saved game only at the Main menu (title screen).

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TARA STRONG	Lil' Red, Fairy
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HOLLY FIELDS	Princess Fiona, Female Citizen
VANESSA MARSHALL	Wicked Witch, Cinderella, Grandma
CHRIS KNIGHTS	Three Blind Mice
CODY CAMERON	Three Little Pigs
ARON WARNER	Big Bad Wolf



Customer Support

You should read through the manual and the readme file on the CD before contacting Activision Customer Support. Additionally, if you have Internet access, search our troubleshooting database at: <http://www.activision.com/support>.

Please ensure that your computer system meets the minimum system requirements that are listed on the bottom of the box. Our Customer Support representatives will not be able to help customers whose computers do not meet the requirements. So that we can better help you, please have the following information ready:

- Complete product title (include version number)
- Exact error message reported (if any) and a brief description of the problem
- Your computer's processor type and speed (e.g. Pentium 200 MHz)
- Amount of RAM
- Make and model of your video and sound cards (e.g. Diamond Viper V770, Creative Sound Blaster Live Platinum)
- Make and model of your CD-ROM or DVD-ROM drive (e.g. Samsung SC-140)
- Operating system

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, including patches that can be downloaded free of charge. We update the support pages daily so please check here first for solutions. By going to the Find Answers section and selecting the platform/game you are inquiring about you can



view the top solutions for the game to date. If you don't find your question/solution there, try inputting a keyword into the search.

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. During the first few weeks of a game release and during holiday seasons the response time may take a little longer.

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. When calling please make sure you are in front of your computer with the power on and have all the necessary information as listed above at hand.

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.

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