

# **Shrek 2 (GameCube) Review Guide**

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## Introduction

Based on the highly-anticipated sequel to the Academy-Award winning film, *Shrek 2* will allow gamers to explore the fantastic world of Shrek and his new bride, Princess Fiona. Developed with DreamWorks, *Shrek 2* brings all the hilarious characters from the upcoming film right to your Nintendo GameCube, and even adds a few new characters of its own.

Combining the sly humor of the films with an intricate blend of action, combat, and puzzle solving, *Shrek 2* uses a unique system that allows gamers to control a group of four characters simultaneously, switching between them to take advantage of their individual abilities. You can even play with your friends! Solving the game's ingenious puzzles requires not only fast fingers but a quick brain; certain tasks can only be accomplished by employing the talents of a particular character. One of *Shrek 2*'s most unique features is the manner in which every character plays an important role during the course of the adventure.

Invited to visit the home of Princess Fiona's parents, the King and Queen of Far Far Away, Shrek and his new bride must journey to the city, where the In-Laws await the newlyweds with nefarious plans to break up their marriage. Taking their trusted friend Donkey with them, and picking up new friends along the way, Shrek and Fiona must travel from the swamps they call home, through a forest filled with witches and unruly peasants, to the city of Far Far Away and beyond. Along the way they'll encounter hilarious incarnations of storybook favorites, such as the cheese-loving Three Blind Mice, a vindictive Fairy Godmother, a rodent-loving Pied Piper, Cinderella on a shopping spree, and many more.

The journey will require both brains and brawn. *Shrek 2* seamlessly blends a variety of game styles into a cohesive whole. Fly a dragon through a twisty chasm filled with perilous obstacles. Fight hundreds of peasants and devious creatures by employing swords, fists, and even apples and candy canes. Collect coins to purchase improvements to your characters' skills. Search every nook and cranny for the elusive magic beans that will help you open the many bonus games and features. Lead each character through their Hero Time challenges, in which they get a chance to hog the spotlight and test their mettle. And enjoy yourself in dozens of mini-games scattered throughout the world. Get ready to lead Shrek and his cohorts through a twisted fairy tale world filled with hilarious characters and exciting adventure. The journey to Far Far Away is a long one, but *Shrek 2* proves true the old adage that getting there is half the fun. In this case, however, getting there is *all* the fun.

We hope you enjoy playing *Shrek 2*. As always, please feel free to contact us with any questions, comments, or requests you might have.

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## Characters

**Shrek:** As a happily and newly wed ogre, Shrek is a kind-hearted sort—but you don't want to be on the wrong end of his belly-flop attack. Shrek is one of the most powerful fighters in the game, but he can't jump very high. His special ability allows him to pick up objects and hurl them at enemies, or place them in strategic locations. Shrek's jump attack is a powerful belly flop which stuns any enemies in the immediate vicinity.

**Princess Fiona:** This lovely ogre is Shrek's blushing bride. Like her husband, she can't jump very high, but she is a decent fighter. More importantly, though, Fiona's special ability is incredibly useful. With it, she can temporarily slow down time, allowing your party to move through dangerous areas unharmed, or attack enemies without fear of retribution.

**Donkey:** Donkey is Shrek's wise-cracking sidekick. He isn't a pack mule, but he does pack quite a wallop—Donkey is an offensive powerhouse. His special ability, the Burro Blast, is especially powerful. When used, Donkey gives a powerful kick with his hind legs. Donkey also has a combo attack, which can be executed by tapping the attack button three times.

**Gingerbread Man:** Gingerbread Man is a spry little cookie. He has a powerful leap, allowing him to reach areas other characters can't manage. During your travels, you may come across hidden caches of cookies. These give Gingerbread Man ammunition for his special ability; he can toss his cookies, so to speak, which will attract enemies. This is great for luring them into traps. His jumping attack allows him to throw his candy cane, which will hit numerous enemies before returning to his hand.

**Lil' Red:** Lil' Red has a basket full of trouble, and she isn't afraid to use it. In addition to being a great jumper, she has three normal attacks. She can reach into her basket and throw apples at enemies or, at closer range, she can swing her basket like a club. Lil' Red also has a good jumping attack, in which she rapidly spins around, hitting anyone in close proximity. Her special ability requires rotten apples, which you will find strewn about the world. These apples explode after a few seconds, causing a great deal of damage to any enemies—or items—nearby.

**Puss in Boots:** This fencing feline will give you plenty of trouble when you first meet him—but once you've bettered him in combat he'll gladly join Shrek's roving party. Puss in Boots is an excellent fighter, with a quick combo attack that can be executed by tapping the attack button three times quickly. He can also walk on vines and ropes with his special tightrope-walking ability.

**Big Bad Wolf:** A cutthroat canine in a bonnet, Big Bad Wolf has great attacks with his claws and teeth. Better yet, his special ability is a powerful blast of air, fittingly called the Huff 'N Puff that pushes enemies back while simultaneously inflicting damage. Don't underestimate the damage this dog can do.

**Fairy:** This pint-sized party member has a powerful special ability at her disposal. She can sprinkle fairy dust on both teammates and enemies. When used with the former, the teammate is briefly given the ability to fly. When used with the latter, the enemy is helplessly floated into the air, where they cannot move. Luckily, they won't float out of attack range.

**Dragon:** Dragon can fly with great speed and agility, and is called in to help the team when they need to move fast. Dragon is the central character in some of *Shrek 2*'s great arcade segments, as you must fly through narrow trenches and dodge obstacles. Note that Dragon's flight controls can be inverted on the Options screen.

**Crazy Larry:** You'll occasionally meet this leprechaun merchant during your travels. Larry's shop has some very useful wares for sale, and you can spend the gold coins you've been hoarding on important power-ups for your team, including improved attacks, more hit points, and other helpful boosts to their attributes and abilities.

**King Harold and Queen Lillian:** The parents of Princess Fiona, and Shrek's new In-Laws. They aren't exactly happy about their daughter's choice in husbands, but they've invited the newlyweds to visit them in Far Far Away. What could they possibly have planned?

## Playing Shrek 2

*Shrek 2* starts off with some easy tasks to introduce its many challenges and features. But things get exciting quickly. The early stages of the first level act as a tutorial, teaching the combat controls and how to switch between characters to access their unique abilities.

Here's a step-by-step walk-through of the first few levels of *Shrek 2*.

### **SWAMP TRAINING**

In this first level you have Shrek, Fiona, Donkey, and Gingerbread Man at your disposal. This level serves as a sort of training area, allowing you to get comfortable with the controls and game concepts. However, that doesn't mean you won't face a few rigorous challenges along the way.

You begin right outside Shrek's house. You'll notice a magic mirror close by. Walk up to it and press the ACTION button (X) to speak. Mirrors will give you tips and advice as you journey through the swamp. Make sure you speak with each and every one you see.

Before heading off to Far Far Away, you must collect 18 snail eyeballs. There are a few lying around, but you'll need to attack the snails in the area to find the rest. Use this opportunity to try out the different characters' combat styles, switching between characters to fight the snails. Before grabbing all the eyeballs, however, there are a couple other things you should do.

First, note the large boulder on a platform near Shrek's house. Jump up to the platform (Gingerbread Man is the most acrobatic character available on this level), and break the boulder by hitting it a few times. When it breaks, you will free an imprisoned Dwarf, and he will ask you to free his six brothers.

You'll also find some coins lying around. Grab every coin you encounter. While their value isn't immediately apparent, you'll be glad you have them when you reach the Spooky Forest. You can find some extra coins by having any character hit the outhouse door. Finally, you'll want to grab the two magic beans. The first is on a small ledge right next to the Dwarf's cage. The second is on the opposite side of the pond from Shrek's house, nestled between two platforms.

Once you have the magic beans and you've freed the Dwarf, collect the remaining eyeballs. This will open a gate near Shrek's house. Go through the gate and pull the lever by pressing the ACTION button. This will open the next gate.

In the next area, you'll find a crate marked with the outline of Shrek's head. Select Shrek and approach the crate, then pick it up by pressing the SPECIAL ABILITY button (Y). Nearby is a small marking on the ground, conveniently in the shape of that very crate. Carry it over and set it down by pressing the SPECIAL ABILITY button again. Jump up onto the crate and then jump straight up to grab a magic bean. Another bean is nearby, hidden from view by the ramp.

Move up the ramp. At the top, you'll be set upon by the Merry Men. This is your first real taste of combat. No matter how many Merry Men you defeat, though, they'll just keep coming. In order to put an end to their endless numbers, you'll need to attack Friar Tuck, who is sitting on a swing near some traps. Defeat him, and the tide of Merry Men will cease. If you're having trouble with the fight, a nearby blue potion will make your team temporarily invulnerable. When the Merry Men are defeated, the next gate will open. But don't go through it yet. *Shrek 2* rewards exploration, so it's wise to investigate every nook and cranny to make sure you aren't overlooking a potential treasure trove.

There are a few traps near Friar Tuck's swing. Attack the boulders attached to the traps in order to clear the path. When the traps are gone, go past them into a small area with some coins, a trapped Dwarf, and a magic bean. Now return to the recently-opened gate and go through. Beyond the gate, fight the turtle and free another Dwarf.

The next gate is locked. Hit the nearby bull's-eye to open it. Like the best action games, *Shrek 2* slowly introduces game concepts, and this bull's-eye is a good example. While hitting the first one is quite simple—any character can do it—hitting later bull's-eyes will require you to use certain characters' special abilities.

A Leprechaun will tell you that you cannot pass until you capture all 12 fairies. To capture the fairies, all you need to do is touch them. However, they move far too quickly for your party. Luckily, Fiona's special ability can help you out. Grab the hourglass near the Leprechaun—this will give Fiona some ammo for her special ability. Then select Fiona and press the SPECIAL ABILITY button. Time will slow down, allowing you to easily catch the fairies. If you don't get them all, simply have Fiona slow time again. Once you've captured all 12 fairies, speak to the Leprechaun, and he'll open the next gate.

Before proceeding through the gate, grab the magic bean in the bottom right corner of the area. Now go through the gate. There are a few turtles here. Using Gingerbread's jump attack is an excellent way to disable them quickly—he can hit several with a single candy cane throw. Once the turtles are on their backs, attack them. Shrek can throw one at the nearby bull's-eye using his special ability, or Gingerbread Man can throw his candy cane at it. Whichever method you use, you must hit the bull's-eye to open the next gate. Grab the nearby bean, and then proceed forward.

Pick up the cookie to give Gingerbread Man ammo for his special ability. He can throw cookies by pressing the SPECIAL ABILITY button. If you hold the button before releasing it, Gingerbread Man can aim the cookies before throwing them. Note that if you don't aim, though, he'll throw it at the nearest target. Throw cookies at the nearby traps to lure the turtles, and they'll get caught in the cage. Once the traps have been used, attack the remaining enemies.

In the next area are a few coins, a magic bean, and a seesaw near a locked gate. To use the seesaw, have one character stand on the lower side, then have Shrek belly flop—press the JUMP button (**A**) followed by the ATTACK button (**B**)—onto the raised side. This will send the other character flying over the gate, which will open. Alternately, Shrek can pick up the TNT barrel, stand on the lower end, and throw the barrel at the raised side (press the ATTACK button to throw). Beyond the gate, you'll find a magic bean, and several coins that can be grabbed by using the nearby seesaws. Once you've grabbed everything from this clearing, approach the small cliff, which overlooks Shrek's house.

Lil' Red has turned Shrek's house into a chicken ranch! It's up to you to get these chickens in the pot. *Shrek 2* is full of mini-games, and this section will give you a slight taste of what's to come. To collect the chickens, select Shrek. Use his belly flop jumping attack to stun the chickens, and then pick them up using his special ability. Hold down the ATTACK button to aim at the pot, and then release the button to throw them in. Once all the chickens are simmering, the gate next to Shrek's house will open.

Go through the gate and head left. Use Gingerbread Man to bounce on the springboard to the next platform. Then throw his candy cane at the bull's-eye to open the gate. Through this gate, you'll find another captured Dwarf and some coins. Head back through the gate and continue to the right. Use Gingerbread Man's jumping attack to hit the bull's-eye, and then switch to Fiona.

You can't attack the crocodiles guarding the path, and they move too quickly for you to make it across. When the crocodiles begin to leave the path, use Fiona's special ability, then quickly run across the path, safely passing the crocodiles. On the far side, break the crates to find a magic bean.

Continue along the path until you see another bull's-eye. Have Gingerbread Man throw his candy cane at the target and a bridge will lower nearby. This bridge will give you access to the final captured Dwarf and the final magic bean. Further down the path, you'll find a locked gate marked with a horseshoe. It's Burro Blast time! Use Donkey's special ability on the gate to kick it open. Select Shrek and pick up the crate behind the gate. Carry it over to the nearby platform and set it down. Jump up to the lever and pull it to open the final gate, which leads to Grandma's House.



Here, you'll experience your first Hero Time challenge. Scattered throughout Shrek 2, the Hero Time challenges are mini-games featuring a single member of your party. In this Hero Time, Fiona must sing to the blackbirds. Symbols corresponding to the controller buttons will begin descending from the top of the screen. You must hit the corresponding button when the symbol reaches the circle marked with a question mark. Once you've completed the challenge, it's off to the Spooky Forest.

### **SPOOKY FOREST**

In the level, Gingerbread Man is replaced by Lil' Red. Like Gingerbread Man, Lil' Red is a high jumper, so be sure to select her if you need to reach a tall platform. The basic goal of this level is to lead the Three Blind Mice to safety. The mice will almost always be moving, following the trail of cheese through the forest. At each cheese slice they will stop briefly before moving on; this means you need to act quickly, clearing the road of obstacles to prevent them from being trapped or hurt. You'll still have some time to explore, but you'll want to make sure the mice are always your first priority.

You begin at a locked gate. Move back along the path to find a magic bean. Next to the gate is a bell; use any character's jump attack to ring the bell and open the gate. Break the log to grab a magic bean, and then fight the peasants on the road. Once the peasants are defeated, you'll learn that you need to knock down the tree to cross the river. While the path is blocked, neither your party nor the mice can move forward. This is a good opportunity to grab any coins or items you may have missed in the preceding areas.

Once you're ready to proceed, select Donkey and use his Burro Blast to knock down the tree. You'll see another bell ahead. Select Lil' Red and hold the ATTACK button to aim an apple at the bell. Once it's in her sights, release the button to throw. The next gate will open. Keep Lil' Red as your active character, and quickly throw apples at the mouse traps in the road. Also make sure you grab the rotten apples on the nearby platform. These are ammo for Lil' Red's special ability.

More peasants will attack. Defeat them, and one of the mice will crawl through a small hole near the gate, which will open it. Quickly select Donkey and jump over the broken bridge. Burro Blast the tree on the opposite side of the river, which will create a bridge for the mice. Head back across the river and grab the items on the other side, then continue down the road. (Note that Lil' Red's special ability, which allows her to throw exploding apples, will also knock trees over. But it's better to save her ammo for enemies.)

There's an hourglass nearby; grab it and switch to Fiona. Use her special ability to slow time and cross the river past the bats, grabbing the coins and the nearby magic bean on the way. Pull the lever on the opposite side to lower the drawbridge.

It's a good idea to switch to Shrek before the next area—there are several TNT barrels around, and his ability to pick them up and throw them will be helpful in the upcoming fight. Several groups of peasants and rats will attack. Be sure you stay close to the mice—you don't want them being attacked. Use the TNT barrels to take out groups of enemies, and fight any that survive. Once the area is cleared, the next bridge will lower.

Ring the bell to open the small gate, which will release a group of rats. Defeat them and grab the magic bean. Switch to Lil' Red and then pull the lever. Quickly move through the gate that opens, as the mice will be scurrying quickly toward the traps ahead. Throw some apples at the traps to get rid of them. Switch to Donkey and Burro Blast the tree ahead, and then head up to the cliff. Burro Blast the next tree and continue up.

Select Fiona and use her special ability to get safely past the bats. Crazy Larry is nearby, so use some coins to purchase an attack and a health point boost. Grab the magic bean near the steep bridge and then proceed forward. You'll be attacked by a knight. Knights are pretty tough enemies, spinning around with their might swords—but they can be attacked safely once they stop spinning. Defeat the first knight, and a group of peasants accompanied by another knight will attack. Defeat them all, and then grab the magic bean near the carriage to the left. There's also a health potion and some coins in a nearby chest. Once the area is clear, the mice will open the next gate.

There are two more bridges ahead. Remember to use Fiona's special ability to pass by bats and grab any coins they're guarding. You'll meet a Leprechaun who'll demand 100 coins from you. Pay him, and he'll open the gate to the Pest Cemetery.

Once you're in the cemetery, you need to act fast. Select Donkey, and attack the rats emerging from the broken crypts. Once the rats are defeated, quickly Burro Blast the two tombstones on the right. This will cover the open graves, preventing the mice from falling in. Once the graves are covered, select Lil' Red. Move forward and throw apples at the mousetraps. As you move to the next section of the cemetery, turn right and throw apples at the rats hiding on the other side of the fence.

Select Donkey. Use Burro Blast to knock over the tombstones in the next section of the cemetery. You can also use it on the undamaged crypts to release some coins and a magic bean. There is another magic bean hidden behind one of the crypts. Move forward and attack the log blocking the road.

Defeat all the peasants, then select Lil' Red. Jump on the springboard to break a nearby chest and get the next magic bean. Quickly continue forward and throw apples at the three mousetraps on the small bridge to the left. When the path is safe for the mice, walk up the hill. At the top, you'll see a gate marked with a horseshoe symbol. Switch to Donkey and Burro Blast the gate.

Now it's time for another Hero Time challenge. This time, it's Donkey in the spotlight. Or, rather, it's Donkey on the back of his old pal Dragon. This challenge is a good old-fashioned, arcade action sequence. Donkey must guide Dragon through the valley and rescue Fiona's runaway carriage. Dodge the trees, bridges, and refuse while you try to grab as many coins as you can. One collision and you'll need to start over. Remember that you can invert the controls, so that pressing up on the control stick moves Dragon down, at the Option menu. This is helpful if you're more accustomed to traditional flight stick control. Once you've rescued Fiona, it's time to head to Far Far Away, where Shrek's In-Laws will be waiting with open arms (and clenched fists).

### **FAR FAR AWAY**

The city of Far Far Away isn't like the levels you've experienced so far. It's a big, freeform area made up of several mini-games which you must complete in order to continue. When you enter the city, the King will ask you if you'll be his deputy. Accept his offer, and you'll be set free in the city.

As you roam around, explore everything thoroughly—be sure to jump on carriages to grab magic beans, and be on the lookout for rats that emerge from the sewers. Be careful about attacking the guards or the citizens. If you do, you'll have a brief period where other guards can attack you, and they're fairly tough opponents.

Occasionally, a gate to one part of the city will be closed. These will have one or more gold markers in front of them. To open these gates, move a character onto each of the gold markers. Whenever you see the King surrounded by a glowing green crown, you can speak with him to begin a mini-game. There are six mini-games in all:

### **FRIAR FAT BOY**

The first mini-game requires you to collect chickens for the Friar Fat Boy restaurant. Select Shrek and, as you'll recall from Swamp Training, use his belly flop to stun the chickens. Pick a stunned chicken up and throw it over the gate near the Friar Fat Boy Statue. Remember that you can aim by holding down the ATTACK button, and Shrek can throw a fairly good distance, so getting all the chickens back into their pen should be easy.

### **RATICAL**

The Pied Piper is plaguing the town with rats. In this mini-game, you must defeat 175 rats. Shrek is your best bet, because his belly flop can stun large groups of enemies at once, and you'll be faced with very large groups of enemies. Rats aren't difficult to defeat, and once you've cleared them all it's time to pay the Piper—pay him *back*, that is. Use Shrek's combo attack (tap the ATTACK button three times) and he'll be rat food.

### **FAMILY JEWELS**

In the museum of Far Far Away, a troll is stealing all the valuables. Select any character, and follow the troll around the museum, picking up the treasures as he drops them. Be sure you don't get too close, or he'll attack. Stay a good distance away, and you'll be able to collect all the valuables without the troll busting your crown.

### **SHOPPING SPREE**

Cinderella loves to shop, but the streets of Far Far Away aren't safe. You need to keep her safe from harm as she window shops. Gangs of thugs will be coming from every direction, so use Shrek's belly flop and Fiona's special ability to keep the combat manageable. Stay close to Cinderella to ensure that no thugs get too close to her, and use the potions provided to heal and boost your defense if things get out of hand. After Cinderella has perused all the shops, your bodyguard duty is over.

### **FALLING TO PIECES**

Seven pieces of Humpty Dumpty's shell have been scattered around this area, and they are guarded by an angry mob. Before doing too much exploring, you'll want to defeat all the thugs in the street. This will make gathering the shells much easier. Once the street is clear, you can start picking up the pieces. There are two shell pieces hovering above the springboards in the small alley, and another piece on the awnings to the right of this area. To reach the awnings, select Lil' Red and jump on the nearby springboard. The fourth shell fragment is hovering high above the carriage in the lower right corner. As Lil' Red, jump up onto the carriage and use the handy springboard to grab the shell. The last three pieces are all located on the red awnings in the upper left corner. Another nearby springboard will give you access to these awnings.

### **STREET BRAWL**

The final mini-game is a Hero Time challenge, this time starring Shrek himself. Gangs of thugs are fighting in the streets, and Shrek needs to get them in the paddy wagon. Employ the same strategy that worked so well in the Friar Fat Boy mini-game—use Shrek's belly flop to stun the thugs, and then pick them up and throw them in the wagon. Be careful, though, these thugs aren't chicken and they'll fight back.

Once you've completed all six mini-games, find King Harold at any of the previous mini-game starting points. Speak with him to move on—but he has a surprise in store.

### **THE OGRE ASSASSIN**

Shrek won't get to leave Far Far Away that easily—the King and Queen have one more trick up their billowy sleeves. Puss in Boots will ambush the party as they leave the city, and you must best him in combat. Puss in Boots will attack each team member individually. As he attacks, symbols corresponding to the controller buttons will scroll down the screen. Hit the correct button when it reaches the circle marked with a question mark, and your character will dodge or attack successfully. As combat continues, the combination will be both faster and more complex, so try to keep everyone up for as long as possible. Once you've defeated Puss in Boots, he'll offer to lead you to the house of the Fairy Godmother.

## Nintendo GameCube Control Scheme

**Control Stick**=Move camera (when available).

**C Stick**=Move character.

**X Button**=Context-sensitive action.

**A Button**=Jump.

**B Button**=Attack.

**Hold B Button**=Aim. For characters with a ranged attack, this will allow you to aim your projectile. Let go to throw!

**Y Button**=Perform special ability (requires ammo with some characters).

**Hold Y Button**=Aim. When a character's special ability is a ranged attack (such as Gingerbread Man and Fairy), this allows you to aim. Again, let go to perform the move.

**L Button**=Change character (cycle left).

**R Button**=Change character (cycle right).

**Start**=Returns you to the Storybook menu, where you can save, access the Options menu, see character details, play Bonus games, and more.

(Tip: Check the Bonus option often to see if you've unlocked anything new!)

### ADVANCED ACTIONS

**A Button + B Button**=Jump and then attack to perform a character's special jumping attack.

**B Button + B Button + B Button**=Tap the attack button three times to execute a character's combo attack.

(Tip: Combo attacks will always be more powerful than individual attacks!)

## Did You Know?

- ◆ Donkey's Burro Blast can be used to break open objects such as crypts and crates, revealing hidden coins and beans?
- ◆ Shrek can not only pick up objects, but throw them as well? Lift an object by approaching it and pressing the SPECIAL ABILITY button (**Y**). To throw it, press the ATTACK button (**B**). Alternately, you can set the item down by pressing the SPECIAL ABILITY button again.
- ◆ That Shrek 2 allows multiple players to play simultaneously? Just plug another controller into your console, and each player can control a character of his or her choosing!
- ◆ Every character has a jumping attack, which is executed by pressing the JUMP button (**A**), quickly followed by the ATTACK button?
- ◆ As you progress, you'll unlock bonus features and mini-games? Check the Bonus area of the Storybook menu often to see what you've unlocked!
- ◆ You can return to previously finished levels from the Story book menu? If you don't find all the magic beans in an area, or you just want some more coins, you can go back and play through any level again.
- ◆ Shrek can not only pick up and throw crates and barrels, but stunned enemies as well? Use his belly flop jumping attack to stun enemies, and then pick them up and throw them at their comrades.
- ◆ Important objects, such as magic beans and coins, can be hidden behind objects? Move the camera around in every new location to make sure you don't miss anything important!
- ◆ Potions can be very useful in combat? Red potions will heal your party, orange potions will increase their attack, and blue potions will make everyone in your group temporarily invulnerable. A green potion will even turn all nearby enemies into weak little frogs!