DreamWorks' Shark Tale
(PlayStation 2)
Reviewer's Guide

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Introduction

Shark Tale brings all the humor and excitement of the hit DreamWorks' animated film to your PlayStation 2! The game follows the adventures of Oscar, a fast-talking fish that can't seem to get a break. He's stuck in his job at the Whale Wash and unable to pay his rent, but that doesn't mean he doesn't dream of being the most famous pair of fins in Reef City.

Those dreams come true when he meets Lenny, a vegetarian shark who just wants to live in peace. Oscar and Lenny team up to help Oscar find fame and fortune beyond his wildest wishes, and to help Lenny keep his secret safe from the Shark family. Unfortunately, Lenny's family doesn't think much of his dietary choice. And the last thing Oscar needs is a pair of angry great whites on his case. Shark Tale is the story of a young fish that pretends to be a hero, and is forced to become one as a result.

Shark Tale brings the world of the movie to life. Explore many different sectors of Reef City, including the run-down Brownstones, the seedy Warehouse District, the Sewers below the city, and the hustling, bustling Upper City. With detailed, colorful graphics, Shark Tale is a vivid representation of all your favorite locales from the film.

The game combines a variety of distinct styles to create an enthralling and unique hybrid. As Oscar, players will not only have to explore the environs of Reef City, they'll have to fight, dance, race, and sneak their way to fame. Shark Tale is broken into chapters, each of which utilizes different game styles.

In some chapters, players will need to fight angry sea creatures using the game's combat system. In others, they'll have to speed their way through obstacle-ridden courses with only speed and agility as their weapons. The exploration missions are more free-form, allowing players to swim through the congested streets of Reef City, completing goals, collecting clams, and building a reputation. And the dancing chapters will put players' reaction times to the test, as Oscar tries to gain fame by busting a move on the seafloor!

Shark Tale has something for everyone. With such a wide variety of styles, the action never gets repetitive. Fans of the film will delight at how richly the world has been brought to life, and enjoy the experience of helping Oscar achieve the fame and fortune he's after.

We encourage you (and/or your kids) to enjoy this movie-based adventure. If you have any questions, please feel free to contact us.

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Characters

Here are just a handful of the colorful characters you'll meet in DreamWorks' Shark Tale.

Oscar: The hero of the game, Oscar is a quick-talking fish, but his silver tongue won't help him pay the rent. He has a dead-end job at the Whale Wash and the local hooligans are ruining his good name. You must help him in his quest for fame and fortune, as he rises from being homeless in the Brownstones to becoming a world-famous shark hunter.

Sykes: The boss at the Whale Wash doesn't think much of Oscar, until the tide starts to turn in his favor. Then he'll see if he can't get some clams out of Oscar's newfound fame.

Crazy Joe: This hermit crab will give you tips and hints as you explore Reef City. He's a bit cracked--he didn't get his name for nothing--but his advice will help you learn the ins and outs of the game.

Lenny: One of the great white sharks of the reef, Lenny is a big softie. He's a vegetarian who befriends Oscar, and Oscar takes the opportunity to ride his dorsal fin to fame. Their unlikely bond sets the whole chain of events in motion.

Frankie: Lenny's older brother doesn't have much in common with his younger sibling. Most notably, he has a shark-like taste for meat. He doesn't think much of his brother's choices, making him a formidable foe.

Lino: Father to Lenny and Frankie, this great white is one mean shark. He has no patience for Lenny's lifestyle, and decides to teach him a lesson, which involves getting rid of Oscar by doing the thing he does best: Chomping!

Ernie and Bernie: These Rastafarian jellyfish work at the Whale Wash with Oscar. They have a somewhat sadistic sense of humor, and like to take stinging swipes at Oscar whenever possible.

Angie: This angelfish is Oscar's friend, but she wishes for something a little bit more romantic. She's distraught by Oscar's quest for fame, and by the fact that he can't see that she's the perfect catch.

Playing Shark Tale

Shark Tale combines several different game styles to create a unique hybrid experience. We'll walk you through the first few chapters so you can sample a few of the types of gameplay available.

Chapter One: A Rude Awakening

Oscar starts out with a ferocious shark in hot pursuit. You must dodge its attacks through three levels of quick-paced action.

Watch the screen carefully. Arrows will appear, indicating which way to move to avoid the shark's bite. When you see the arrow, quickly move the **Left Control Stick** in the indicated direction.

The first sequence will get you accustomed to the controls. The shark chases Oscar along the open floor. You should be able to dodge him easily during this portion.

Things get a bit more frantic in the second portion of the chapter. Oscar and the shark have entered a small canyon, and the shark's attacks will be quicker and more frequent.

Hint: When the shark falls back, use that time to move back to the center of the screen.

Things get much more intense in the third and final sequence, as the shark chases Oscar over the hull of a sunken ship. The shark will attack numerous

times in a row, and its attacks are much faster. Remember to center Oscar whenever there's a brief break in the action.

When Oscar finally escapes, you'll get the mission results. Each level has several missions. While only the primary goal is required, the Bonus and Elite missions will add to his fame. Fame is very important in Shark Tale, so try and complete as many missions as possible.

Hint: You get the most fame for completing the first chapter without taking any damage.

Chapter 2a: Getting up on the Wrong Side of the Seabed

Oscar has been tossed out of his apartment! His angry landlady is throwing his belongings out into the street, and you must catch them before they sink to the floor.

When the level starts, Crazy Joe the hermit crab will explain some basics. He'll tell you about Oscar's Dash ability, which allows him to swim much faster. Dash has some other uses as well, which we'll look at in the next section.

To collect the belongings, swim around them. When Oscar swims a complete circle around an object, he will collect it. Collecting objects releases small pearls, which you can collect by swimming by them.

Hint: Some chapters have secondary missions requiring you to collect a certain number of pearls. Be sure to grab as many as you can!

Swimming at a normal speed is not enough, though. Oscar needs to use his Dash skill in order to collect everything. To Dash, tap **Square**. Oscar will get a

significant boost to his speed, allow him to quickly circle his belongings as they fall.

The landlady tosses objects from three different windows, so Dash back and forth to make sure you're grabbing everything. Don't go too far to the right, though. A crab sitting at the edge will jump up and swipe at Oscar if he approaches.

Collect 15 items to successfully complete the chapter. If you can collect all 20 items and the pearls they release, you'll complete the Bonus and Elite missions as well.

Hint: Each item releases 10 pearls when collected. You need to grab all 200 pearls to complete the Elite mission.

Chapter 2b: Tag! You're It.

This is the first exploration mission. It's more involved than previous chapters, allowing you to explore the Brownstones of Reef City.

At the outset of the chapter, Crazy Joe will explain how to interact with objects. When you see the exclamation point icon, press **X** to interact. The results will depend on what object you're interacting with.

Swim right. You need to avoid the crab and the urchins as you swim, otherwise Oscar will take damage. Note that the crab is guarding a pearl. If you Dash around the pearl, it will release small pearls you can collect. Continue swimming to the right until you reach the first corner.

A police dolphin stops Oscar to tell him about a gang called the Shorties who have been vandalizing the Brownstones with graffiti. It wouldn't matter to Oscar, except look what they're writing! Oscar must find the Shorties and stop them from defacing the city and besmirching his name.

Continue swimming right. A large pile of crates prevents any further movement. To destroy the crates, hold **Square** and then release it to perform a powerful Dash attack!

Hint: With the Dash attack, Oscar can destroy objects in his path.

Just past the crates you see a bubble floating up. Avoid these--they'll slow Oscar down. If you get trapped in a bubble, use a Dash attack to burst the bubble.

You need to find the Shorties. Check the map by pressing **Circle**. The yellow stars on the map indicate where you need to go. Your first goal is to reach the intersection at the end of the street, but there are a few things to note along the way:

- Try and collect as many pearls as you can. When you see a pearl in the mouth of a large oyster, you can Dash through its mouth and knock the pearl out. Then swim around the pearl to collect it.

- If you're hurt, you can enter any of the doors marked with an exclamation point to receive some healing. You can only enter once, though, so only do so when it's necessary.

- You can use the Charge Dash attack to knock out some of the bad fish you encounter! When you defeat a fish, it will drop some pearls. Crabs can

only be defeated with a Dash attack to their underside, while Urchins can't be hurt at all.

Hint: Collect 300 small pearls to complete the Bonus mission.

When you reach the intersection, find the street sign and press **X** near it. This causes Oscar to change the street he travels along.

Keep moving through the Brownstones to the first yellow star. When Oscar arrives, he'll encounter the first member of the Shorties, who will run off before Oscar can confront him. Dash around the graffiti to remove it.

Hint: There are 7 tags in the Brownstones. You only need to remove 3 to finish the chapter, but you can remove them all to complete the Elite mission!

Check the map again. The next Shorty is in the top left corner. Continue swimming right until you reach the next intersection, then press **X** at the street sign to turn toward the yellow star.

Swim down the next street. There are several obstacles in the way, including urchins and crabs. Remember that you can use Dash to swim much faster than normal (you can also double-tap the dash button to swim at super speed). When you reach the next intersection, interact with the street sign to turn.

The second Shorty is just up the next street. Once again, though, he'll run away before Oscar can stop him. Remove the graffiti by swimming around it.

Check your map. The third Shorty is in the very bottom right of the Brownstones. Swim all the way back through the streets to confront him, collecting any pearls

you find along the way. This time you'll catch the Shorties in the act, and convince them to stop their spraying ways.

Hint: If you want to complete the Elite mission, find the other tags before confronting the final Shorty!

Chapter 3: We Interrupt This Broadcast...

Oscar must impress the newscaster with his amazing dance skills! To dance, press the appropriate control when the icon reaches the circle in the bottom center of the ring.

You can use either the directional pad or the buttons. With the directional pad, press in the direction the arrows indicate. Press the top button for up arrows, the right button for right arrows, and so forth.

There are two rounds of dancing. Be sure to keep an eye on the moves that are coming up. You may find it helpful to use both hands on the directional pad or the buttons, allowing you to more quickly execute moves.

Hint: Don't just pound the controls. Extra hits will count against Oscar.

You can tell how well you're doing by the color of the ring. If you're doing poorly, the ring will turn yellow, then orange, and finally red. If you're doing well, the ring will turn bright green. After the second round, you'll see your results. You must get 75% of the moves in order to proceed.

This is just a taste of the variety offered by Shark Tale. If you have any questions, please feel free to contact us.

PlayStation 2 Control Scheme

EXPLORATION CONTROLS

Left Control Stick=Move character/Look Around (while hidden).
Square =Dash (Hold to charge Dash Attack).
X=Interact/Open Doors/Hide (stealth mode only).
Circle=View Map.
Start=Main Menu/Pause.

DANCE CONTROLS

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Directional Pad Up=Up Arrow.
Directional Pad Right=Right Arrow.
Directional Pad Down=Down Arrow.
Directional Pad Left=Left Arrow.
Triangle=Up Arrow.
Circle=Right Arrow.
X=Down Arrow.
Square =Left Arrow.
Start=Main Menu/Pause.

ADVANCED DANCE CONTROLS

Press both the directional pad and a button when you see an icon with two arrows.

RACE CONTROLS

Left Control Stick=Move character.
X or Square=Speed Up.
Triangle or Circle=Slow Down.
R1 Trigger=Right Barrel Roll/Shortcut (when indicated).
L1 Trigger=Left Barrel Roll/Shortcut (when indicated).
Start=Main Menu/Pause.

ADVANCE RACE CONTROLS

Brake+Left+Accelerate=Power Silde Left.
Brake+Right+Accelerate =Power Slide Right.

Fight Controls

Square=Left Strike.
Circle=Right Strike.

Triangle=Upper Cut.
X=Taunt (hold down the button until Oscar completes his arm motion to regain health).
Directional Pad Left=Dodge Left.
Directional Pad Right=Dodge Right.
Start=Main Menu/Pause.

ADVANCED FIGHT CONTROLS

Left Control Stick Up+Square+Triangle+X=Power Fin Slap.
Triangle+Square=Power Combination (when combo meter is full).
Triangle+Circle=Power Combination (when combo meter is full).
Square+Circle=Power Combination (when combo meter is full).

Note: you can press the SELECT button in any game mode to get a list of controls for the mission.

6 Exciting Key Mission

The Fish and the Furious
Oscar must race Sykes to the Whale Wash. This is the first racing mission, showcasing Shark's Tales exciting racing gameplay. You must dodge obstacles and find shortcuts in order to beat Sykes! If you do 10 powerslides, you'll beat the Bonus mission, and if you collect 250 pearls you'll beat the Elite mission.

Hide and Sneak
This variation on exploration chapters requires you to help Oscar sneak through the Whale Wash. This mission combines both adventure and stealth as you try to get by the employees of the Whale Wash without being noticed. Finish it in two minutes for the Bonus mission. If you can finish in 90 seconds, you'll be truly Elite!

Slippery as an Eel
This chapter will test your fighting skills. You must defeat the eel in fin-to-skin combat! Each combatant gets three health bars. Finish with a full bar left to complete the Bonus mission, and finish with two remaining to complete the Elite mission.

Shark Bait
Dodge the attacks of the as he tries to make a meal out of Oscar. As in the first level, you must follow the on-screen indicators to dodge the shark attacks. This shark is no slowpoke, though, and this chapter will put your reaction times to the test.

The Heist
This chapter requires you to find and retrieve Angie's Pink Pearls from a gang of hooligans. Find your way through the electrical fences, using open windows to avoid taking damage, and confront the baddies! If you can save all the pedestrians, you'll finish the Bonus mission, and if you can find 1140 small pearls, you'll complete the Elite mission.

Living the Vida Loca
This advanced dance chapter requires you to put on your boogie shoes and hit two controls simultaneously. Watch for icons with two arrows, and then hit both the directional pad and a button at the same time!

Did You Know?

- In exploration chapters, you can duck into doorways to heal yourself? When you see a doorway with an exclamation point, swim in for some healing!

- You can smash through obstacles and attack enemies with Oscar's Dash Attack? Hold down Dash until Oscar is charged up, and then let it go swim forward with extra speed!

- You can use a dance pad controller with the dance chapters?

- In later dance chapters, you'll need to press the directional pad and the buttons simultaneously? When you see an icon with two arrows, press both a direction and a button!

- You can find shortcuts in racing chapters? When you see a shortcut indicator, press the right or left trigger!

- You can attack puffer fish when they deflate? Wait for them to decrease in size, and then use a Dash attack to take them out!

- You can use the money you earn to unlock extras? Go to the Extras menu, and look around. You can check out characters, music, as well as art from the movie and the game!