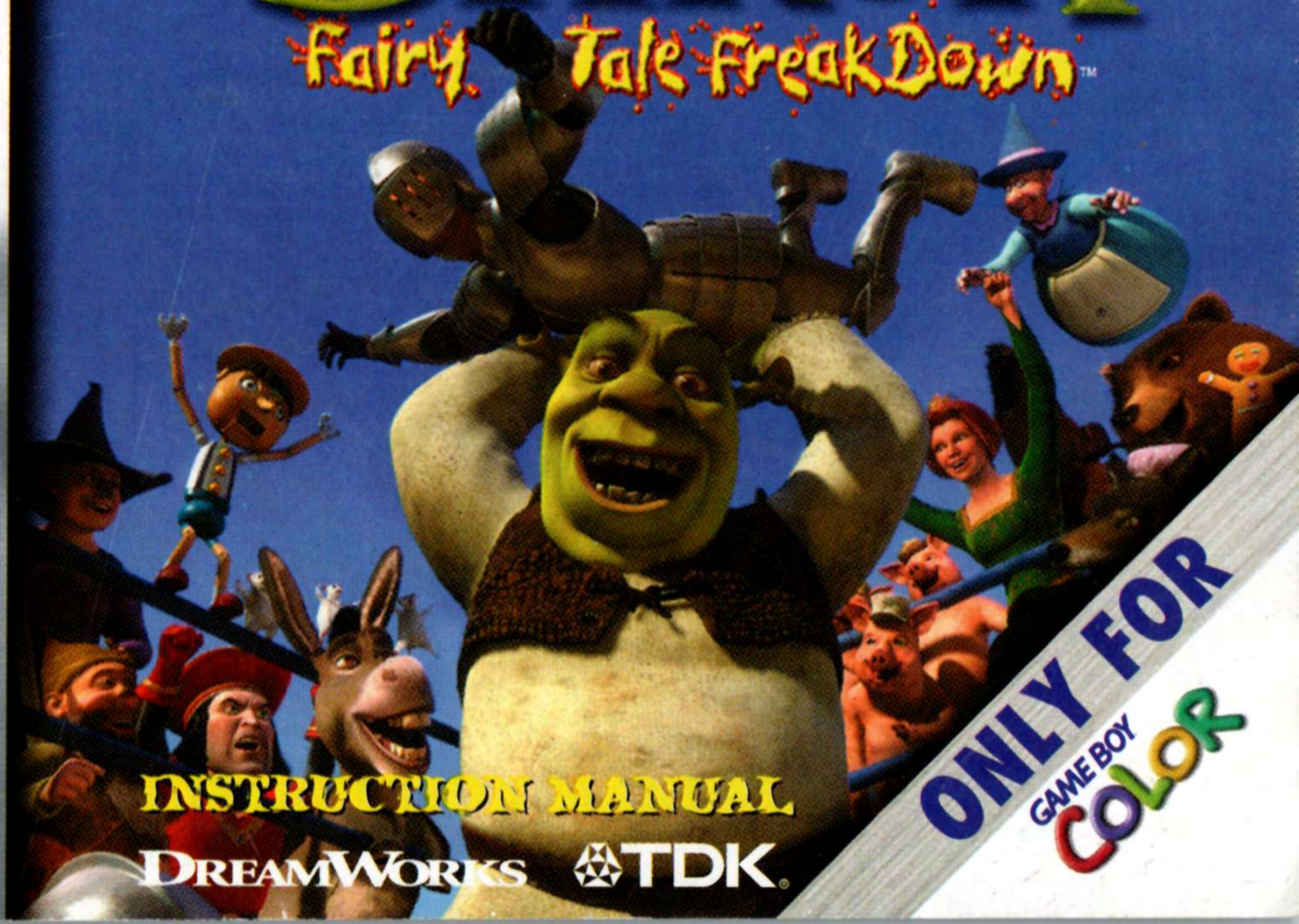
Nintendo

GAME BOY COLOR

CGB-BFUE-USA

SHREK

Fairy Tale FreakDown™



INSTRUCTION MANUAL

DREAMWORKS TDK

ONLY FOR GAME BOY COLOR

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EVERYONE

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

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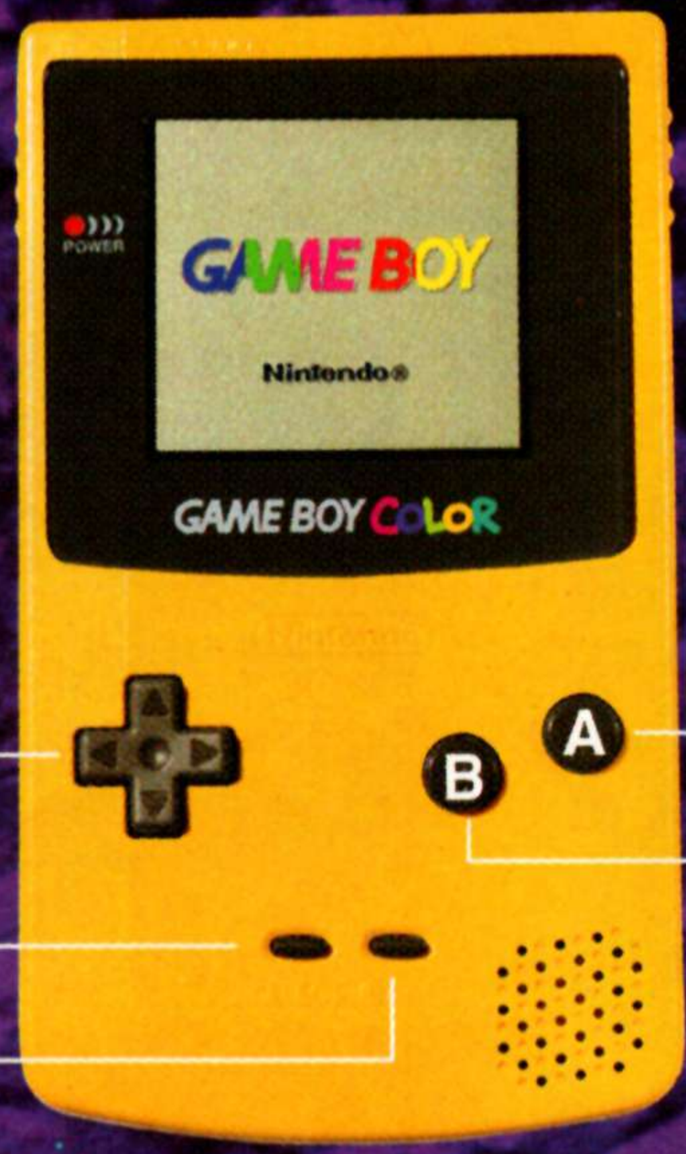
Thank you for selecting the Shrek Fairy Tale Freakdown™ Game Pak® for your Nintendo® Game Boy® system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this booklet for future reference. This game is compatible only with the Game Boy® Color system.

Shrek Fairy Tale FreakDown™

It's a hassle at the castle as you compete for the title of "Ultimate Champion" in Shrek Fairy Tale FreakDown™. Choose your favorite fairy tale character to play and battle your way to victory! Throughout the tournament, you will be able to use special moves and earn points and special power-ups that will help you defeat your opponent and become the "Ultimate Champion!"

CONTROLS

In any of the menu screens, use the Control Pad to highlight an option and press the A Button to select the highlighted option. To pause the game during a match, press the Start Button. To quit the game during a match, press the Select Button from the pause screen.



Control Pad

Select Button

Start Button

A Button

B Button

STARTING THE GAME

Step 1. Turn OFF the POWER switch on your Nintendo Game Boy Color® system. Never insert or remove a Game Pak when the power is on.

Step 2. Insert the Shrek Fairy Tale FreakDown™ Game Pak into the slot on the back of the Game Boy Color. Press firmly to lock the Game Pak in place.

Step 3. Turn ON the POWER switch. The Nintendo logo should appear. (If you don't see it, begin again at step 1.)

Step 4. Use the Control Pad and the A and B Button to designate the language used in the game.

MAIN MENU

Use the Control Pad to navigate through the main menu options and press the A or B Button to select.

Play Game: Takes you directly to a new game.

Password: After winning a level, the game will display a password so that you can continue your game at any time. When you wish to continue your game, enter the correct password at this screen.

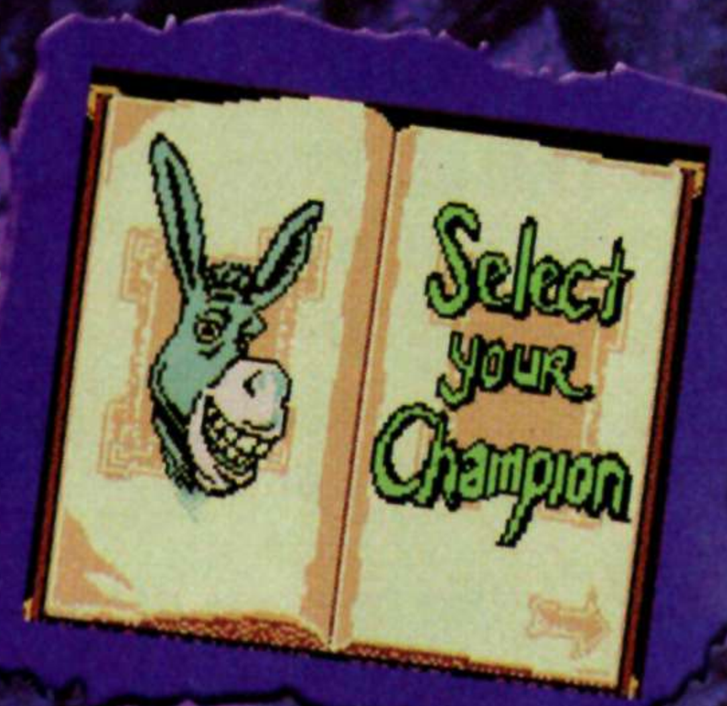
Practice: This mode gives you the opportunity to practice each of the characters' moves. You will have use of all game play maneuvers including all special power-ups.

Options: Allows you to choose which level of difficulty you wish to play; easy, medium, or hard. Donkey's face will be over the current setting. The default is medium.

Character Select Screen

When you choose either Play Game or Practice, you will see the Character Select Screen. Select the character you want to play by using the Control Pad to flip through the character select book. To select a desired character, press the A or B Button.

Some hidden characters are locked and will appear on the character select screen as a question-mark symbol "?". Once a locked character has been unlocked, you will see their picture in the place of the question-mark symbol "?".



Characters and Moves

Six of the characters are immediately playable, and 3 of the characters will not be playable until they are defeated by a playable character during game play. Each character has a set of basic moves and a set of special attacks.

Basic Moves

Basic moves can be performed with each character by pressing the A or B Buttons, sometimes in combination with the Control Pad.

Special Attacks

You will be able to perform special attacks by combining the Control Pad functions and the A or B Buttons. You can discover some of these special attacks in practice mode, or you can experiment with different button combinations during gameplay.

DONKEY

The Donkey is not a playable character in this game. You will see him in the opening and mid-level interface, as he acts as the MC for the game.

SHREK™

Height: 7' Weight: 500lbs

Shrek is a big, green, ugly and smelly ogre. Perfectly content just living alone in his swamp, he enjoys taking mud showers, eating forest critters and scaring the spit out of anyone who crosses his path. Stay out of his face and his butt or you'll get a flaming farewell. A skilled brawler, Shrek delivers a devastating flying burrito that will send the most brawny opponent packing. Strong, fast, and flexible, he is an all around good wrestler.

Basic Moves

Punch:
A Button
Flying Burrito Kick:
B Button
Block:
Control Pad Left
Flying Body Slam:
right, B Button

Special Attacks

Fire Ball Breath
Fire Blast

BIG BAD WOLF

Height: 6'0" Weight: 250lbs.

The Big Bad Wolf is perfect if you want to get down and dirty. With his vicious claw and bite attacks he can be a pain in the neck. Not to mention his raging case of halitosis that can curl your nose hairs and sweep you off your feet!

Basic Moves

Claw 1:
A Button

Claw 2:
B Button

Block:
Control Pad Left

Bite:
down, B Button

Special Attacks

Breath Push Attack

Hat Swat

PINOCCHIO

Height: 4'5" Weight: 45lbs.
After firing his last promoter, Geppetto, Pinocchio is a free agent looking for a fight. Because he is not a "real boy," his limbs fly around and serve as his most dangerous weapons, especially when he feels like telling a little white lie! You'd better be quick on your feet when you go toe-to-toe with this little wooden puppet, or you'll get nasty splinters.

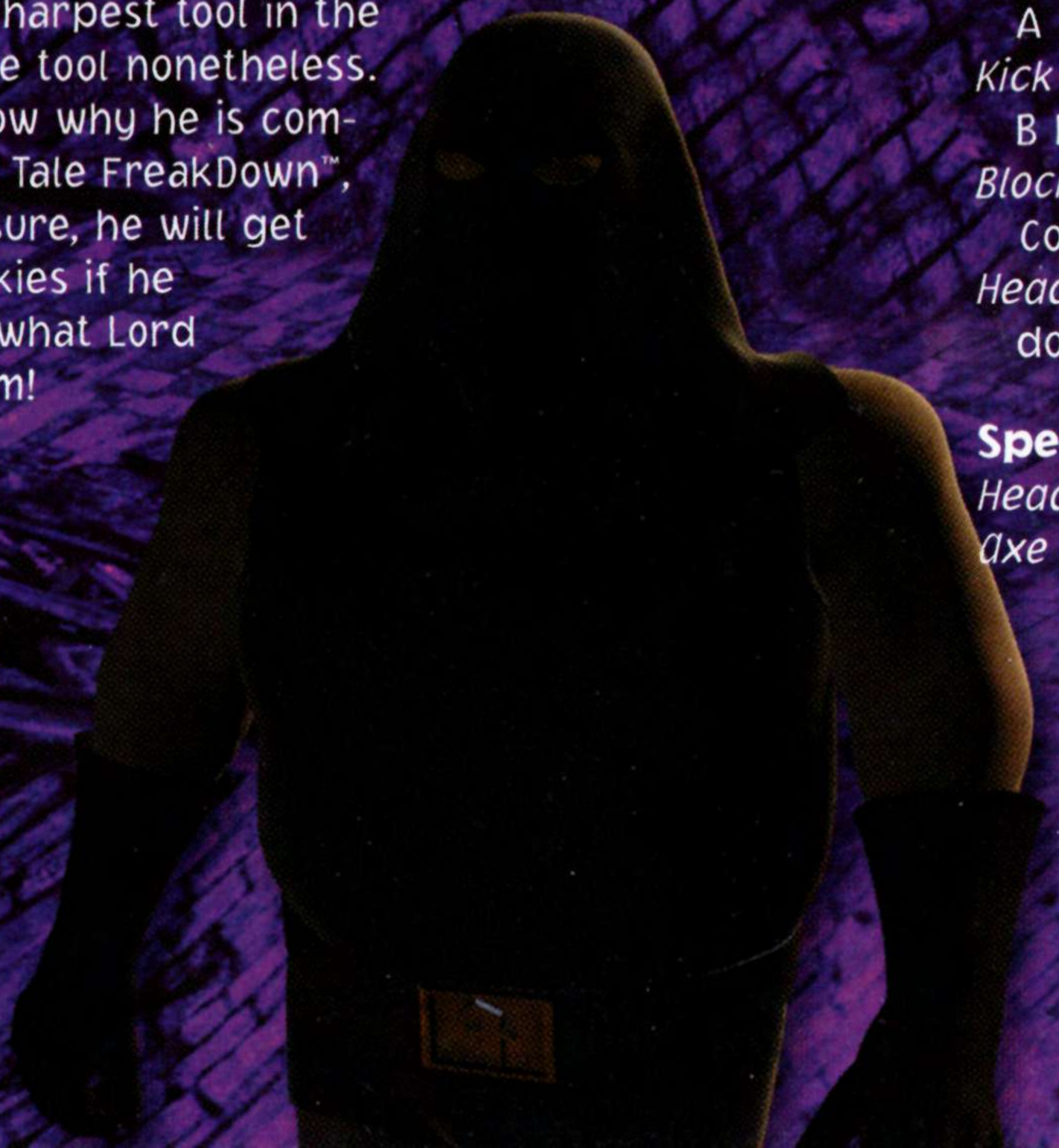
Basic Moves
Punch:
A Button
Gut Punch:
B Button
Duck:
Control Pad Left
Kick:
up, B Button

Special Attacks
Armarang
Nose Poke

THELONIUS

Height: 6'9" Weight: 390lbs.

Thelonius is not the sharpest tool in the shed, but an effective tool nonetheless. Thelonius doesn't know why he is competing in Shrek Fairy Tale FreakDown™, but one thing is for sure, he will get a lot of milk and cookies if he wins...at least that's what Lord Farquaad has told him! Thelonius is a good all-around brawler.



Basic Moves

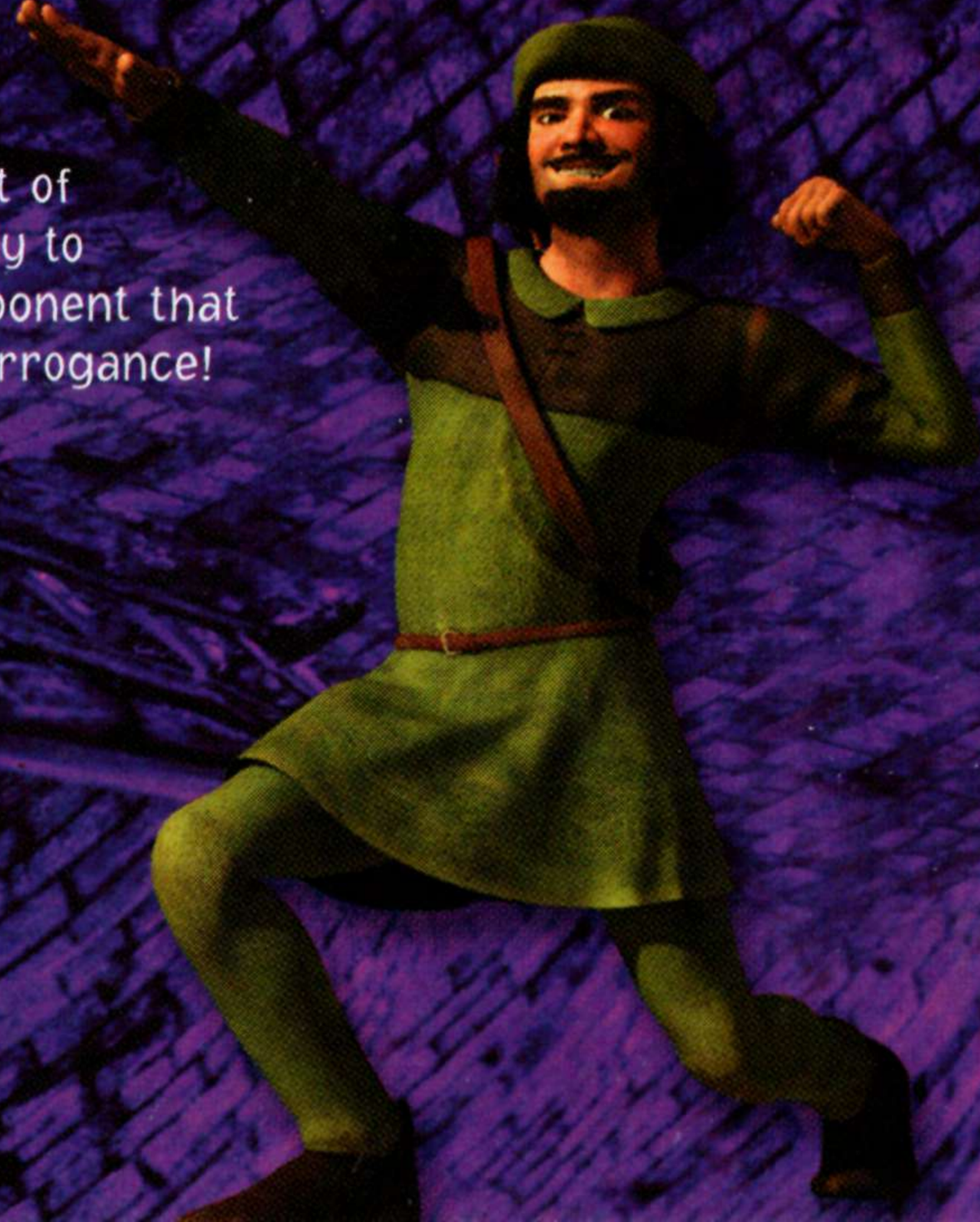
Punch:
A Button
Kick Stomp:
B Button
Block:
Control Pad Left
Head Butt:
down, B Button

Special Attacks

Head Lock Hold
Axe Throw

MONSIEUR HOOD

Height 5'11" Weight: 185lbs.
Direct from the forest, a special appearance by the man of the woods, Monsieur Hood! Yes, the master of the wood is out of the dark forest and ready to charm and harm any opponent that wishes to challenge his arrogance!



Basic Moves
Punch:
A Button
Crotch Kick:
B Button
Block:
Control Pad Left
Split Kick:
down, B Button

Special Attacks
Multi-Punch
Bow and Arrow

PRINCESS FIONA™

Height: 5' 9" Weight: 115lbs.
Princess Fiona is not only beautiful, but she can spin, sing and "Kung Fu" with the best of them! While she tries as much as possible to stick to all the fairy tale conventions, she is not your typical damsel in distress. She's smart, tough, and spirited, and will sweep her opponents off their feet!

Basic Moves
Slap:
A Button
Kung Fu Kick:
B Button
Duck:
Control Pad Left
Frying Pan Attack:
left, B Button

Special Attacks
Spinning Back Kick
Sonic Sing Attack

MAGIC MIRROR

When your character reaches their own level, he or she will be faced with the Magic Mirror. The Magic Mirror will disappear revealing a mirror image to fight. Shrek™ and Princess Fiona™ are never able to fight against each other. When this situation arises, you will fight a mirror image of your character.

GINGERBREAD MAN

Height: 12" (w Canes 3') Weight: 5 grams
The Gingerbread Man is not the strongest or the toughest, but he is the quickest character in the game and the hardest to hit. He's smaller than the other characters, but he makes himself more of a contender by standing on his candy cane stilts. With his canes of carnage he measures up to the biggest of brawlers. He is the first boss character that you can unlock.

Basic Moves
Head Butt:
A Button
Kick:
B Button
Duck:
Control Pad Left
Low Kick Sweep:
down, B Button

Special Attacks
Spit in the Eye
Gumdrop Button Attack

THE DRAGON

Height 25' Weight 3 tons

Even though she breathes fire and eliminates any knight who steps into the ring, this big bad Dragon is very tough, but a little slow. After spending most of the last millennia cooped up in her castle, she is ready to get out and blow off some steam. She is the second boss character that can be unlocked by defeating her.

Basic Moves

Claw 1:
A Button

Claw 2:
B Button

Block:
Control Pad Left

Bite:
Right, Right, B

Special Attacks

Tail Attack

Fire Ball

LORD FARQUAAD™

Height: 4'6" Weight: 95lbs.
Guard those knees!!! Lord Farquaad is an excellent knee biter. He may be small, but he packs a big punch. Lord Farquaad is the ruler of Duloc™ and the final boss that you can unlock after defeating him. Defeating Lord Farquaad wins the game and the title of the "Ultimate Champion."

Basic Moves
Stretch Punch:
A Button
Uppercut:
B Button
Dance on Head Kick:
up, B Button

Special Attacks
Knee Bite
Crown Charge

POWER-UPS

During the course of play, you will have the ability to gain power-ups. They are earned by your score, which is located in the bottom center of the screen. You will earn a power-up if you win a fight with a minimum total score as follows:

POWER UP	TOTAL SCORE	ABILITY	CONTROLS
Invincibility	800 points	Protects you from being damaged	down, down, A, B
Speed	1500 points	Allows you to make more attacks in the same time	down, right, A, B
Ogre Strength	2000 points	Doubles the damage of all your attacks	left, down, right, A, B

Once you have at least one power-up, you can use it any time the "P" in the lower left corner of your screen is flashing. Power-ups last 5 seconds when used. The "P" will start flashing when you are knocked down to 66% (yellow) or 33% (red) health. When you use a power-up your fighter will flash and the "P" will be replaced with a power-up symbol. The enemy fighter may use power-ups too.

HEALTH

Your health indicator is located in the lower left portion of the screen. Your opponent's health indicator is located in the lower right portion of the screen. The health indicator will slowly diminish as you receive damage from your opponent. Once your health reaches 66%, your health indicator will turn yellow. Once your health reaches 33%, your health indicator will turn red. Your health indicator will drop to zero if you have been defeated by your opponent.

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Special Thanks to
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PRODUCT SUPPORT / TIPS

The TDK Mediactive Product Support Department provides technical support, customer service and game hints. There are several different ways to receive assistance:

ONLINE SUPPORT

TDK Medicative provides support via the World Wide Web 24 hours a day, seven days a week. The address is www.tdk-mediactive.com. You can also learn more about this game and find cool tricks and tips at www.shrekgame.com.

EMAIL SUPPORT

A representative will promptly and personally answer e-mail inquiries. Requests should be e-mailed to support@tdk-m.com. Please include a detailed description of the situation.

TELEPHONE SUPPORT

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

TDK Mediactive
26115 Mureau Rd., Suite B
Calabasas, CA 91302-3126
Attn: Product Support

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