

GAME BOY ADVANCE

AGB-AH4E-USA

SHREK

Hassle at the Castle



Instruction Booklet

 **TDK**

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE
MILD VIOLENCE

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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY



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

SHIREK[®]

Hassle^{at} the Castle

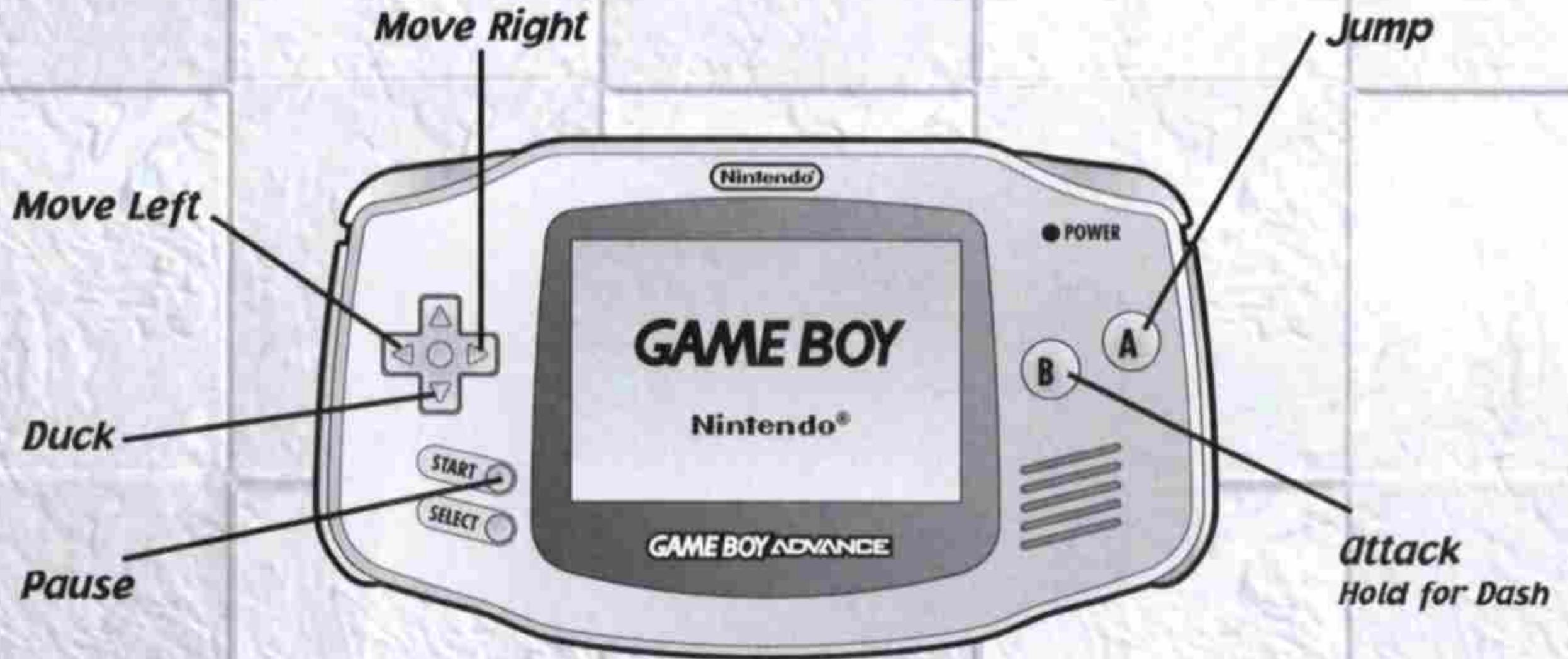
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Background

Shrek® is on a mission to rescue his beloved swamp from those pesky little fairy tale characters. With a little help from his friends, Shrek is in for the biggest adventure of his life! Journey as Shrek, Donkey or Princess Fiona™ on a wild adventure through seven chapters of Fairy Tale Land. Based on the award-winning movie!

Controls



- For longer jump, press the **A** Button while holding the **B** Button.
- You can reset the game at any time by pressing the **A** Button + **B** Button + START + SELECT. The reset function is disabled during link mode.

Special Controls

Each character possesses a special attack which can be used once earned at any point throughout a level. Once a special attack is available, the power meter will flash. Each character's special attack clears the screen of all enemies, but drains the meter, so use it wisely.



Shrek®

Power-Roar

Shrek® has the uncanny ability to roar the scare into even the toughest knight. To activate the Power-Roar, hold down the **A** Button and **B** Buttons simultaneously.



Princess Fiona™

Power-Chord

A deafening operatic scream that knocks everybody down. To activate the Power-Chord, hold down the **A** Button and **B** Buttons simultaneously.



Donkey

Power-Bray

Donkey has a bray the likes of a giant! One bellow from him and there's no one left standing. To activate the Power-Bray, hold down the **A** Button and **B** Buttons simultaneously.

Getting Started

Getting Ready

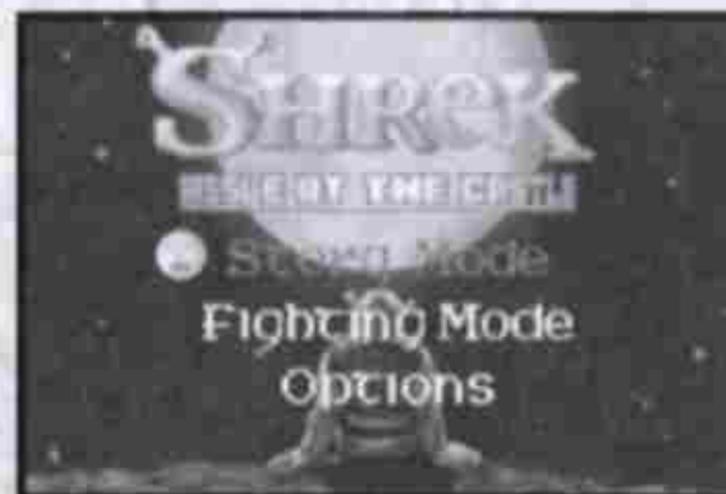
Insert the Game Pak into your Game Boy® Advance system and turn the power On. **WARNING:** Inserting the Game Pak when the Game Boy® Advance is already on might result in damage to the Game Pak.

Language Selection

Upon powering up the game, the language selection screen will appear. Use the Control Pad to select your language and press the **A** Button to confirm. You can change the language setting in the Options menu later on if you choose.

Main Menu

After the introductory screens have played, you will be taken to the Main Menu. From here you can begin a game in Story Mode, play head to head with up to 3 other opponents in Fighting Mode, Select Level (available only once the game has been completed in Normal or Advanced mode) or access the Options menu.



Options

Upon entering the Options menu, you will see the following items:

Difficulty

The Difficulty level determines the time limit and speed of enemies in a level. Certain items won't be available in specific difficulties. Select a difficulty with the Control Pad and confirm by pressing the **A** Button.

Languages

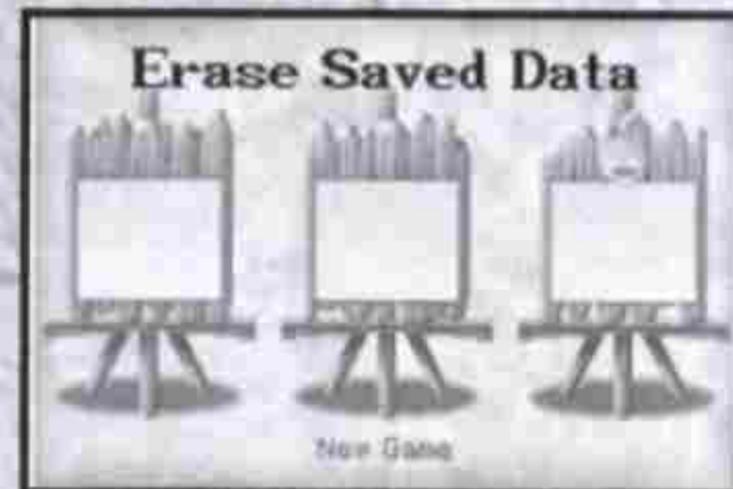
You can use this function to change the language setting. Select a language with the Control Pad and confirm by pressing the **A** Button.



Erase Saved Data

Select this feature by highlighting the option on the menu using the Control Pad and pressing the **A** Button to confirm. A screen with three Saved Game slots will appear. Select the desired Save File using the Control Pad and press the **A** Button to erase.

WARNING: Erased data is not retrievable, meaning level progression under the selected file will be lost.

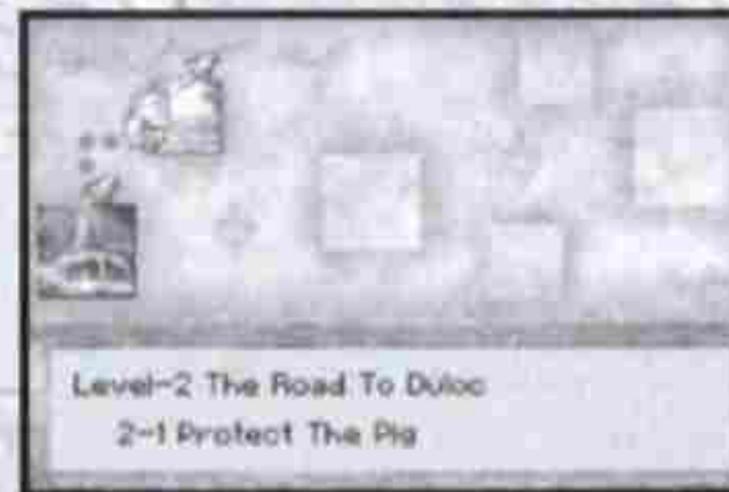


Story Mode

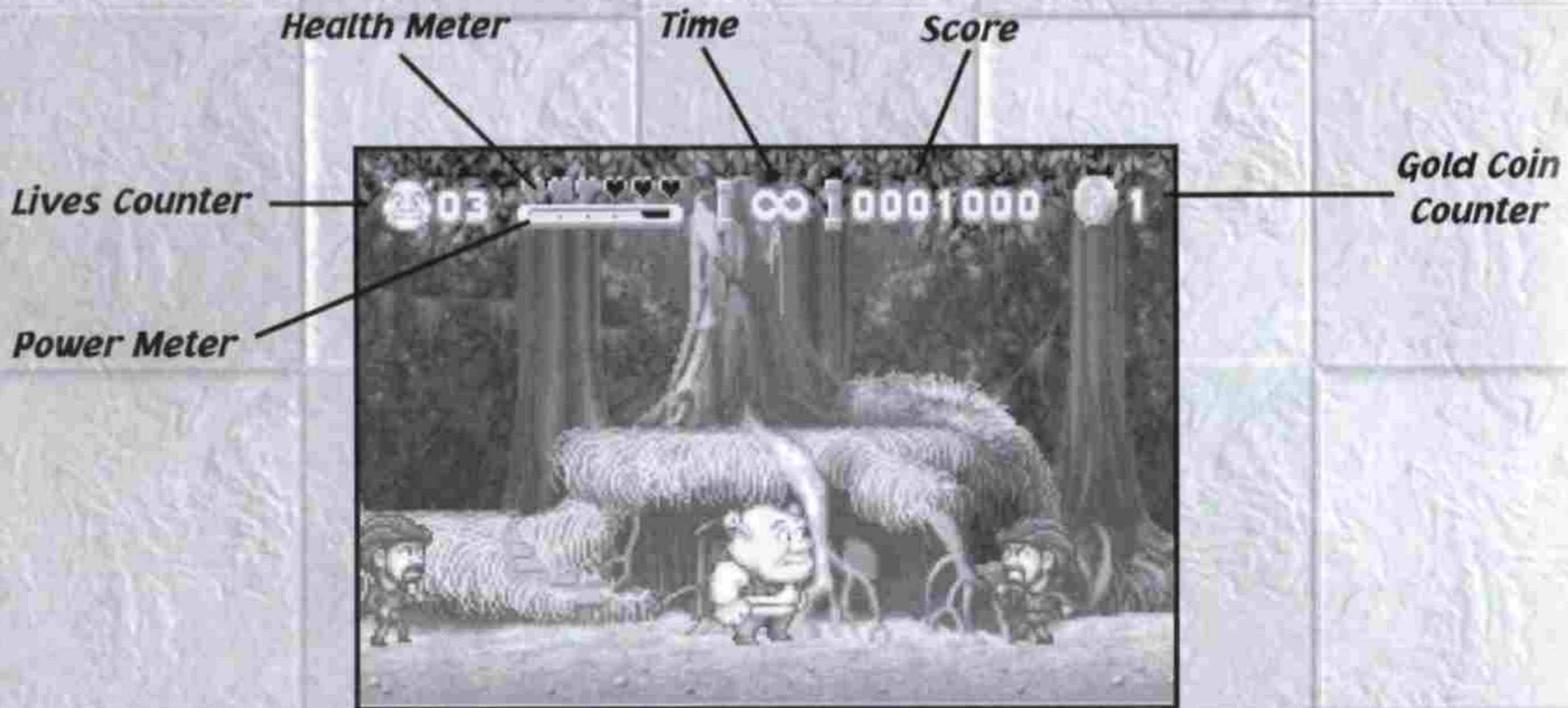
Upon selecting Story Mode, pick a Saved Game slot to start a new game.



Once a slot is chosen, the Map screen appears showing your current position. Press the **A** Button to advance to the character select screen.



The Game Screen shows the following information:



Lives

The character face at the upper left corner displays a number next to it representing the amount of lives remaining in the current game.

Health Meter

Next to the Lives counter is a Health Meter. The Health Meter displays six hearts that represent your character's current health level. Each heart is equivalent to two health points or hits.

Power Meter

Below the Health Meter is the Power Meter. The meter fills as you dispatch foes. When the meter flashes, press the **A** Button and **B** Button together to use your special attack.

Time Limit

Displays the remaining time for the current level.

Score

Displays the current score.

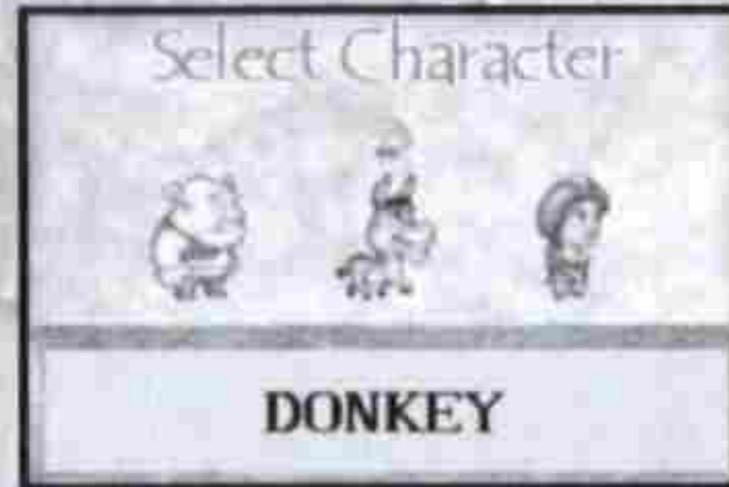
Gold Coin Counter

Displays number of Gold Coins collected.



Game Play

After completing various missions, you will be able to have access to other characters to play such as Donkey and Princess Fiona™. At the Character Select screen, use the Control Pad to move over the desired character and press the **A** Button to confirm.



Each Chapter has up to 3 levels. Beat each level and Boss to earn more characters and advance through the chapter.

Continue Game

Once a new game has begun, your progress through the Fairy Tale Land will be automatically saved to the Game Pak. Select the desired Saved Game to resume where you last left off.

Pausing the Game

At any time during gameplay, you may press START to access the Pause Menu. Press START to resume play.

Collectables

Items that characters can pick up are known as Collectables. Collectables improve your score and grant a special effect once a certain amount have been collected.

Gold Coins



Once you have successfully collected 10 Gold Coins from various locations you will earn an extra life.

Silver Coins



Collecting Silver Coins increases your score. Silver coins appear in fighting mode only.

Small Heart



Collecting a small heart will replenish your life meter by one full heart.

Large Heart



A large heart replenishes the character's meter to full life.

Fairy Sprinkles



Fairy Sprinkles possess the magic of the fairies and enables you to fly for four seconds.

The Cookie



If you're lucky enough to come across this tough little cookie, you'll receive an extra life. (Does not appear in Advanced Difficulty mode).

Weapon Items

Weapons are used by pressing the attack button.

Stones



Sizable stones are scattered throughout levels that can be used to break objects like boulders and knock out enemies. To collect a stone, just walk over it.

Club



Clubs are harder to find but can be used until you've been hit 3 times. Use your club to smack objects and enemies before it breaks into splinters. Donkey is not able to use the club.

Sword



Even more rare than the club, the sword can inflict a good amount of damage to enemies. The sword can also be used to break boulders and barrels. Donkey cannot use the sword.

Story Chapters

There are up to three missions in every chapter.

Shrek[®]'s Swamp

The Swamp is Shrek's beloved home. Everything was fine until that evil Lord Farquaad™ decided to evict all of Duloc's™ fairy tale creatures. Now there's no more room! Shrek has to confront Lord Farquaad in order to get his land back.

The Road to Duloc™

The Forest is a vast and dangerous place. Shrek[®] has teamed up with his new friend Donkey on his quest to get his land back. Many of Lord Farquaad's™ henchmen are strewn about to keep our heros away from the castle.

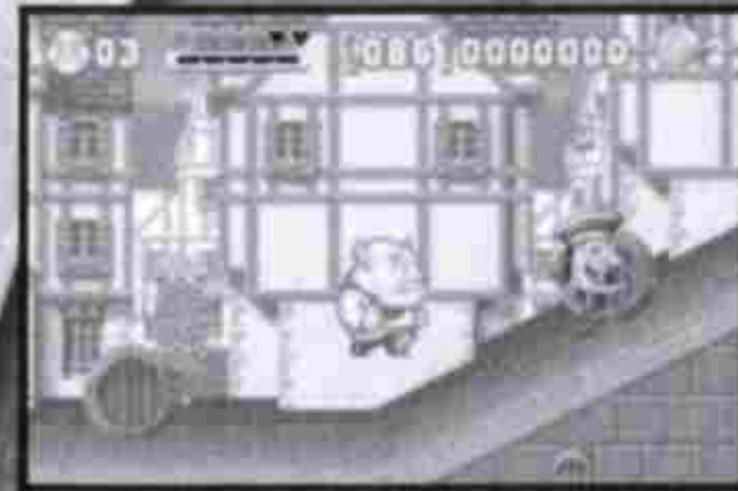


Duloc™

Once through the Forest, Shrek® and Donkey arrive at the Castle of Duloc. After defeating all of Lord Farquaad's™ men, Shrek is 'elected' as the Champion who will save Princess Fiona™ from the big, bad Dragon.

On the Way to the Dragon's Castle

Shrek® agreed to his new quest on one condition—that Lord Farquaad™ remove all the fairy tale creatures from the swamp. However, once Shrek and Donkey set off for the Dragon's Castle, they encounter more fairy tale friends in distress. Now it's up to Shrek and Donkey to help their fellow fairy tale creatures.



Dragon's Castle

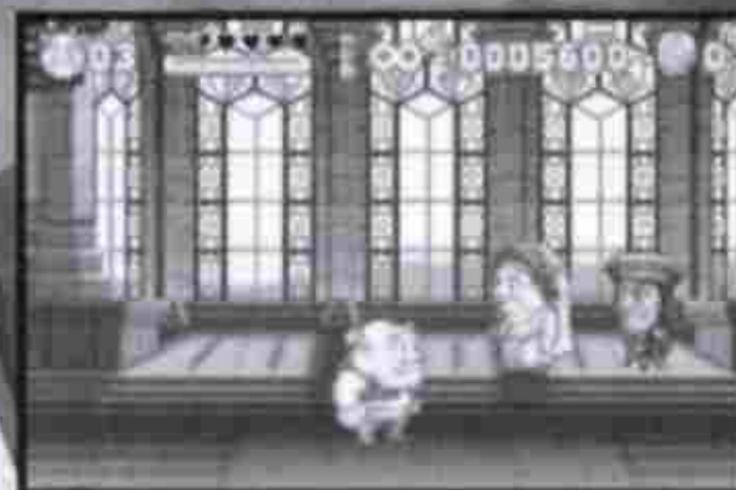
Shrek® and Donkey arrive at the Dragon's Castle and sneak in. Now they must fight their way through the castle, rescue Princess Fiona™, then get out!

A Fork In The Road

Upon saving Princess Fiona™ from certain Dragon doom, Shrek® and Donkey take her with them on the journey back to Duloc™. Upon the way, they meet Monsieur Hood and his Merry Men, but it's not exactly a very merry experience!

Rescuing Princess Fiona™

Shrek® learns of Princess Fiona's ogre-sized secret and realizes he must stop her from marrying the evil Lord Farquaad™. It's not going to be easy, though! Shrek is in for quite a fight.



The Enemies



Pitchfork
Peasant



Crossbow
Soldier



Rock
Peasant



Dark Axe
Soldier



Axe
Soldier



Dark
Crossbow
Soldier



Wolf



Blue
Archer



Raven



Green
Archer



Monk

The Bosses



Guard
Captain



Apple
Witch



Thelonius



Hammer
Knight



Raven
Witch



Lord
Farquaad™



Wolf
Boss



Monsieur
Hood



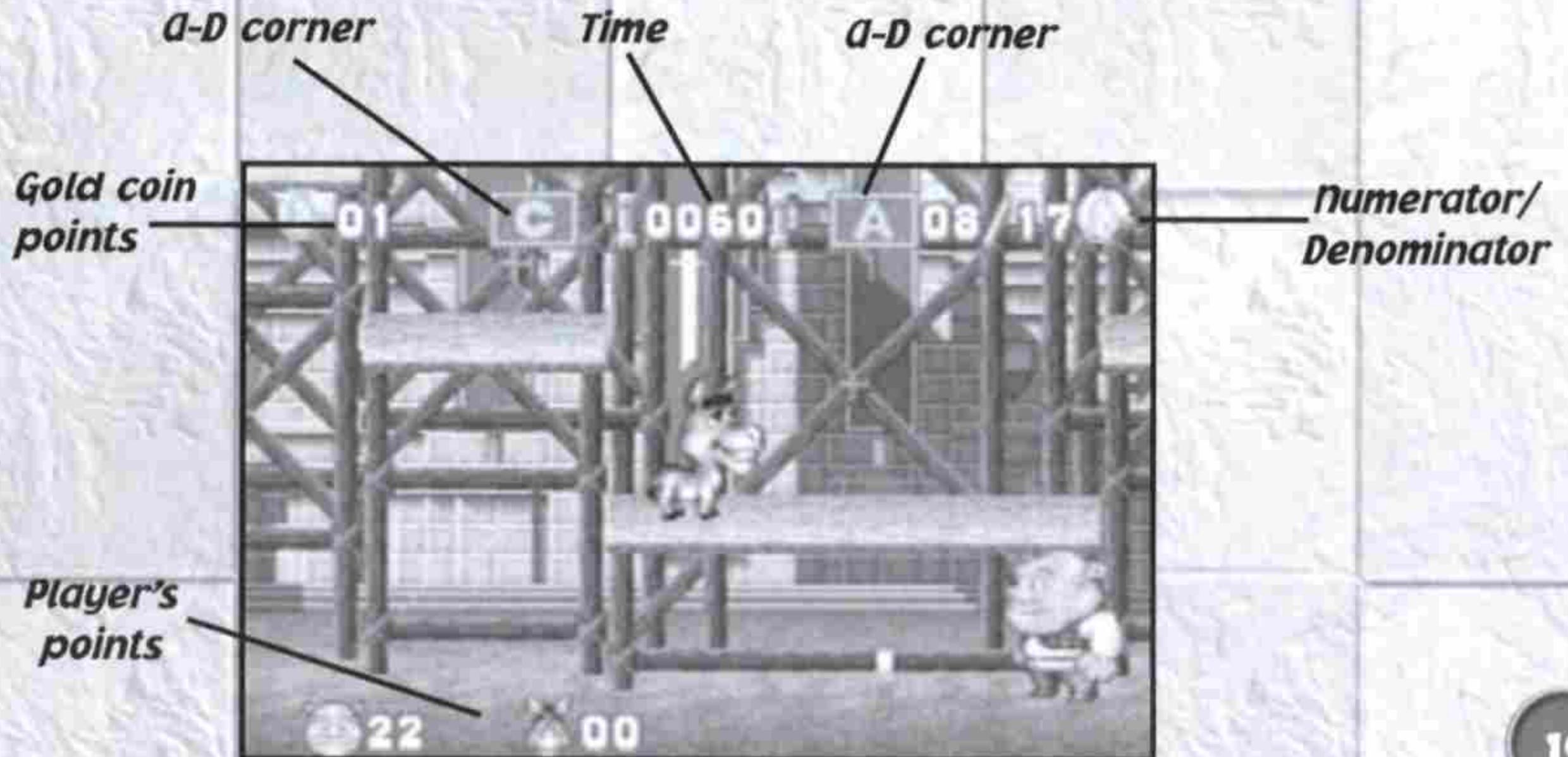
Dragon

Fighting Mode

Selecting A Player

In Multiplayer mode, character selection is set with player one always being Shrek®, player two being Donkey, player three being Princess Fiona™, and player four being Lord Farquaad™.

Multiplayer Heads Up Display



Fighting Mode Gameplay

Players compete for the highest score by collecting Gold and Silver Coins in a certain amount of time. One Gold Coin is released from one of the four corners of the map at a time. The four corners are labeled A, B, C and D. The HUD will tell you which corner the current coin is being released from. The number in the upper left of the HUD tells you how much the Gold Coin is worth.

Silver Coins

When you attack other players, you knock a certain number of points out of them, depending on your strength. These points are applied toward the Silver Coin. The Silver Coin is released when the Numerator is higher than the Denominator (look in the upper right corner of the HUD). The Denominator is random for each Silver Coin, but Silver Coins are usually worth a lot more than the Gold Coins.

Multi-Pak Multiplayer Linking

Instructions:

1. Make sure that all the power switches are turned OFF. Insert Shrek® Hassle at the Castle Game Paks into the individual Game Pak slots.
2. Connect the Game Boy® Advance Game Link® cables and plug into the External Extension Connector on each Game Boy® Advance system.
3. Player 1 will be the person who plugs the purple connector into his or her game system. This player will be in charge of starting each game when everybody is ready.
4. Turn the power switch on each Game Boy® Advance ON. From the main menu, all players need to select Fighting Mode.
5. Once everyone is visible on screen, Player 1 should press START and proceed with the game.

Troubleshooting:

If you experience problems with linking Game Boy® Advance systems, turn off all systems and try again. Watch out for the following:

- Make sure all Game Link® cables are fully inserted into all game systems.
- Do not remove the Game Link® cable during the transfer of data.
- Do not link more than 4 Game Boy Advance systems.
- You may experience problems if using any cables other than Game Boy® Advance Game Link® cables.

SHIREK

Hassle at the Castle

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**Executive Producer in
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Director, Brand Marketing

Sue Fuller

Brand Manager

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Main Programmer

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Programmer

Kouichi Kobayashi

Art Director

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Graphic Designer

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Special Thanks

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Meaghan Nix

Shannon Nicosia

Paul Elliot

Lawrence "Shifty"

Hamashima

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TDK Mediactive 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

Live representatives are available by telephone Monday through Friday 7:30am to 6:00pm PST at (818) 707-7063.

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TDK Mediactive, Inc.
4373 Park Terrace Drive
Westlake Village, CA 91361
Attn: Product Support

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SHREK[®]

EXTRA LARGE



SHREK'S DEBUT ON THE NINTENDO GAMECUBE™!

Brand new and exclusive for the Nintendo GameCube™, Shrek[®] Extra Large is stacked with 10 levels, twisted fairy tale characters, awesome cut-scenes, and action-packed game play!

At Retailers Everywhere!



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