

# DREAMWORKS<sup>®</sup> Shark Tale<sup>™</sup>



ACTIVISION<sup>®</sup>

## **WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## **USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

## **HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

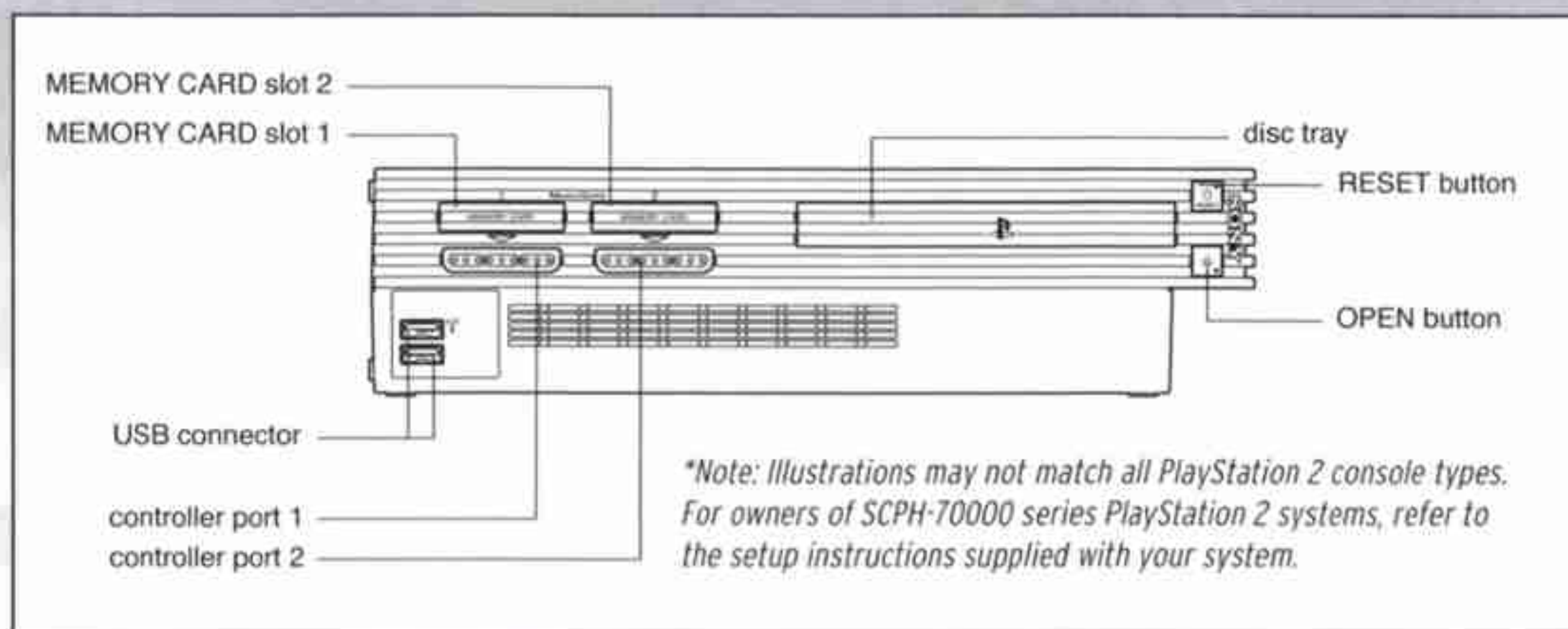
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

# Table of Contents

|                                      |    |
|--------------------------------------|----|
| Getting Started . . . . .            | 2  |
| Starting Up . . . . .                | 3  |
| Welcome to Reef City . . . . .       | 5  |
| Menu Options . . . . .               | 6  |
| Chapters . . . . .                   | 7  |
| Game Type Controls . . . . .         | 10 |
| Locations . . . . .                  | 14 |
| Clams . . . . .                      | 16 |
| Fame Chart . . . . .                 | 16 |
| Characters . . . . .                 | 17 |
| Anemones . . . . .                   | 19 |
| Credits . . . . .                    | 21 |
| Customer Support . . . . .           | 27 |
| Software License Agreement . . . . . | 29 |



# Getting Started\*

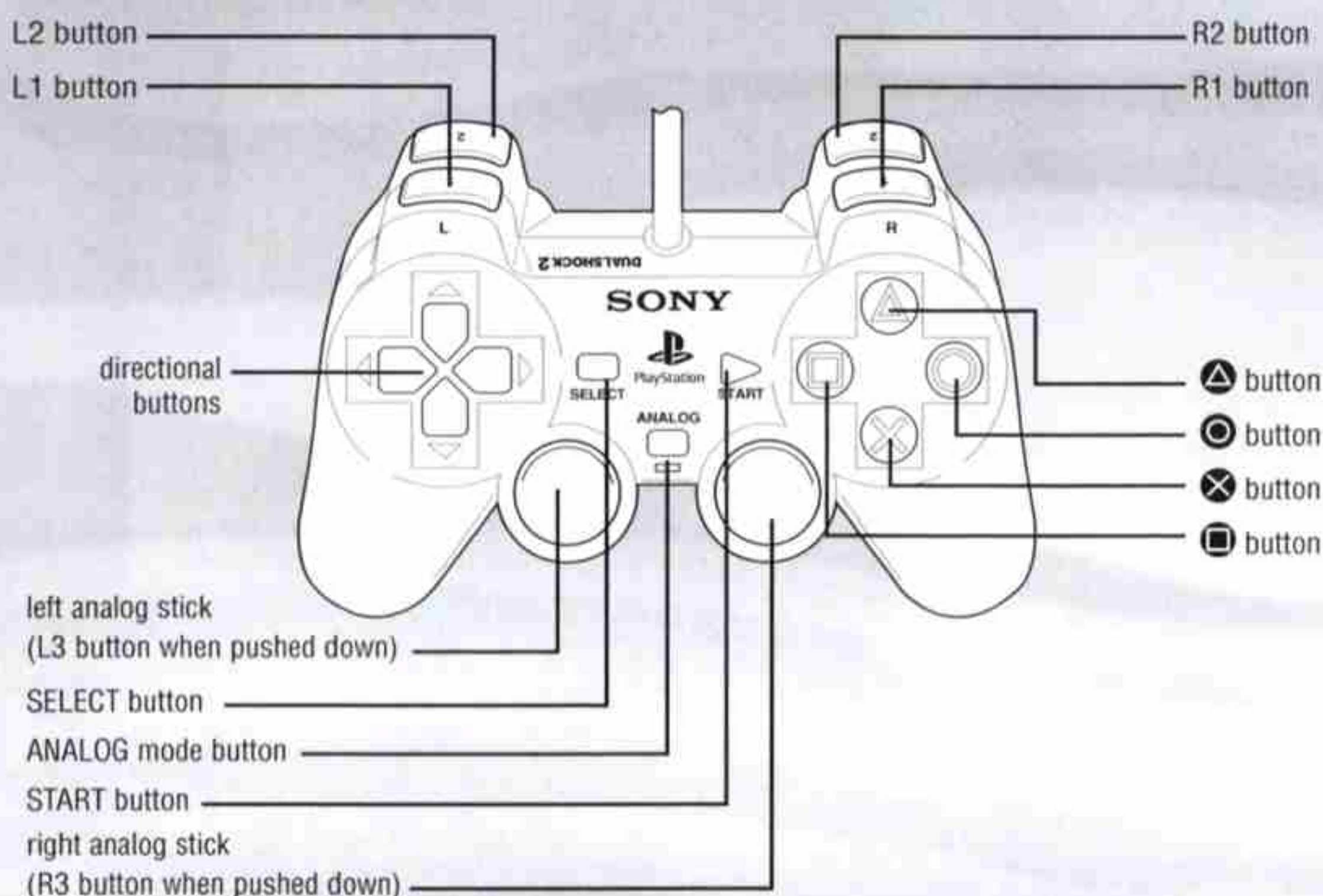


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the **RESET** button. When the power indicator lights up, press the **OPEN** button and the disc tray will open. Place the Dreamworks® *Shark Tale*™ disc on the disc tray with the label side facing up. Press the **OPEN** button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

## Memory Card (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games. A saved game's data takes up 270KB.

## DUALSHOCK®2 analog controller configurations



## Starting Up

To select menu options, use the ↑ and ↓ directional buttons to navigate the menu options. Highlight the desired option and press the × button to accept. To select a menu option, follow the on-screen button prompts and press the × button to accept and the △ button to go back. *Shark Tale* supports the DUALSHOCK®2 analog controller. When the MODE INDICATOR is on, the left analog stick works the same as the directional buttons.

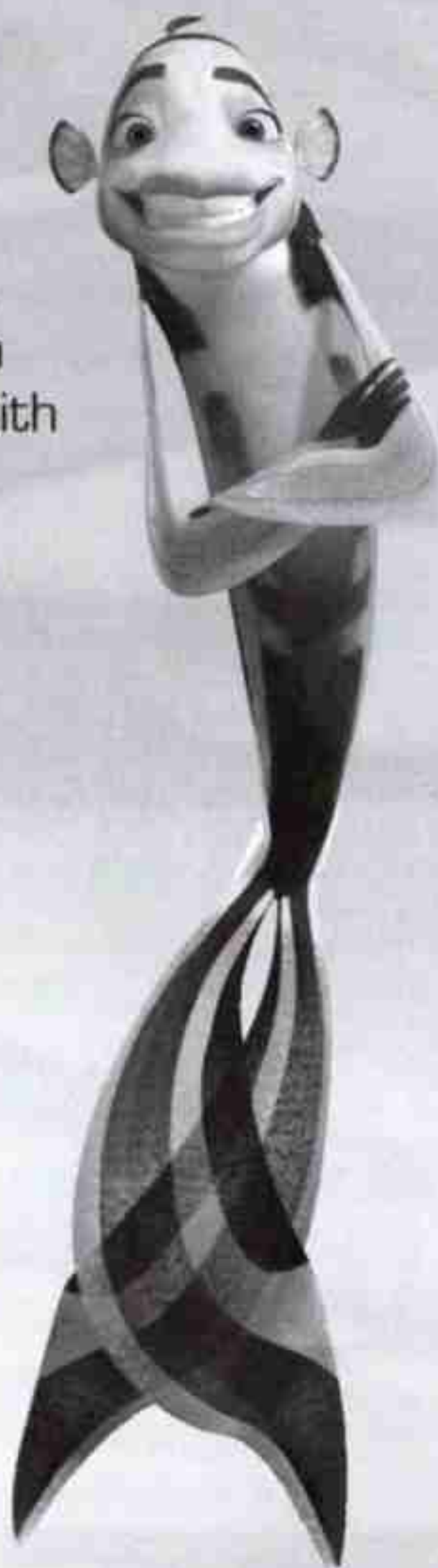
## Dance Pad Controller

*Shark Tale* supports most 3rd party dance pad controllers (sold separately). The dance pad controller is optional for playing *Shark Tale's* Dance Mode.

If you want to play using a dance pad controller, simply connect the controller to controller port 2 on your PlayStation®2 system. Use the dance pad controller in chapters 3, 6, 15, 20 and 23 to bust out your best moves! Once you complete the game, you can replay these chapters to beat the high score!

Please use the dance pad in a safe environment where you won't slip and fall. Also, position your dance pad controller in an area where you won't disturb others with your movements and sound.

Extreme play motions can be dangerous on a dance pad controller, so please play carefully!



# Welcome to Reef City

It all begins as a typical day for Oscar, a smooth talkin' little fish working his way up the food chain, searching for an easy path to fame and fortune. Oscar finds himself in a jam more often than not. He isn't a troublemaker, but finds himself in hot water. Working at the Whale Wash just doesn't pay the bills, and Oscar owes his boss, Sykes, a lot of clams.

This is where you come in... You'll have to help Oscar hustle to stay one step ahead of the sharks and become the hip hero of Reef City. Your skills will help Oscar pay the bills in his fight to avoid danger and rise to fame. It won't be an easy time! You'll need to use your wits as



you visit the underbelly of Reef City, hunt for information, stop the bad guys and win the admiration of the public in your quest for fame. Good thing Oscar has all the right moves... Whether he's at the edge of the reef battling sharks or showing off his fresh grooves downtown in Reef City, Oscar does it with all the style and panache of a superstar.

Playing as Oscar, you'll adventure, race, dance and fight your way to fame and fortune. In *Shark Tale*, if you can avoid becoming shark bait, you can become the most famous fish in Reef City.



# Menu Options

## Menu Controls

↑, ↓, ←, → – Navigate menu

⊗ button – Tap button to accept.

⬤ button – Tap button to go back to previous menu.  
or cancel.

## Main Menu

**New** – Starts a new game.

**Load** – Loads a previously saved game.

**Options** – Adjust audio, video and controls.

**Extras** – Extras include character bios, stills and special hidden content. You can unlock new extras by getting a high fame score and collecting as many pearls as you can find in the game.



## Saving the Game

Saving occurs automatically at the end of each level sequence. The saved game includes clams earned, fame earned and objectives completed.



### Note on Autosaving

When you see the spinning fish icon, *Shark Tale* is saving your options, progress or unlocked extras. When you see the icon, please don't remove the memory card (8MB) (for PlayStation®2) in memory card slot 1 or the controller or reset/switch off the console.

## Pause Menu

**Continue** – Resumes the game from where you left off.

**Restart** – Restarts the game from the beginning of the current chapter.

**Quit** – Stops gameplay and returns to the main menu.

**Options** – Adjust audio, video and control settings.

**Chapters** – Select the current chapter or play one of the previously completed chapters.

**Mission** – Displays chapter mission objectives.

**Fame Chart** – Displays current fame ranking and shows fame hierarchy.

## Chapters

*Shark Tale* is broken into 25 chapters. Each chapter features one of the following types of gameplay: adventure, race, fight or dance.

## Game Types

### Adventure

See Reef City for yourself. Swim through the city streets, work your way through the Whale Wash or sneak around in the shipwreck. Follow the mission objectives to earn fame and bonuses.

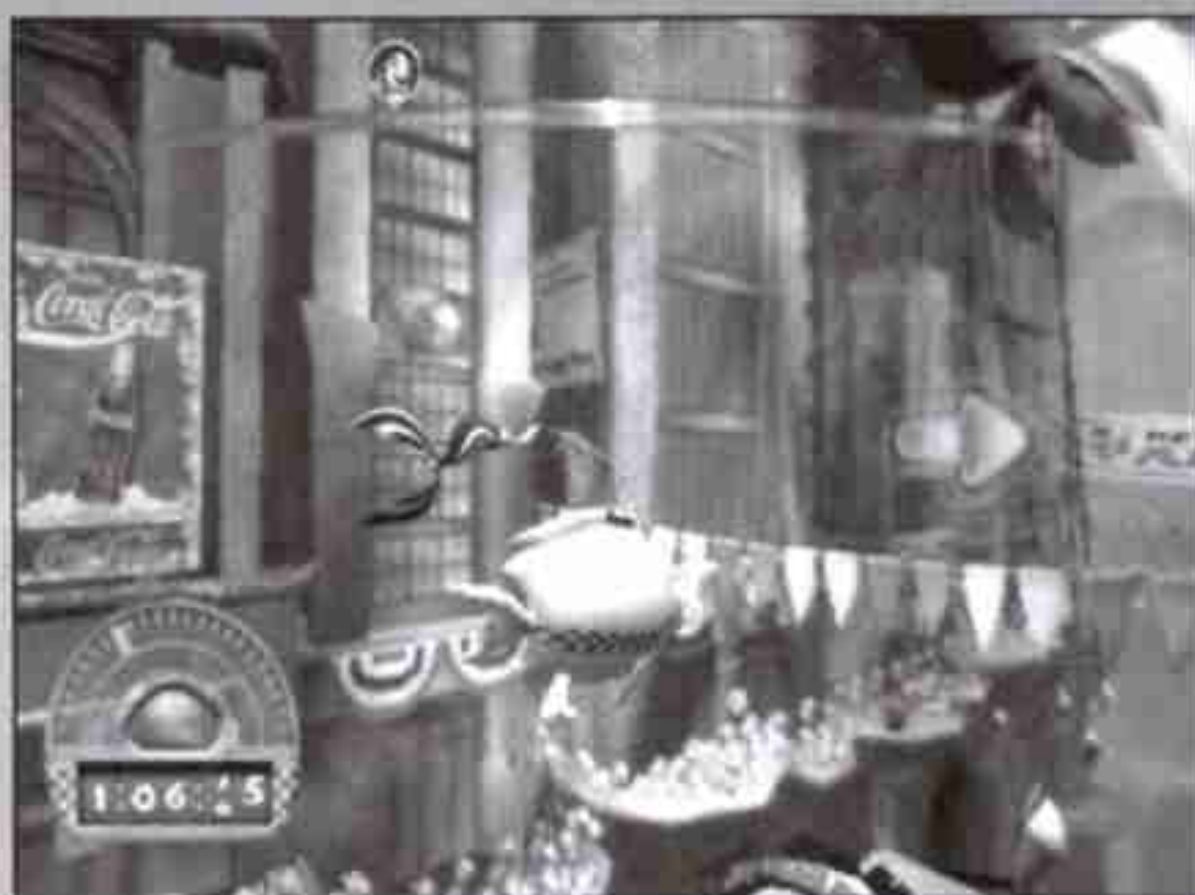


While exploring, collect clams and watch out for predators. If you've taken damage and need to increase your health, use the action button (X button) to knock on a neighborhood door and waltz in for a treat. You can enter a door if it has a yellow ! displayed in front of it. You can also swim down side streets and alleys by using the action button (X button) on street signs that have

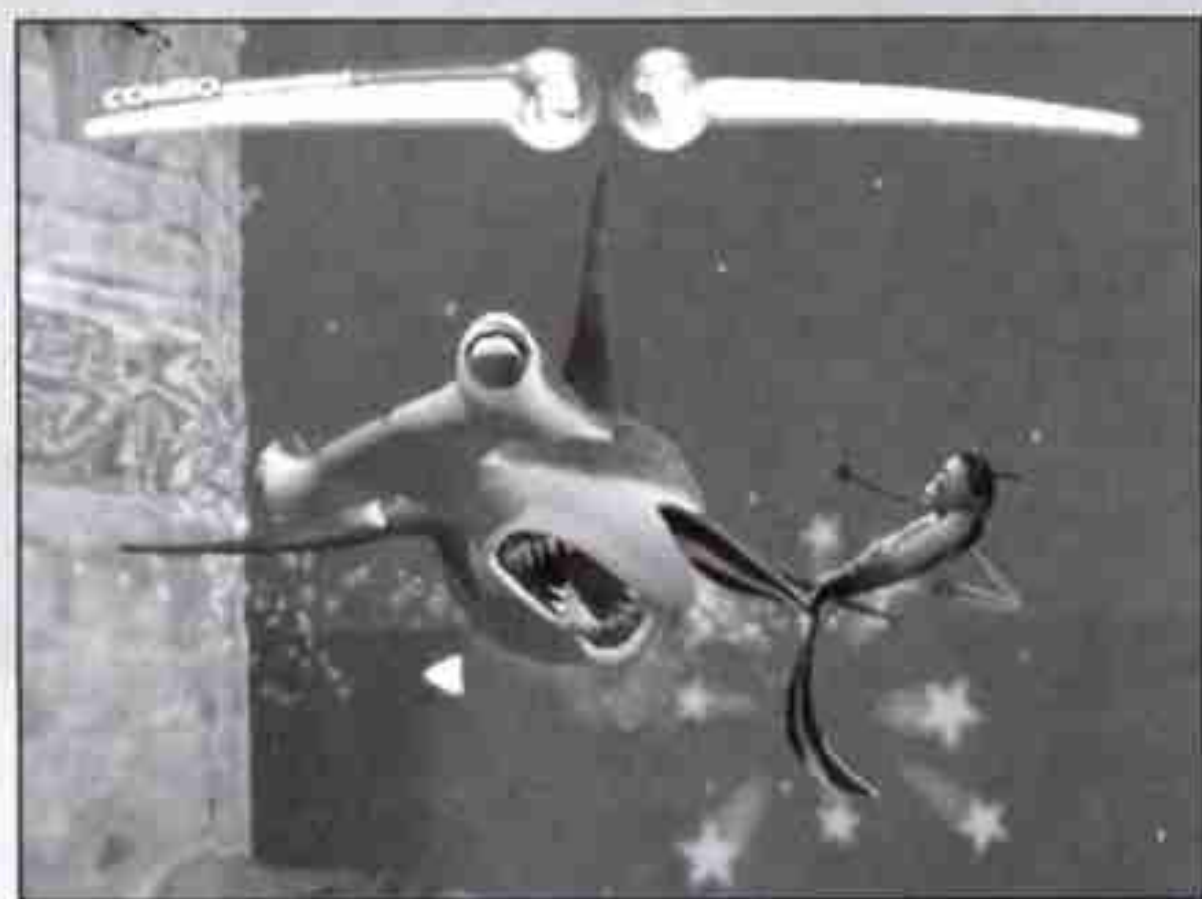
a yellow . When stealth is an option, make sure to hide behind objects. You can hide behind objects when a yellow  is displayed in front of the object.

## Race

The hustling and bustling reef can be a traffic jam! Oscar can't wait around, being an up-and-coming superstar. Grab a taxi fish or shark fin and race through the streets and trenches of Reef City.



To keep the lead or catch up, use shortcuts. When you see an indicator pointing to a shortcut, quickly dodge (**R1** or **L1** button) to make the turn. Also, look out for boost currents. They'll propel you through the water like never before. Don't forget, the faster you are, the more famous you'll become.



## Fight

Defeat huge sharks and their cronies in your quest for fame and fortune! Fame comes at a price, and the cost is protecting yourself and the reef from those nasty sharks! Sometimes it's better to flee and fight

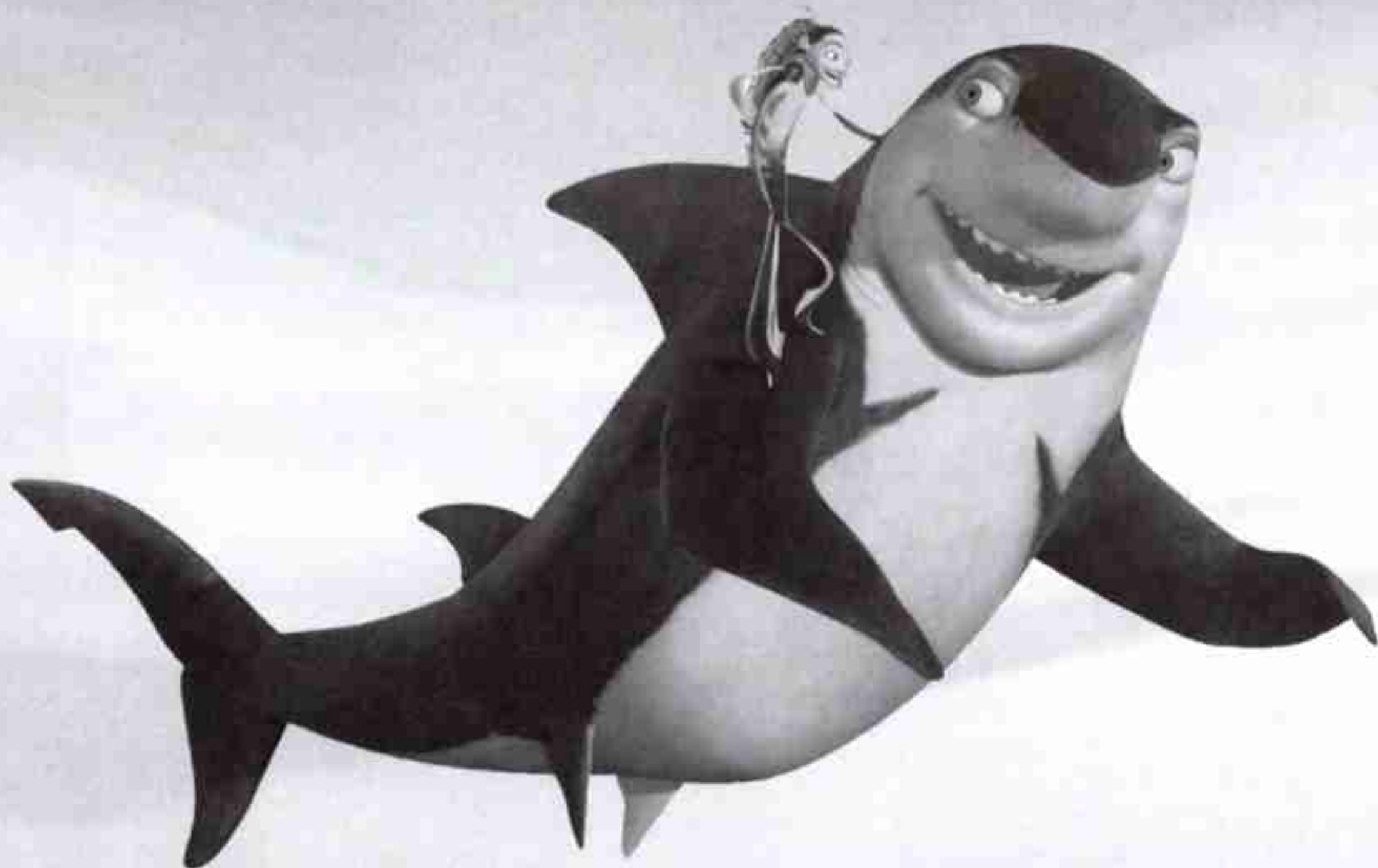
another day, and Oscar can only fight when he has enough fame to ensure victory. Before Oscar hits the big time (and even after he's a star), make sure to follow the hints displayed on the sides of the screen to avoid being eaten when being chased. While fighting against huge enemies, use the left analog stick to dodge and the ,  or  buttons to attack your opponent. Oscar can also taunt an opponent during a fight by pressing and holding the  button. A successful taunt will help Oscar recover some much needed energy.

## Dance

Oscar's got the grooves, but do you have the moves? Command Oscar to dance to the funkier tunes in Reef City. Stay on the beat and don't miss a step to dance your way to fame. Press the ↑, ↓,

←, → directional buttons or the △, ×, ○ or ■

buttons in the direction of the arrow displayed on the screen. Timing and rhythm are important, so make sure to press when the arrows are in the center of the target. The better your moves, the more fame Oscar acquires! If you see an arrow that has 2 directions (↔), press the corresponding directional button and the △, ×, ○ or ■ button at the same time.



# Game Type Controls

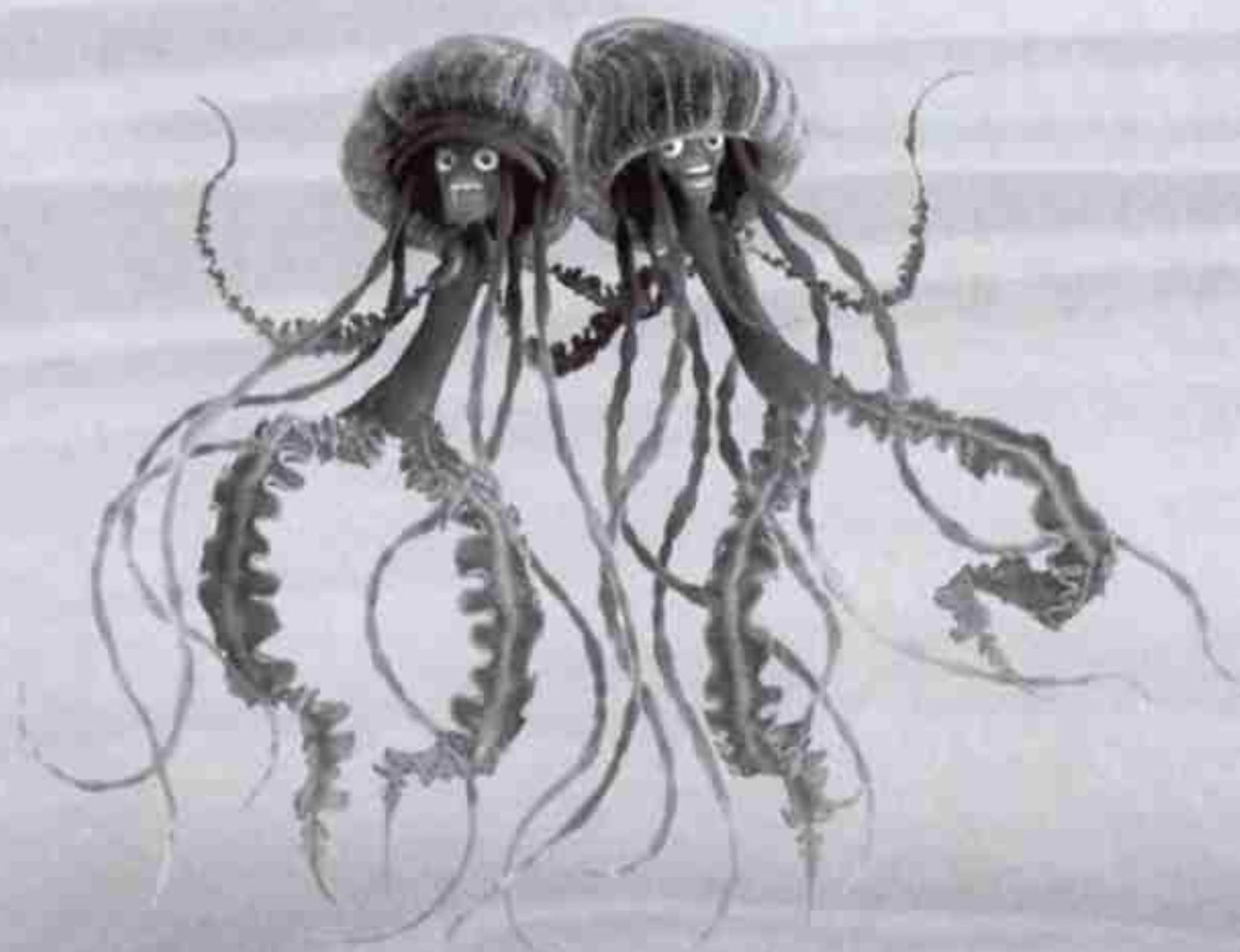
## Adventure Controls

|                                           |                                                                                              |
|-------------------------------------------|----------------------------------------------------------------------------------------------|
| <b>left analog stick</b>                  | Direct Oscar where to swim                                                                   |
| ⊗ button                                  | Open doors, interact with street signs and hide behind objects                               |
| ◻ button (tap)                            | Dash. Tapping the Dash button allows Oscar to swim faster in short bursts.                   |
| Press + hold the<br>◻ button +<br>Release | Dash attack. Allows Oscar to break through objects and defeat enemies.                       |
| ⦿ button                                  | Map of Oscar's current location                                                              |
| ▶<br>START button                         | Pause. Once paused, you can access the Options menu, see Oscar's fame ranking and much more! |
| <b>left analog stick</b>                  | Look around while hidden (sneak missions only)                                               |



## Race Controls

|                                                                                            |                                                                                              |
|--------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------|
| <b>left analog stick</b>                                                                   | Move Oscar left, right, up or down                                                           |
|  button   | Accelerate                                                                                   |
|  button   | Accelerate                                                                                   |
|  button   | Brake                                                                                        |
|  button   | Brake                                                                                        |
| <b>R1</b> button                                                                           | Dodge right                                                                                  |
| <b>L1</b> button                                                                           | Dodge left                                                                                   |
| Brake + turn left, then accelerate                                                         | Power slide boost left turn                                                                  |
| Brake + turn right, then accelerate                                                        | Power slide boost right turn                                                                 |
|  button | Pause. Once paused, you can access the Options menu, see Oscar's fame ranking and much more! |

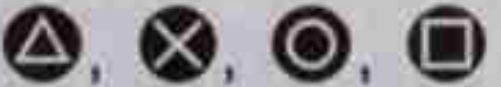


## Fight Controls

|                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>left analog stick left</b> or  directional button                                                                                                                                                         | Dodge left                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>left analog stick right</b> or  directional button                                                                                                                                                        | Dodge right                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|  button                                                                                                                                                                                                      | Fin slap left                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|  button                                                                                                                                                                                                     | Upper fin strike                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|  button                                                                                                                                                                                                    | Fin slap right                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|  button                                                                                                                                                                                                    | Taunt. Hold the button down until Oscar completes the taunt motion to regain health.*                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| Power Combination                                                                                                                                                                                                                                                                             | Press  +  , or  +  , or  +  , when the combo meter is full |
| <b>left analog stick up</b> +  ,  ,  | Power fin slap                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|  button                                                                                                                                                                                                    | Pause. Once paused, you can access the Options menu, see Oscar's fame ranking and much more!                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>left analog stick up, down, left, right</b>                                                                                                                                                                                                                                                | Dodge any direction (chase only)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |

*\*Note: A taunt can only refill up to one bar of Oscar's energy.*

## Dance Controls

|                                                                                                                                                                                                           |                                                                                                                                                                                                                         |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  button                                                                                                                  | Down arrow                                                                                                                                                                                                              |
|  button                                                                                                                  | Left arrow                                                                                                                                                                                                              |
|  button                                                                                                                  | Up arrow                                                                                                                                                                                                                |
|  button                                                                                                                  | Right arrow                                                                                                                                                                                                             |
|  directional button                                                                                                      | Up arrow                                                                                                                                                                                                                |
|  directional button                                                                                                      | Down arrow                                                                                                                                                                                                              |
|  directional button                                                                                                     | Right arrow                                                                                                                                                                                                             |
|  directional button                                                                                                    | Left arrow                                                                                                                                                                                                              |
| <br>directional button +<br> button | Double arrow (left arrow and right arrow, for example)                                                                                                                                                                  |
|  button                                                                                                                | Pause. Once paused, you can access the Options menu, see Oscar's fame ranking and much more!                                                                                                                            |
| Dance Pad (optional)                                                                                                                                                                                      | A dance pad may be used instead of the controller. Step on the arrow on the pad corresponding with the arrow displayed on the screen. Please see the Dance Pad Controller information on page 4 for setup instructions. |



## Locations

### The Brownstones

This is Oscar's neighborhood. Oscar knows his way around this area pretty well, but that doesn't mean he'll have an easy time here.



### Warehouse District

The Warehouse District is located in the deepest end of Reef City. Some slimy fish hang out down here, so Oscar may want to keep a low profile in this neighborhood.



### The Sewers

The sewers lie below Reef City and are a great place to go when Oscar needs to keep a low profile. The fish that live down here are mostly scavengers.



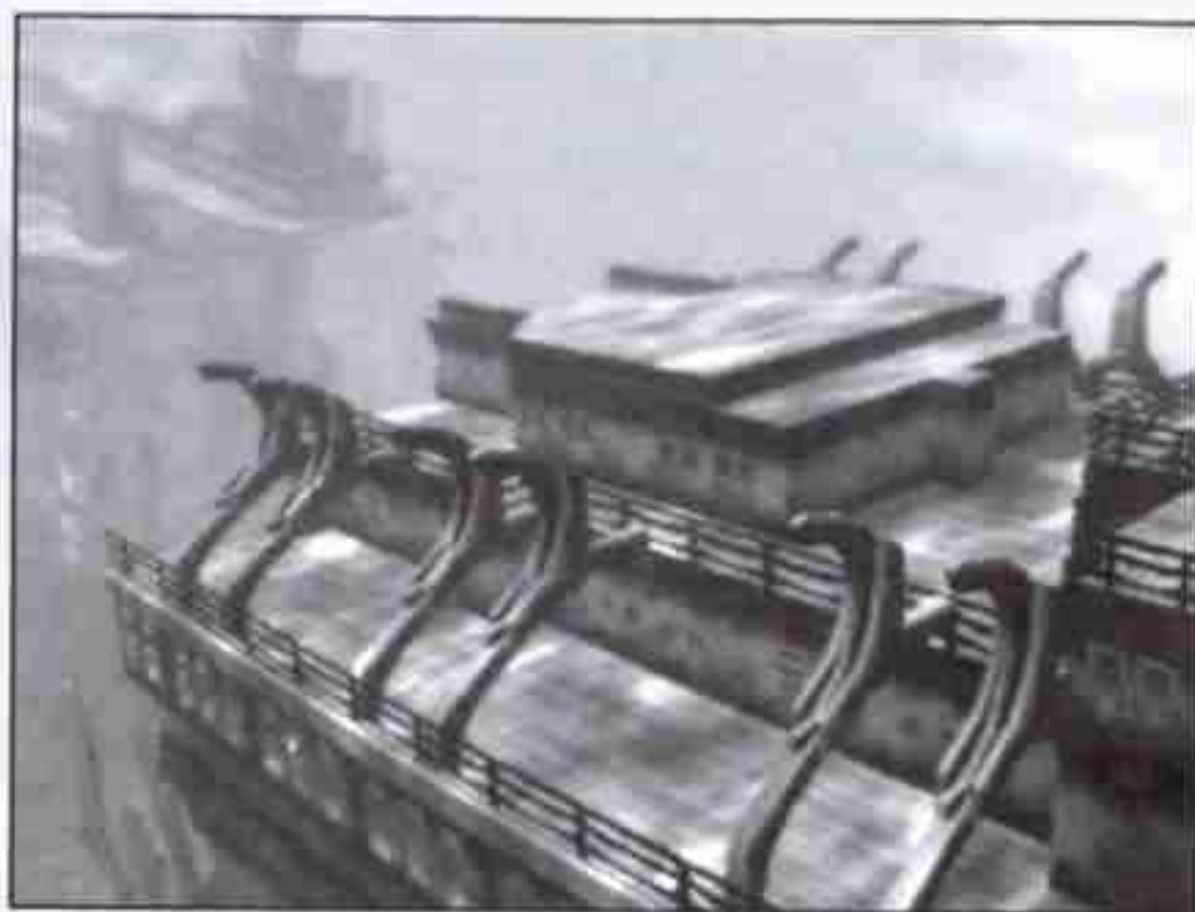
## **Upper Reef City**

The big city where nearly everything takes place.



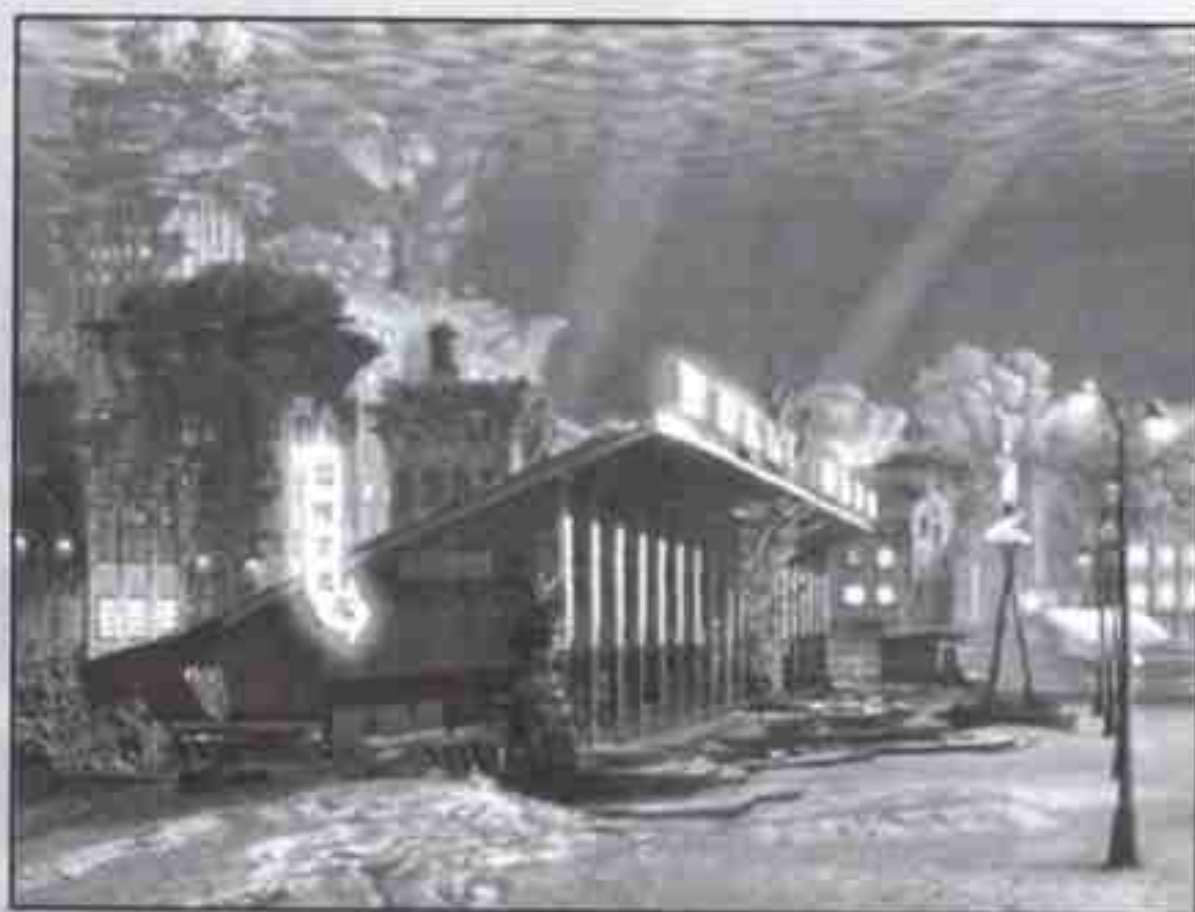
## **Shipwreck**

The shipwreck is only a short distance from Reef City. It's home to the sharks and other mean and nasty fish. Be careful!

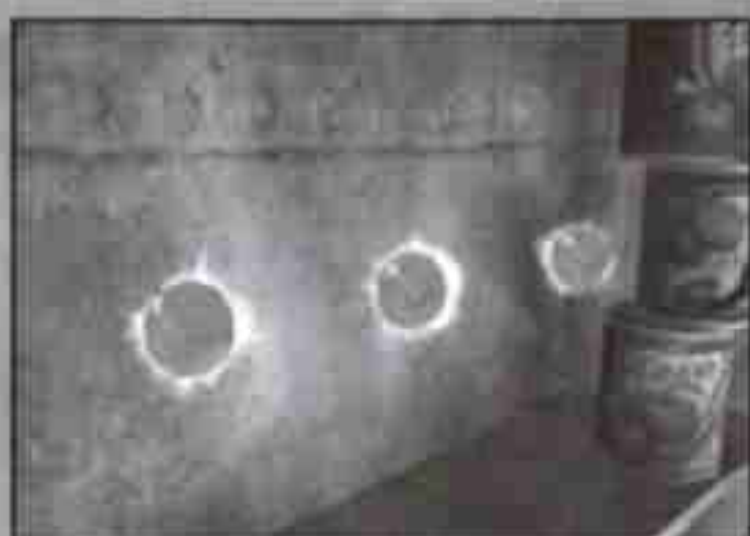


## **The Whale Wash**

Sykes' Whale Wash, where you get a whale of a wash, and the price, oh my gosh! Oscar works here, but he never seems to get very much done.



## CLAMS



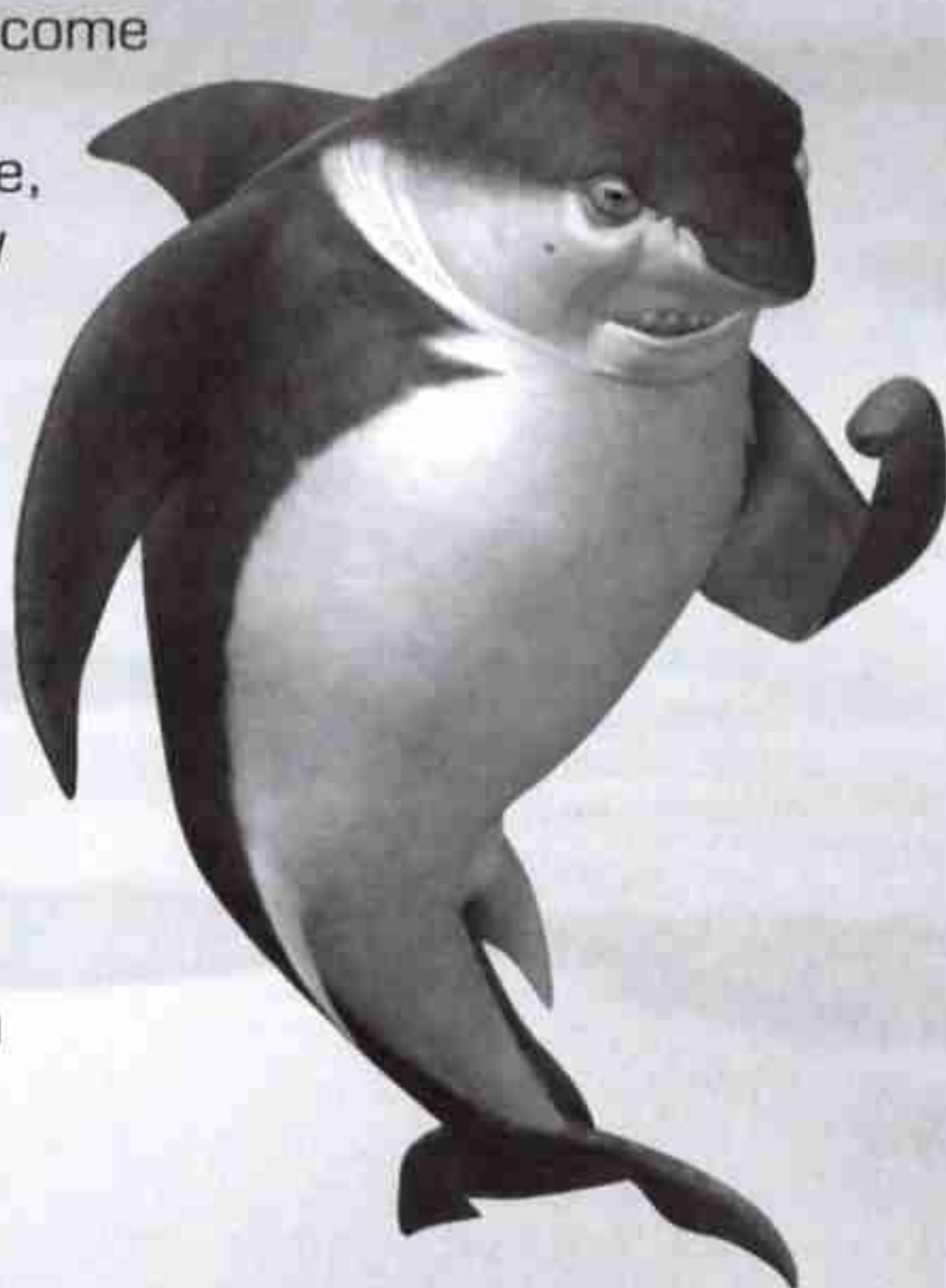
Clams are the currency of Reef City. Throughout your adventure, you'll have the opportunity to earn clams to unlock special items from the Extras menu. Clams are earned by collecting and swimming around pearls, placing high in races, scoring in dance mode

and completing the mission objectives displayed at the beginning of each chapter. Be sure to collect as many clams as you can find!

*Note: The number of clams displayed on the Extras menu represents the total number of clams earned in every game saved on the memory card in memory card slot 1, and may not match the total number of clams in your current game depending on how many Extras you've unlocked.*

## Fame Chart

Oscar's ultimate goal is to become the most famous fish in Reef City. To increase Oscar's fame, be sure to complete as many level objectives as possible and collect as many clams as you can. Your newfound fame gives you access to special items from the Extras menu. To view your current fame ranking and see how many more Fame points remain until your next level, pause the game action and select the Fame Chart in the Pause menu.



# Characters



## Oscar

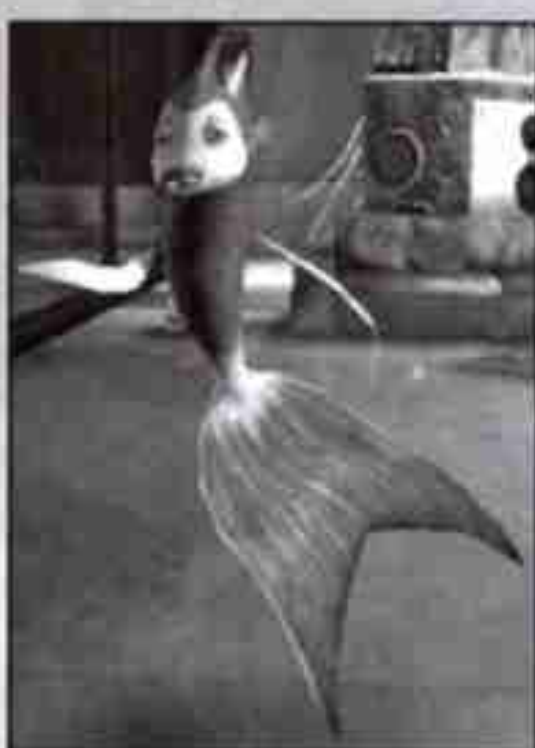
Oscar is a fast-talking little fish, who's been able to finagle his way out of trouble—until now. After taking credit for being a hero, Oscar starts living the good life. But if he can't live up to his reputation, he knows the tide will turn against him.



## Sykes

Sykes is a puffer fish who's full of hot air. He owns the Whale Wash where Oscar works, but also floats a few business deals on the side. When Oscar strikes it big, Sykes seizes the

opportunity to make a few extra clams and takes Oscar under his fin.



## Angie

Angie is a beautiful angelfish who harbors a secret crush on Oscar. She was the only one who believed in Oscar when he was a nobody, but she can't help but be disappointed when he plays the hero to the hilt. Angie is truly the angel on Oscar's shoulder, making him do the right thing in spite of himself.



## Lola

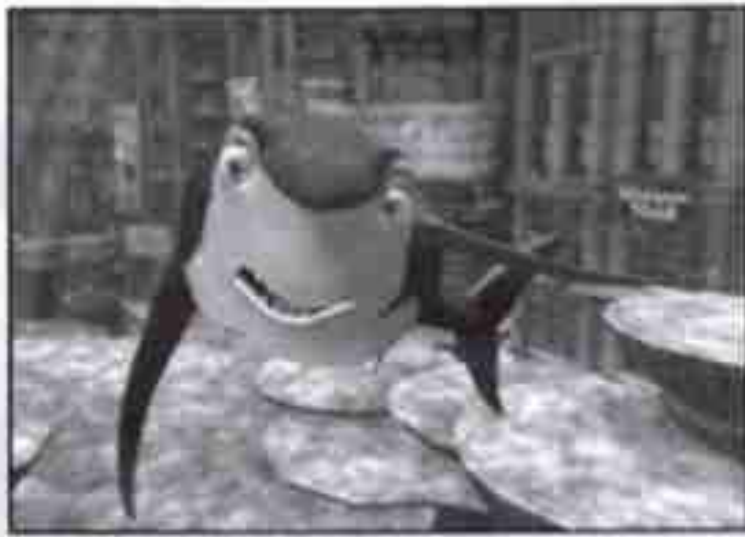
Lola is a sensuous dragon fish who uses all her feminine wiles to get what she wants—and what she wants is the reef's newest hero: Oscar. A true femme fatale, Lola may prove fatal to Oscar when she gets her hooks into him.



## Frankie

Frankie is Lino's oldest son, a hot-tempered, cold-blooded great white shark. A loyal son, Frankie does his best to help his brother Lenny become the killer shark he was born to be.

Unfortunately, Frankie is anchored to old family traditions, which leads to his untimely fate.



## Lenny

Lenny is the son of Lino, but when it comes to eating his fellow sea creatures, this great white shark has lockjaw. Who ever heard of a great white vegetarian shark? If Lenny's ever

going to earn his father's respect, he's going to have to teach his dad that it's sometimes okay to swim against the current.



## Lino

Lino is a great white shark and the master of the reef. He has big plans for his sons, Lenny and Frankie. When Oscar interferes with those plans, Lino decides to make Oscar the catch of the day.



## Ernie and Bernie

Two Rastafarian Jellyfish, Ernie and Bernie, work for Sykes and take great pleasure in their work. Ernie and Bernie have a stinging sense of humor, and what they try to do to Oscar is truly shocking.



## **Crazy Joe**

Oscar's hermit crab friend and confidant. He's a little zany, but everybody loves him. He's very helpful and might show up to help Oscar during his adventure.



## **Police Dolphins**

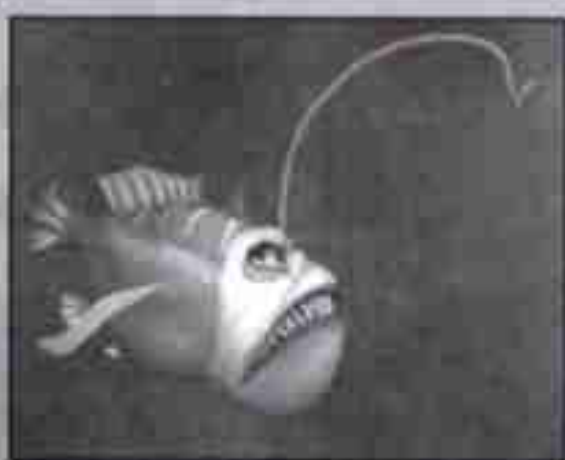
Always on the lookout for anything "fishy," Police Dolphins are on the beat to protect and serve Reef City's neighborhoods.

# **Anemones**



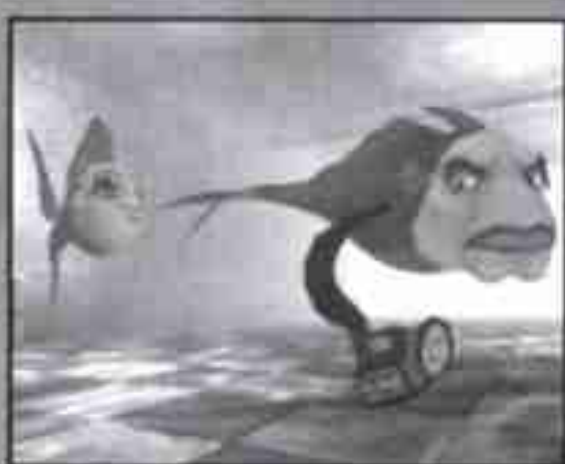
## **Piranha Fish**

Some of Lino's pets have escaped and can be found roaming near the shipwreck. These fish look adorable at first with their big puppy dog eyes. When they open their mouths, it's a different story altogether. Keep your eye on these guys...



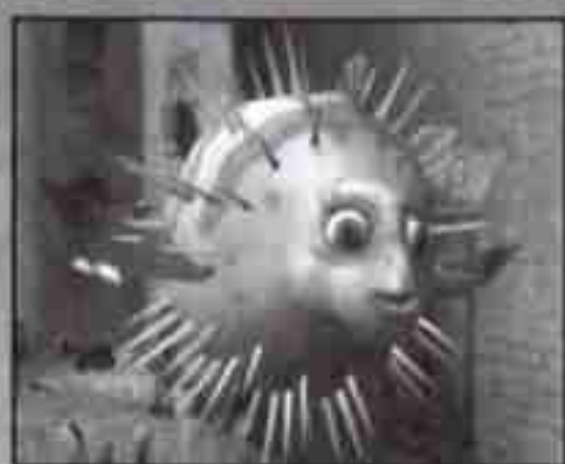
## **Angler Fish**

A deep sea fish with sharp teeth and its own built-in light. Stick to the shadows when the angler comes around.



## **Guard Fish**

Mean-looking fish usually prowling around with a piranha. If they spot you with the flashlight, prepare to get chomped!



## **Angry Puffer Fish**

These puffers seem to have a grudge against Oscar and can be very dangerous. When they puff up, stay away! Those spikes hurt!



## **Jellyfish**

Jellyfish linger in some of the seedier neighborhoods of Reef City. Some jellyfish float around and seem pretty relaxed, but others can move fast! Don't get too close—they pack a mean sting!



## **Crabs**

These stingy creatures are highly defensive of their clams. Dash over or under when they jump to evade their claws. Proceed with caution.



## **Electric Eels**

Super-slinky meanies with “electrifying” personalities. The eels are attracted to Oscar’s wit and charm.



## **Sea Urchins**

These spiky little creatures can't move too fast, but can sting Oscar anyway if he runs into them. Ouch!



## **Street Oyster**

The pearl at the center of the oyster is awfully tempting, but beware of the snapping-shell action.

# Credits

## EDGE OF REALITY

**CEO/Technical Director**  
Rob Cohen

**Vice President**  
Mike Panoff

**President**  
Binu Philip

**Art Director**  
Alan Johnson

**Creative Director**  
Richard Ham

**Project Manager**  
Bill Kim

**Associate Project Manager**  
Scott Barnes

**Lead Programmer**  
Jason Yenawine

**Programmers**  
Michael Agustin  
Dave Barrett  
Evan Bell  
Dave Bellhorn  
Lonnie Fink  
Dan Higdon  
Ben Jackson  
Mark Kreidler  
Jake Meakin  
Tom Steinke

**Lead Designer**  
Thomas Coles

**Designers**  
Jonathan Delange  
Justin Leingang  
Quentin Ramsey  
Joe Shely

**Lead Scripter**  
Rich Santiano

**Scripters**  
Johnny Chu  
Jonathan Hoof  
Emanuel Masciarelli  
Homero Sanchez  
Chris Suson  
Ike Ton  
Shawn Wingler

**Lead Artist**  
Billy Sullivan

**Lead Environment Artist**  
Paul Haskins

**Lead Character Artist**  
Mike Sneath

**Lead Animator**  
Danny Matson

**Artists**  
Dave Bunn  
José Cepeda  
Kelly Goodine  
Karl Holbert  
Chad Hbranchak  
Joe Lee  
Russell Lingo  
Jamey Moulton  
Jason Moulton  
Tom Papadatos  
Derek Robinette  
Lacy Sawyer  
Jake Spence  
Shane Tarrant  
Brad Taylor  
Geoff Taylor

**Audio Designer**  
Stan Neuvo

**Cinematics Manager**  
Mike Bispeck

**Development Tester**  
Scott Lippman

**Special Thanks**  
Our families  
Janice Panoff  
Bill Campbell  
Fred Mizac  
Todd Mosier  
Eli Pulsifer  
Amanda Rubright  
Ryan Tracy

## DREAMWORKS ANIMATION

Doug Cooper  
Camille Eden  
Paul Elliott  
Seth Engstrom  
Anne Globe  
Brad Globe  
Lennell Jones  
Amy Krider  
Sam Mishlap  
John Moore  
Meaghan Nix  
Sunny Park  
Rick Rekedal  
Karen Roberts  
Dave Soren  
Stacy Stuart  
Mark Swift

## ACTIVISION

**Production**  
**President,**  
**Activision Publishing**  
Kathy Vrabeck

**VP, North American Studio**  
Laird Malamed

**Executive Producer**  
Chris Hewish

**Producer**

Steven Rosenthal

**Associate Producer**

Ken Fox

**Localization Producer**

Patrick Dwyer

**Production****Coordinator**

Daniel Firestone

**Production Tester**

Vanessa Schlais

**Quality Assurance/  
Customer Support****Project Lead**

Nicholas E. Weaver

**Senior Project Lead**

Jason Potter

**QA Manager**

Tim Vanlaw

**TEST TEAM****Floor Lead**David Lara  
Sasan Helmi  
Alex Ortiz**Database Manager**

Charles Moore

**Testers**Ryan Dragon  
David Abbit  
William Bowen  
Sean Foreman  
Stefan Taylor  
Steffen Phelps  
Diego Lozano  
Simon Song  
Dave Hernandez  
Josh Martin  
Daniel Lee  
Trevor McCann  
Alan Cooper

Lucious Taylor

Jennifer Masetti

Joseph Prado

Jeremiah Wainright

Chris Nicassio

Matt Wynia

Tim Toledo

Ananda Ilcken

Gabriel Galaz

Glenn Cristobal

**Manager, Technical  
Requirements Group**

Marilena Rixford

**Sr. Lead, Technical  
Requirements Group**

Siôn Rodriguez y Gibson

**Testers, Technical  
Requirements Group**Aaron Camacho  
Robert Lara  
Marc Villanueva**Sr. Manager,  
Customer Support**

Bob McPherson

**Customer Support  
Leads**Gary Bolduc –  
Phone Support  
Michael Hill –  
E-mail Support**CS/QA****Special Thanks**Jim Summers  
Jason Wong  
Joe Favazza  
Adam Hartsfield  
Jason Levine  
Nadine Theuzillot  
Ed Clune  
Indra Yee  
Joule Middleton  
Todd Komesu  
Willie Bolton  
Chad Siedhoff  
Jennifer Vitiello

Nick Favazza

Mike Rixford

Tyler Rivers

Mystee Yiffer

Robert A. Weaver

George Thalwitzer

Michelle Marshall

Nicole Brodahl

Billy Whaley

Charis Patton

Liseth De La Torre-Lara

Jeremy Shortell

Audrey Zornizer

**Marketing and PR****Vice President, Global  
Brand Management**

Lisa Gaudio

**Director, Global  
Brand Management**

Rachel Silverstein

**Global  
Brand Manager**

Deanna Natzke

**Associate  
Brand Manager**

Michelle Turk

**Manager, Corporate  
Communications**

Lisa Fields

**Publicist**

Kate Mitchum

**Legal**Greg Deutsch  
Jay Komars  
Phil Terzian  
Mike Larson  
Danielle Kim**Music Department****Worldwide Executive  
of Music**

Tim Riley

**Music Supervisor and  
Licensing Coordinator**

Brandon Young

***Creative Services***  
**VP, Creative Services  
& Operations**

Denise Walsh

**Director,  
Creative Services**  
Matt Stainer

**Creative Services  
Manager**  
Jill Barry

**Manual Layout  
& Design**  
Ignited Minds LLC

**Packaging Design**  
Hamagami/Carroll, Inc.

***International***  
**Senior Vice President**  
Scott Dodkins

**UK General Manager**  
Roger Walkden

**Marketing Director**  
Alison Turner

**Senior Brand  
Manager**

Alison Mitchell

**Brand Manager**  
Nerys Lukes

**Head of Publishing  
Services**

Nathalie Ranson

**Creative Services  
Manager**

Jackie Sutton

**Creative Services  
Coordinator**

Philip Bagnall

**European Operations  
Manager**

Heather Clarke

**Production Planners**

Victoria Fisher

Lynne Moss

***Special Thanks***

Shawn Capistrano

Steffanie Bullis

Stacy Sooter

Chris Archer

Brian Clarke

Juan Valdes

Suzy Luko

Cecilia Barajas

Ben DeGuzman

Brian Pass

Jay Gordon

Marc Turndorf

Matt Morton

Kelly Byrd

Robert Berger

Anne Leuschen

Jeremy Grapner

April Paradise

Patrick Gilmore

Jason Kim

Aaron Gray

Lalie Fisher

Mike Kurdziel

***Additional  
Scriptwriting  
Services***

David Freeman

***Sound***

**Casting and  
Voice Direction**

Margaret Tang

Womb Music

**Recording/  
Engineering/Editing/  
Voiceover Effects  
Design**

Rik W. Schaffer

Womb Music

***VOICEOVERS***

|                    |                                                                            |
|--------------------|----------------------------------------------------------------------------|
| Phil La Marr       | Oscar, Additional Tenant Fish                                              |
| Melissa Disney     | Angie, Shorty #1, Additional Tenant Fish<br>Old Lady Fish, Groupie Fish #1 |
| Sean Bishop        | Sykes, Lenny, Frankie<br>Police Dolphin #1, Additional Tenant Fish         |
| Nicole Balick      | Katie Current, Shorty #2, Additional Tenant Fish                           |
| David Smith        | Crazy Joe, Melvin, Additional Tenant Fish                                  |
| Seana Kofoed       | Lola, Shorty #3, Additional Tenant Fish                                    |
| Jim Meskimen       | Lino, Additional Tenant Fish                                               |
| Jeff Coopwood      | Ernie, Additional Tenant Fish                                              |
| Jamil Walker-Smith | Bernie, Additional Tenant Fish                                             |
| David Soren        | Philippe Le Caviar, Tony, Repo-Fish<br>Additional Tenant Fish              |

Nika Futterman . . . . . Mrs. Sanchez, Additional Tenant Fish  
 Michael Gough . . . . . Paparazzo Fish, Additional Tenant Fish  
 Cam Clarke . . . . . Eel Boss, Teen Boy Fish, Paper Sales-Fish  
 David Sobolov . . . . . Hammerhead Boss, Sawfish Waiter  
 Amber Hood . . . . . Shorty, Teen Girl Fish, Groupie Fish #2  
                                          Robin Atkin Downes, Shark Diner #2  
                                          Whale Washer #3, Shopkeeper Fish  
 Masasa . . . . . Groupie Fish #3, Mid-Age Lady Fish  
 Keith Ferguson . . . . . Shark Diner #1, Dolphin Cop #2  
                                          Whale Washer #2  
 Nick Jameson . . . . . Old Man Fish, Shark Diner #3  
 Quinton Flynn . . . . . Middle-age Man Fish, News-Truck Fish  
 Billy West, Tara Strong, Greg Ellis . . . . . Additional Tenant Fish  
 Dee Baker, Debi Mae West, Mark Swift,  
 Andre Sogliuzzo, Erin Fitzgerald,  
 Kat Cressida, Grant Albrecht, Michael Bell,  
 Vanessa Marshall, Bill Akey, Kimberly Brooks,  
 Kim Mai Guest, Leontine Guilliard, Bill Harper,  
 Matt Morton, James Sie, Margaret Tang,  
 James Arnold Taylor, Audrey Wasilewski

### ***Music***

**Original score by  
Kevin Manthei**

kmmproductions.com

### ***Music Credits***

#### **"Got To Be Real"**

Performed by  
 Cheryl Lynn  
 Courtesy of Cheryl Lynn  
 Productions  
 Written by Cheryl Lynn,  
 David Foster, and  
 David Paich  
 Published by Butterfly  
 Gongs Music,  
 Cotaba Music, admin  
 by peermusic, Ltd.  
 (BMI), and  
 Hudmar publishing  
 (ASCAP)  
 Remixed by Swizz Beatz  
 exclusively for  
 DreamWorks'  
 SharkTale the game

#### **"Play That Funky Music White Boy"**

Performed as a  
 cover record of the  
 recording originally  
 performed by the group  
 Wild Cherry  
 © 1976 by BEMA  
 Music Div. Of  
 Sweet City Records Inc.  
 & RWP Music  
 Remixed by Swizz Beatz  
 exclusively for  
 DreamWorks'  
 SharkTale the game

#### **"Carwash" ("Bassy" Bob Brockman remix)**

Performed by  
 Rose Royce  
 Featuring  
 The Waters Family  
 Written by  
 Norman Whitfield  
 Courtesy of  
 Geffen Records  
 under license from

Universal Music  
 Enterprises

Published by Universal  
 Duchess Music  
 Corporation/May  
 Twelfth Music (BMI)

#### **"Carwash" (Swizz Beatz remix)**

Performed by  
 Rose Royce  
 Featuring  
 The Waters Family  
 Written by  
 Norman Whitfield  
 Courtesy of  
 Geffen Records under  
 license from Universal  
 Music Enterprises  
 Published by  
 Universal Duchess  
 Music Corporation/  
 May Twelfth Music  
 (BMI)

**"Funky Kingston"**

Performed by  
Toots & the Maytals  
© 1973 Trojan  
Records, a division of  
Sanctuary Records  
Group  
Courtesy of  
Sanctuary Records  
Group  
Published by  
Blue Mountain  
Music, Ltd.;  
All Rights Administered  
in North & South  
America by  
Fairwest Music USA  
(BMI); All Rights for  
Remainder of the world  
administered by  
Fairwood Music, Ltd.  
(PRS).

**"Three Little Birds"**

Performed by  
Sean Paul  
& Ziggy Marley  
Written by Bob Marley  
Produced by  
Stephen Marley  
© 1977 Fifty Six  
Hope Road / Odnil  
Music Limited (ASCAP)  
All Rights  
Administered in North  
& South America by  
Fairwood Music USA  
on behalf of  
Blue Mountain  
Music, Ltd.

**"U Can't Touch This"**

Performed by  
MC Hammer  
Courtesy of  
Capitol Records

Under License from  
EMI Film  
& Television Music  
Published by  
Wixen Music Publishing  
o/b/o  
Bust It Publishing (BMI)  
By Rick James,  
Alonzo Miller,  
and Kirk Burrell  
© 1990 Jobete  
Music Co., Inc.,  
Stone Diamond  
Music Corp.,  
and Bust It Publishing  
All Rights for  
Jobete Music Co., Inc.  
Controlled and  
Administered by  
EMI April Music Inc.  
All Rights for  
Stone Diamond Music  
Corp. Controlled and  
Administered by  
EMI Blackwood  
Music Inc.  
(contains elements of  
"Super Freak"  
By Rick James and  
Alonzo Miller)  
© 1981 Jobete  
Music Co., Inc.  
and Stone Diamond  
Music Corp.  
All Rights Controlled  
and Administered by  
EMI April Music Inc.  
and EMI Blackwood  
Music Inc.  
All Rights Reserved.  
International Copyright  
Secured.  
Used by Permission.

**"Bad Boys"**

Performed by  
Inner Circle  
Courtesy of  
Atlantic Records  
By Arrangement with  
Warner Strategic  
Marketing  
Written by Ian Lewis  
©1994 Rock Pop  
Music, Inc. (BMI)  
All rights administered  
by Warner-Tamerlane  
Publishing Corp.  
All rights reserved.  
Used by permission.

**"Summertime"**

Courtesy of  
Jive Records.  
Under license from  
BMG Film & TV Music  
(Alton Taylor,  
Robert Mickens,  
George Brown,  
Richard Westfield,  
Claydes Smith,  
Ronald Bell,  
Dennis Thomas,  
Robert Bell,  
Hula Mahone,  
Craig Simpkins,  
Willard Smith)  
©1991 75% Zomba  
Enterprises, Inc.  
(ASCAP) o/b/o  
Jazzy Jeff and  
Fresh Prince Publishing  
(ASCAP),  
Da Posse's Music (BMI)  
& Willesden Music, Inc.  
(BMI)  
[Contains samples from  
"Summer Madness"  
by Alton Taylor,  
Robert Mickens,  
George Brown,

Richard Westfield,  
Claydes Smith,  
Ronald Bell,  
Dennis Thomas,  
Robert Bell.)

Gang Music Ltd. (BMI),  
Second Decade Music  
Co. (BMI),

Warner-Tamerlane  
Publishing Corp. (BMI).  
All rights on behalf of  
itself, Gang Music Ltd.,  
Second Decade Music  
Co. Administered by  
Warner-Tamerlane  
Publishing Corp.}

All rights reserved.  
Used by permission.

### **"Hey Baby"**

Performed by  
Mocean Worker  
From the album,  
Aural & Hearty  
PALMCD 2048-2  
© 2000 Palm Pictures  
LLC. Licensed by  
Palm Pictures  
Special Markets

Written by  
Adam Dornblum and  
Lukasz Gottwald  
Published by  
Slugwell Music (ASCAP)  
and Kasz Money  
Publishing (ASCAP)

### **"Wipe Out"**

Performed by  
the Fat Boys  
Courtesy of  
Island Def Jam  
Music Group  
under license from  
Universal Music  
Enterprises

Written by  
Robert Berryhill,  
Patrick Connolly,  
James Fuller,  
Ronald Wilson

Published by  
Miraleste Music

### **"The Way You Move"**

Courtesy of  
LaFace Records/  
Zomba Label Group.  
Under license from  
BMG Film & TV Music.

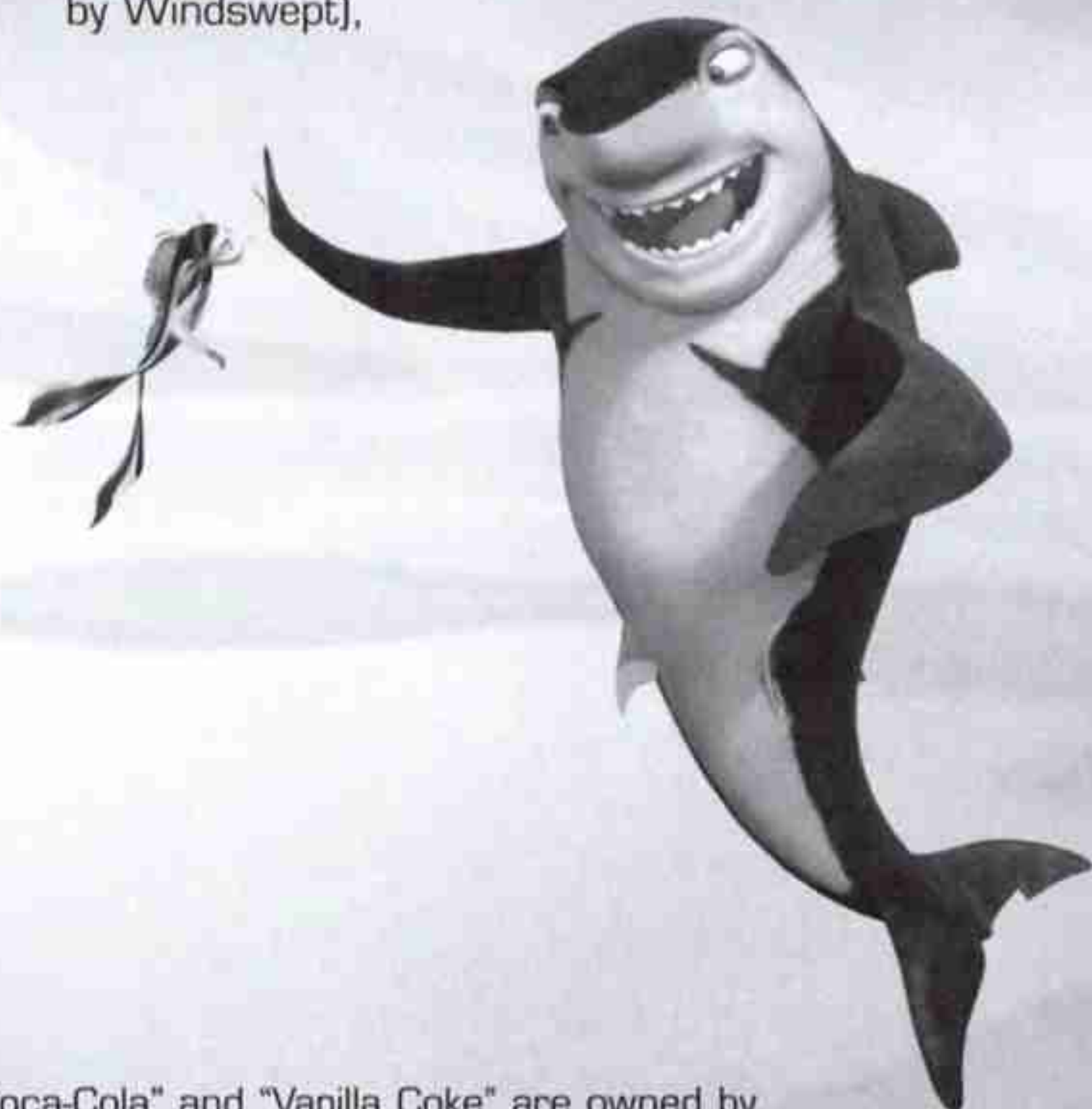
Written by  
Antwan Patton,  
Patrick Brown,  
Carlton Mahone  
Published by  
Chrysalis Music on  
behalf of itself and  
© Gnat Booty Music.  
(ASCAP), © 2003 by  
Songs of Windswept  
Pacific (BMI)  
obo Hitco Music and  
Carl Mo Music  
(All rights administered  
by Windswept),

and Murray Media  
Music Corporation  
o/b/o Organized Noize  
Music.

All rights reserved.

### **"Raise the Reef"**

Performed by  
Jaime Macias,  
Brian Kessler and  
Tiffany Smith  
The Holy Mackerel  
Tabernacle Choir:  
Eric White  
Vanessa Czworniak  
Belinda Van Sickle  
Additional  
backing vocals:  
Mandy Georgi  
Laurence Rodman  
Michael Glasco  
Produced by  
Brian Kessler  
© 2004  
Ignited Minds LLC



## Customer Support

*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. We update the support pages daily, so please check here first for solutions. 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.

*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.

**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.

**Register your product online at [www.activision.com](http://www.activision.com) so we can enter you in our monthly drawing for a fabulous Activision prize.**

TAKE YOUR GAME FURTHER **BRADYGAMES**

# FLEX YOUR FINS AND FILLET YOUR OPPONENTS...

TAKE YOUR GAME FURTHER **BRADYGAMES**

## DREAMWORKS **Shark Tale**

OFFICIAL STRATEGY GUIDE

### with the Official Strategy Guide from BradyGames!

- Comprehensive Walkthrough of Each Adventure-Packed Mission and locale.
- Strategies for Outracing Your Opponents, Dodging Traffic and Fending Off Great White Sharks.
- Fighting Tactics Including Move Lists and Combos.
- Game Secrets, Puzzle Solutions and Much More!

To purchase BradyGames' *Shark Tale*™ Official Strategy Guide, visit your local electronics, book, or software retailer. Also available online at [www.bradygames.com](http://www.bradygames.com).

ISBN: 0-7440-0463-2

UPC: 7-52073-00463-7

PRICE: \$14.99 US / \$21.99 CAN / £9.99 Net UK



DreamWorks' Shark Tale™ & © 2004 DreamWorks LLC. Published and distributed by Activision Publishing Inc. Game code © 2004 Activision, Inc. Activision is a registered trademark of Activision, Inc. All rights reserved. Developed by Know Wonder. PC CD-ROM logo © and™ IEMA 2003. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners.

## **SOFTWARE LICENSE AGREEMENT**

**USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").**

**LIMITED USE LICENSE.** Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

**OWNERSHIP.** All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

### **YOU SHALL NOT:**

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

**LIMITED WARRANTY.** Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

**EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.**

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$20 U.S. currency per disc replacement. Note:

Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

**LIMITATION ON DAMAGES.** IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

**TERMINATION.** Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

**U.S. GOVERNMENT RESTRICTED RIGHTS.** The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

**INJUNCTION.** Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

**INDEMNITY.** You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

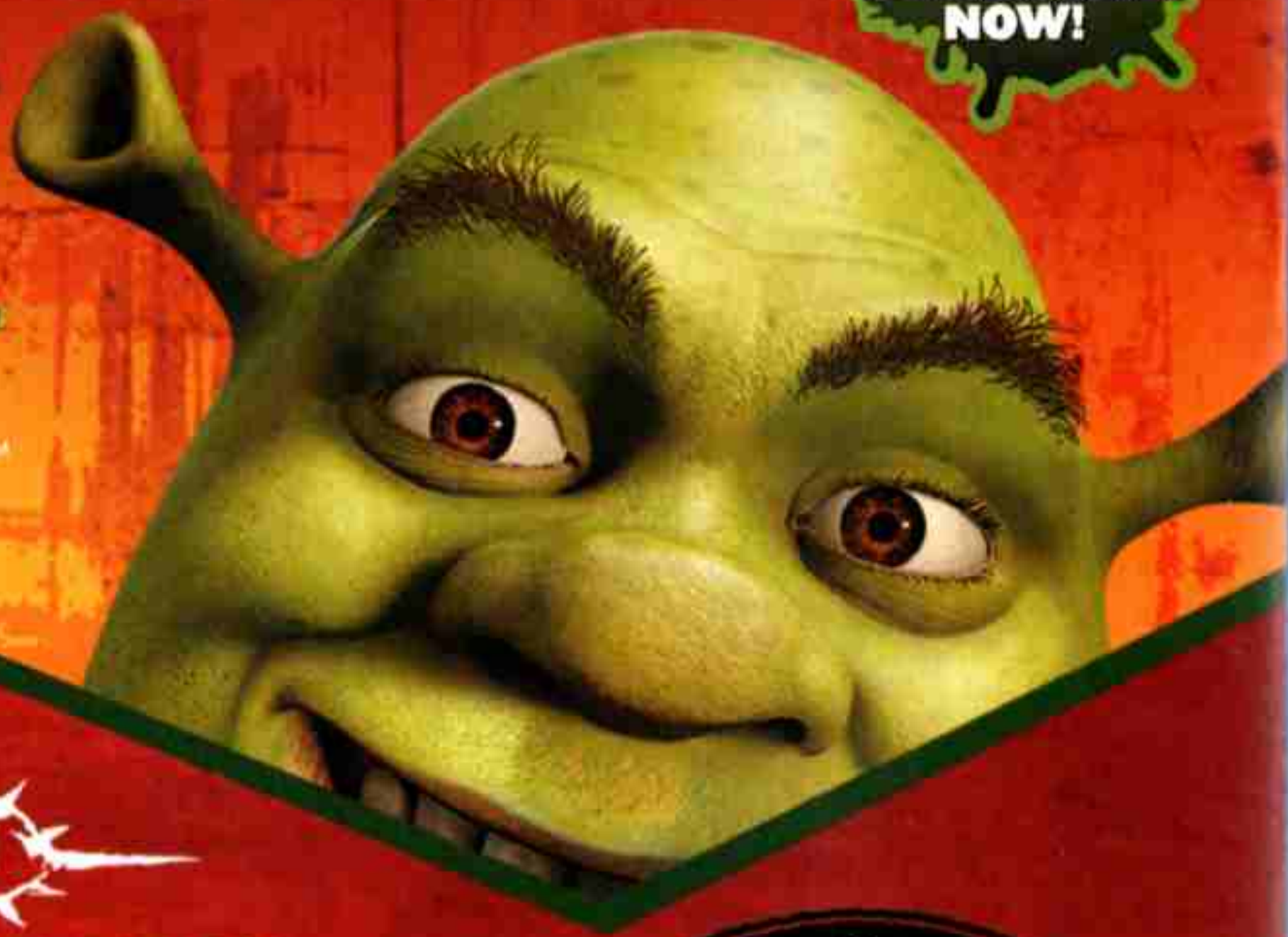
**MISCELLANEOUS.** This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California. If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. Business and Legal Affairs, [legal@activision.com](mailto:legal@activision.com).

# SHREK 2™

## THE GAME

THE ADVENTURE  
CONTINUES.

AVAILABLE  
NOW!



# LEMONY SNICKET'S —A SERIES OF— UNFORTUNATE EVENTS™

AVAILABLE FOR YOUR  
PLAYSTATION®2 COMPUTER  
ENTERTAINMENT SYSTEM  
HOLIDAY 2004.



PlayStation 2

**ACTIVISION**  
activision.com

**DREAMWORKS**  
PICTURES



**AMAZE**  
A THUNDER COMPLEX

PRODUCTS RANGE FROM  
RATING PENDING TO EVERYONE

**RP-E**  
CONTENT RATED BY  
**ESRB**

© 2004 by Paramount Pictures Corporation and DreamWorks LLC. "A SERIES OF UNFORTUNATE EVENTS" and all related titles and logos are trademarks of Viacom International Inc. Published by Activision Publishing, Inc. Game code © 2004 Activision, Inc. Activision is a registered trademark of Activision, Inc. All rights reserved. Developed by Amaze. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

DreamWorks' Shark Tale TM & © 2004 DreamWorks L.L.C. Shrek is a registered trademark of DreamWorks L.L.C. Shrek 2, Shrek Ear Design and Shrek "S" TM & © 2004 DreamWorks L.L.C. Published by Activision Publishing, Inc. Game code © 2004 Activision, Inc. Activision is a registered trademark of Activision, Inc. Shrek 2 developed by Luxoflux. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners. 80697.226.US