

DREAMWORKS  
**SHREK**  
**SUPER SLAM**

**Grab your friends  
and have a brawl!**

**Battle it out with the  
twisted characters  
from the Shrek  
universe in an  
all-out slam fest!**

**Coming to PlayStation 2  
Fall 2005.**



Play as one of 20 fantasy characters from the Shrek universe and beyond.

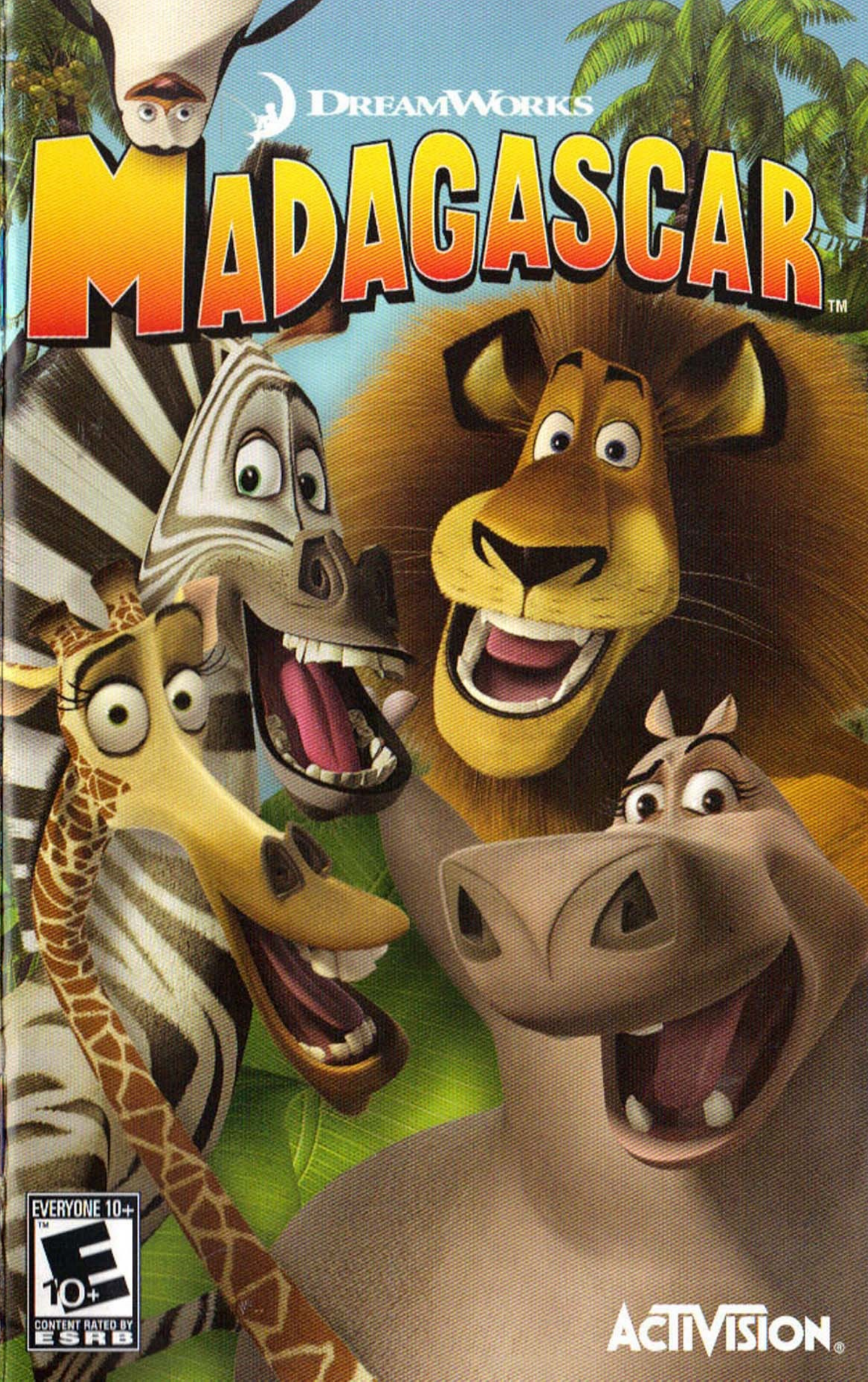


Slam opponents through windows and walls in 16 fully destructible environments.



Slam triumphant with each character's totally twisted fighting move.

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DREAMWORKS

# MADAGASCAR™

EVERYONE 10+  
**E**  
10+  
CONTENT RATED BY  
ESRB

**ACTIVISION®**

**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.

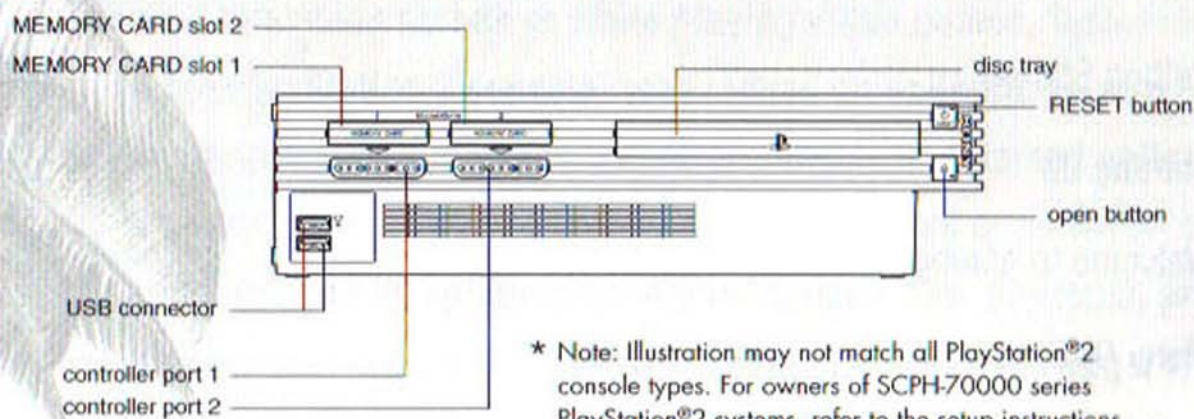
**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- 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.

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## Getting Started



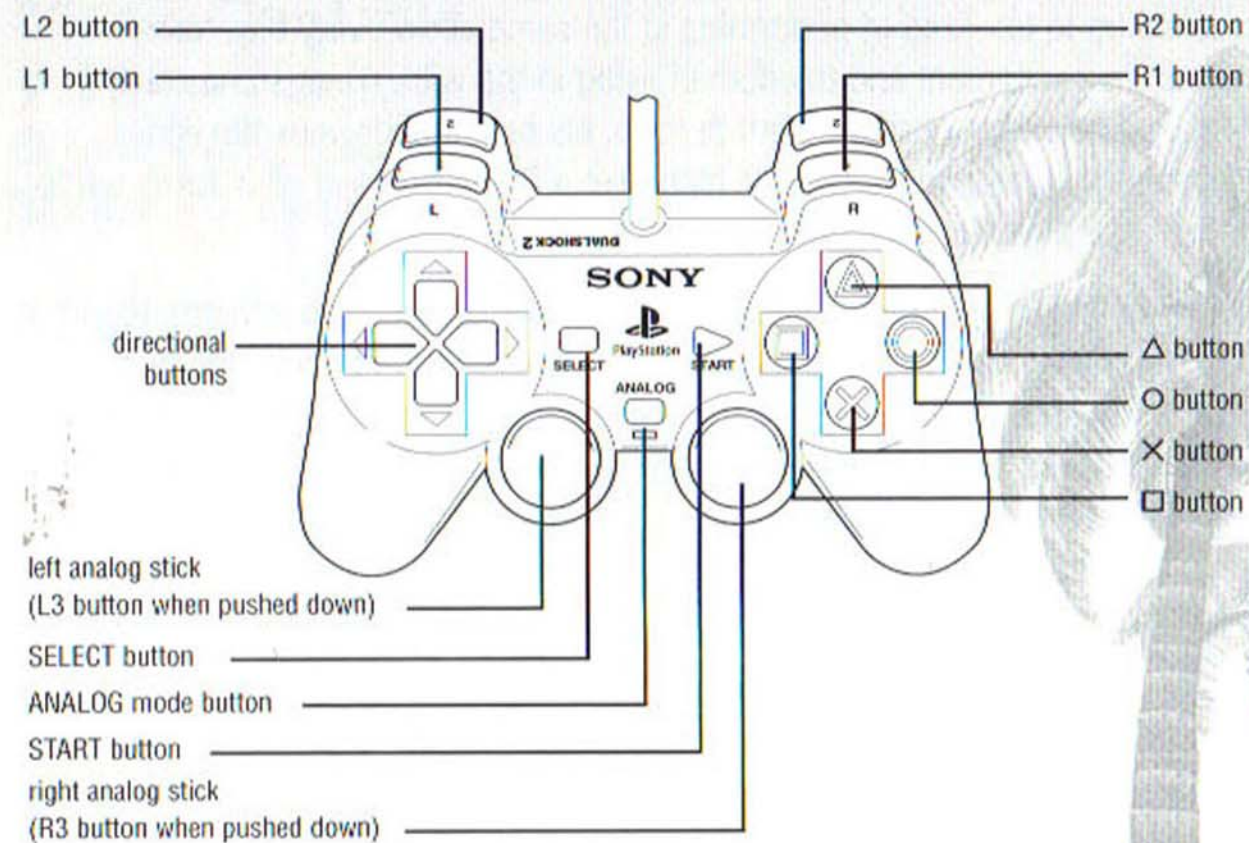
\* Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.

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 Animation *Madagascar*™ 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 playing the game.

### 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 65KB.

## Starting Up



To select menu options, use the **↑** and **↓** directional buttons to navigate. 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 **Δ** button to go back. *Madagascar* supports the DUALSHOCK®2 analog controller. When Analog Mode is on, the left analog stick works the same as the directional buttons.

## Welcome to Madagascar

Marty the zebra is celebrating his tenth birthday, but life in the zoo isn't all it's cracked up to be. Tired of performing in the same show every day, Marty craves the excitement and freedom of living in the wild. When some crafty Penguins help Marty escape from the zoo, his best friends, Alex the lion, Melman the giraffe and Gloria the hippo set off to find him in what turns out to be a bigger adventure than any of them expected.

Get ready for an unforgettable journey across the ocean, from the streets of New York City to the island of Madagascar. To survive in the wild, the four friends will have to discover their true animal natures and master their instincts. Fortunately, the locals—a band of partying Lemurs—are ready and willing to help (when they're not too busy hosting a rave). However, the Lemurs may be the ones who need assistance when Madagascar's most dangerous creatures, the Foosa, strike.

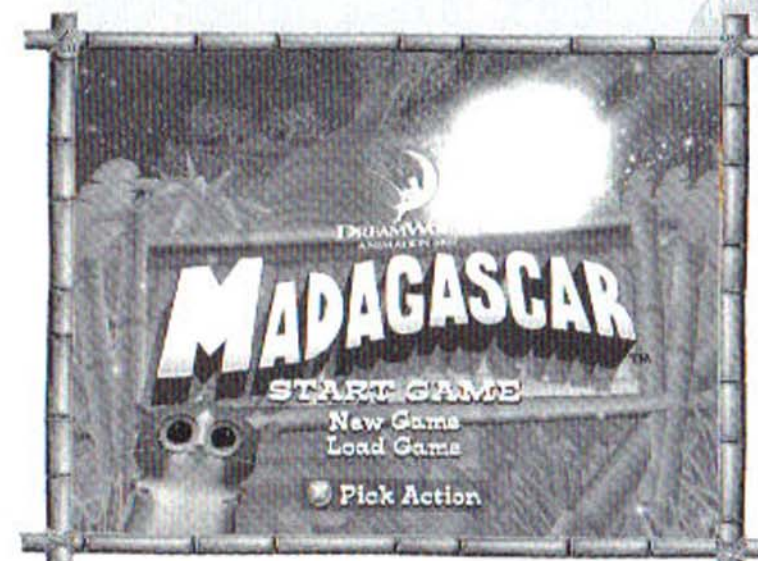


## Menu Options

### Menu Controls

- ↑, ↓, ←, → – Navigate menus
- ⊗ button – Accept selection
- ⊙ button – Go back to the previous menu or cancel

### Main Menu



**New Game** – Start a new game of *Madagascar*.

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

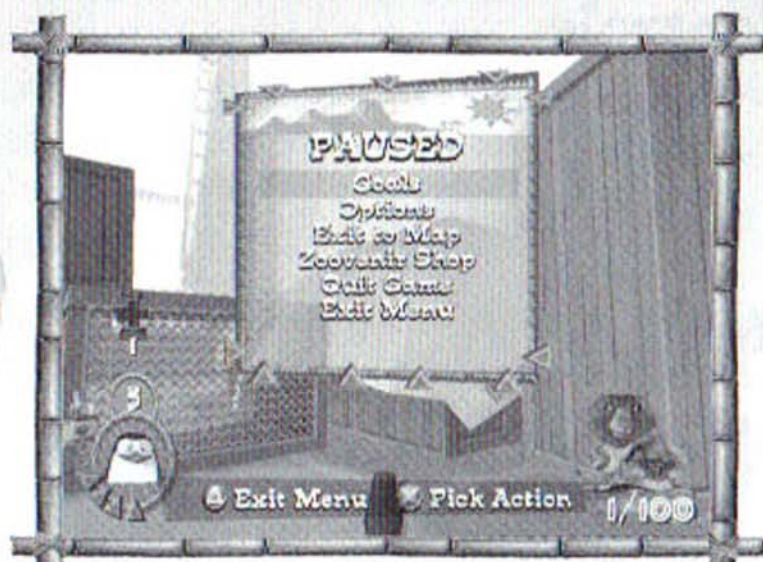
### Saving the Game

Saving occurs automatically throughout each level. The saved game includes Monkey Money earned, current health and lives and objectives completed.

### Note on Autosaving

When the Saving icon appears on-screen, *Madagascar* is saving your options, progress and/or unlocked extras. When you see this icon, please do not remove the memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1 or the controller. Also, do not reset or turn off your PlayStation®2 while your game is being saved.

## Pause Menu



**Goals** – View goals and objectives for the level.

**Options** – Adjust sound and music volume or turn vibration on or off.

**Exit to Map** – Stop gameplay and return to the map.

**Zoovenir Shop** – Use Monkey Money to buy mini-games and extras.

**Quit Game** – Stop gameplay and return to the Main Menu.

**Exit Menu** – Resume the game from where you paused.

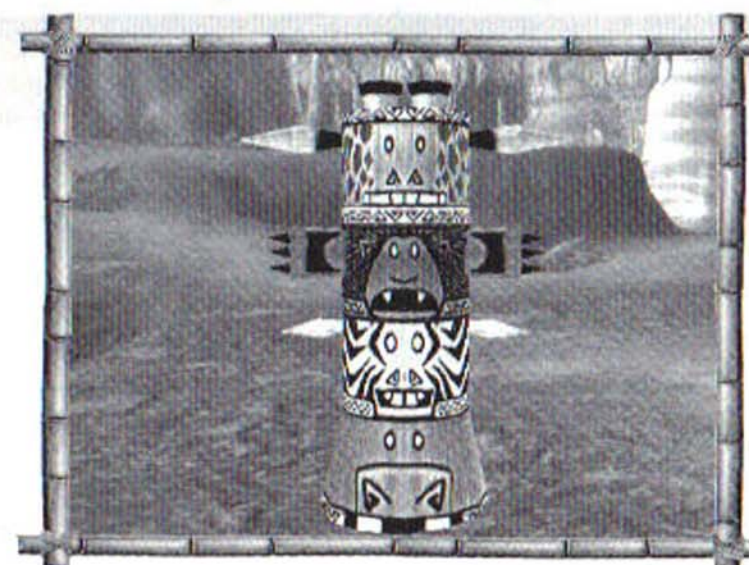
During the game, you can view your health bar, remaining lives and Monkey Money by pressing the **R1** button.

## Controls/Abilities

### Basic Controls

<b>Run/turn</b>	left analog stick
<b>Rotate camera</b>	right analog stick
<b>Switch character (near a totem pole)</b>	Ⓒ button, left analog stick or directional buttons to switch, ⒫ button to select
<b>Use/talk</b>	Ⓒ button
<b>Pause</b>	▶ button
<b>Rotate camera behind character</b>	<b>L1</b> button
<b>Health/coins status</b>	<b>R1</b> button





**Power Cards** – Marty, Alex, Melman and Gloria are powerful animals—they just don't know it yet! Having spent their entire lives in the zoo, they'll have to learn about their true animal natures to succeed in the wild. Throughout the game, you'll unlock new abilities by collecting power cards. You need three power cards to complete a set.



**Totem Pole** – In some chapters, you need to select the correct character for the job. To switch characters, approach the totem pole and press the Ⓒ button. Use the left analog stick or directional buttons to select the character you want and press the ⒫ button.





## Alex's Abilities



Jump		ⓧ button
Roar		Ⓚ button
Super roar		Ⓚ button (after eating super roar plant)
Double-jump		ⓧ, ⓧ button
Throw		Ⓛ button (when holding fruit)
Claws		Ⓞ button




## Marty's Abilities



Jump		ⓧ button
Kick		Ⓚ button
Sneak		Ⓛ button
Slide		Ⓛ button while moving
Long-jump		ⓧ, ⓧ button



## Gloria's Abilities



Jump		ⓧ button
Charge		left analog stick (after eating chili pepper)
Butt bounce		ⓧ, ⓧ button
Tumble		Ⓚ button
Hip check		Ⓛ button


## Melman's Abilities



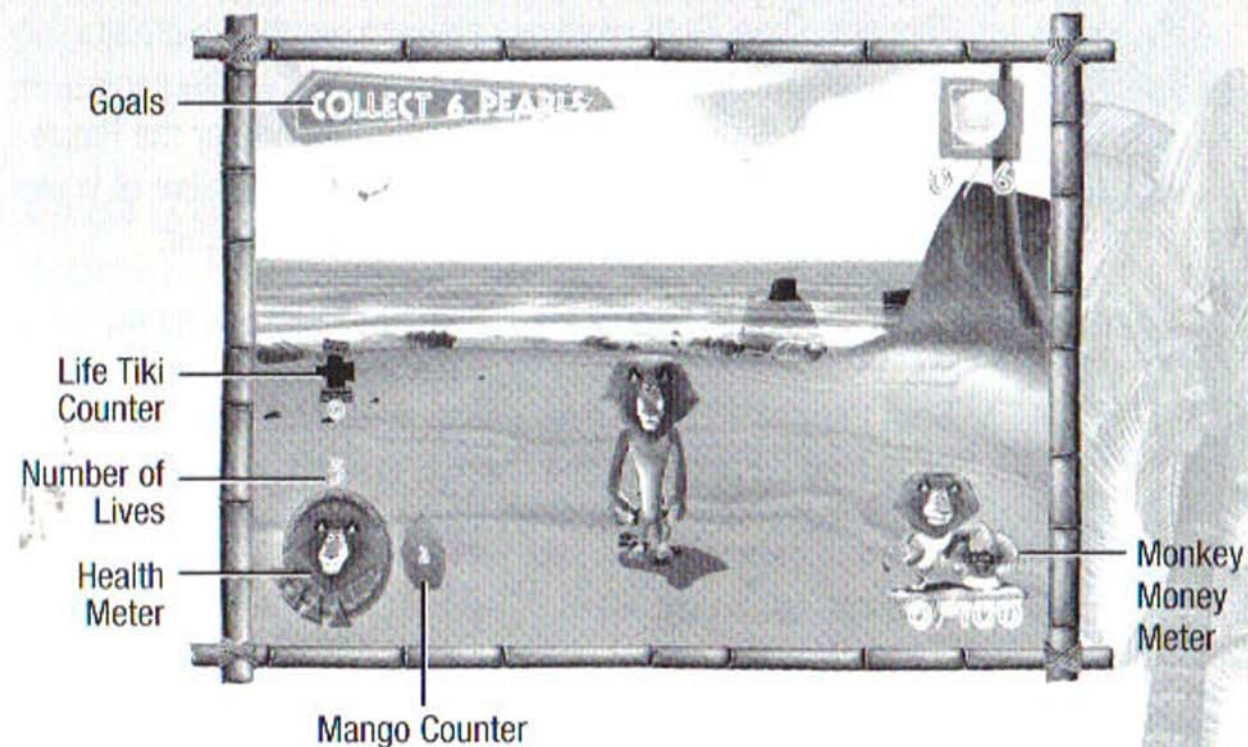
Jump		ⓧ button
Spin		Ⓚ button
Helicopter/glide		ⓧ, ⓧ button
Throw		Ⓞ button (when holding something), left analog stick to aim
Head bash		Ⓛ button

## Penguin Abilities



<b>Jump</b>	⊗ button
<b>Slide</b>	Run + ◻ button
<b>Attack</b>	◻ button
<b>Finishing move</b>	◻ button (when enemy is down)
<b>Call up troops</b>	 ◉ button (when near trumpet)
<b>Fish</b>	Use left analog stick to aim, hold down the ◉ button to cast, release the ◉ button when fish takes bait.

## Game Screen



## Collectibles

### Health



**Life Tikis** – Life tikis give you a health boost and count toward extra lives. Every time you collect a life tiki, you fill up one of the four slots on your health meter. Collect ten life tikis to gain an extra life.



**Health Meter** – The number above the health meter indicates how many lives you have. The triangles indicate how much health you have left.

## Monkey Money



Monkey Money can be traded with the monkeys at the Zoovenir Shop. Gold monkey coins are worth five credits, and silver monkey coins are worth one credit. You can access the Zoovenir Shop from either the map or the Pause menu. The Monkey Money counter on the right side of your screen shows the number of coins you've collected.

## Special Items



**Chili Pepper** – Gloria loves eating spicy chili peppers. After munching on peppers, she can run faster, take down enemies and bust through boulders and other obstacles.



**Super Roar Plant** – This special plant gives Alex's roar a temporary surge of power. Eat one of these to stun all enemies within range.

*Hint:* The super roar doesn't last long, so use it fast!



**Coconut** – Melman can use his long neck to fling coconuts (and other objects) through the air.



**Mango** – Be sure to pick up any mangoes you see on the ground. Alex can throw mangoes to stun enemies.



**Keys** – Some areas can only be unlocked once you've found the correct key.

## Mini-Games

Unlock special bonus mini-games by purchasing them from the Zoovenir Shop. Once you've purchased a new bonus mini-game, you can access it at any time from the map. Each mini-game costs 35 Monkey Money coins.

### Tiki Mini-Golf

Welcome to the Lemurs' mini-golf course! Up to six players can play (taking turns with the same controller). Each player can select their favorite character to play. The player with the lowest score wins!

To change the direction of your swing, move the **green arrow** with the **left analog stick** to point in the direction you want. Tap the **○** button once to start your swing. The strength of your swing is indicated in the bar on the left-hand side of the screen. To hit the ball, tap the **○** button again.

#### Mini-Golf Controls

Change direction of swing	left analog stick
Change camera view	right analog stick
Start swing	○ button (tap)
Release swing	○ button (tap again)
Rotate camera behind ball	L1 button

### Shuffleboard

Challenge a friend to a game of shuffleboard. Two players can play using the same controller. Once you start, you have the following options: Pick Board (additional boards can be purchased in the Zoovenir Shop), Pick Game (play to 9 or 15 points) and Pick Player (select the character you wish to play).

#### Shuffleboard Controls

Slide left and right	left analog stick
Turn left and right	right analog stick
Slide	○ button (press to power up and press again to slide)
View scoring pucks	■ button



## Scoring

- Only one color scores per round. A round is four pucks for each color.
- All pucks of one color past the deepest puck of the opposing color count for scoring purposes.
- The puck must be completely over the dividing line to score the higher point value.
- Pucks that land in the foul zone or slide off the board do not score.
- The game is won when one side reaches 9 or 15 points, depending on the game you selected.

## Lemur Rave

Take part in a Lemur dance party. Each symbol corresponds to a button on your controller. Motivate the Lemurs into a dancing frenzy by hitting the symbols when they reach their destination. There are three ways to play Lemur Rave:

**Play One-Player** – Beat the high score.

**Play Two-Player** – A second controller is required.

**Practice a Track** – Scoring is turned off for practice.

After you select a play mode, choose a song, difficulty level and style (Normal, Pro Mode or Random).

Every time you press a button, your accuracy is judged. At the end of the song, all your hits (perfect, great, good) and misses (oops, ouch) are totaled to tally your final score.



Hits		Misses	
Perfect	107	Oops	3
Great	42	Ouch	1
Good	10		
Score			
435			
Continue			

## Characters

### Four Friends

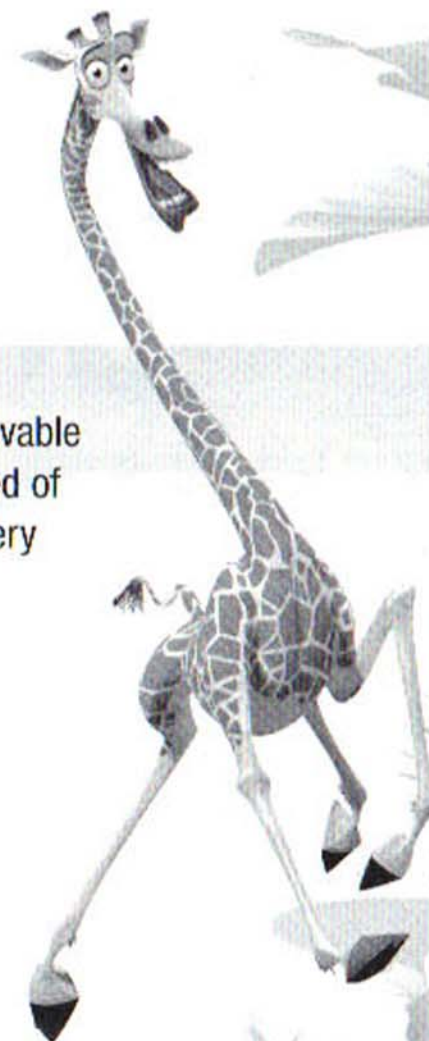
**Alex the lion** loves his life in the zoo and doesn't understand why anyone would want to leave. He lives a pampered life as the King of New York and enjoys eating juicy porterhouse steaks.



**Marty the zebra** believes there has to be more to life than the zoo. He dreams of one day escaping into the wild.



**Melman the giraffe** is a lovable hypochondriac. He's terrified of almost everything, but is very loyal to his friends.



**Gloria the hippopotamus** doesn't take nonsense from anyone. Smart and independent, Gloria is a take-charge female who keeps the bunch together.



## The Penguins

### **Skipper, Kowalski, Private and Rico**

These Penguins have been trying to escape the zoo for years in their quest to get to Antarctica. They are organized, disciplined and, according to Alex, a little crazy.



## The Locals

**Julian** is a real party animal. He's king of the Lemurs, although everyone knows it's really Maurice who keeps the group on track.

**Maurice** is the king's sidekick and the voice of authority in the Lemur world. He makes sure everyone is doing their jobs—especially Julian.



**Mort** is the smallest and cutest of the Lemurs. He loves making new friends—when he's not too busy annoying the ones he already has.

**Foosa** are dangerous, cat-like predators native to the island of Madagascar. Beware of the Foosa!

?

# Chapters

**King of New York** – Meet Alex, Marty, Melman and Gloria as you learn what it's like to be an animal in the zoo. Be sure to collect plenty of Monkey Money so you can buy items at the Zoovenir Shop.

*Hint: Pop the balloons for an added bonus.*

**Marty's Escape** – Marty gets his wish to leave the zoo granted with a little help from some scheming Penguins. You'll have to be extra careful around the security guards to avoid getting caught. Collect keys to access other areas of the zoo on your search for freedom.

*Hint: Ask for help from other animals.*

**New York Street Chase** – Marty has escaped, and his friends decide to hold an intervention. Chase him down before Marty gets on a train and heads to the wilds of Connecticut! Watch out for crazy traffic.

*Hint: Don't forget to look for Power Cards.*

**Penguin Mutiny** – The entire zoo has been packed up and shipped off to a wild animal preserve. Help the Penguins take over the ship and re-route it to Antarctica. As Private Penguin, it's your duty to scout ahead and make sure the coast is clear. When you've reached a safe spot, use the trumpet to call up the troops.

*Hint: Penguins are small enough to fit through pipes.*

**Mysterious Jungle** – Alex washes up on the island of Madagascar after his crate is knocked overboard. He sets out to find the reception desk and hopefully, his friends. Explore the island and see if the locals can help you out. You might need to give them something in return.

*Hint: Use your roar to scare open the clams.*

**Save the Lemurs** – Reunited at last, the four friends crash a Lemur party and learn about the Foosa—the most dangerous creatures on the island of Madagascar. Rescue the Lemurs and help them find a new location for their party.

*Hint: Use Marty's sneak ability to hide behind rocks.*

**Jungle Banquet** – The Lemurs are throwing a banquet, and they'll need plenty of fruits and vegetables to serve. Scavenge for food by helping out the jungle residents. You'll need to select the best character to do the job.

*Hint: Talk to Julian for tips on where to go.*

**Coming of Age** – Alex misses eating juicy steaks. Melman goes on a search for a steak tree, but first, he has to get rid of some disgusting worms that are eating up the Lemurs' home.

*Hint: Keep your eye out for coconuts to throw.*

**Back to the Beach** – Alex's hunger has driven him mad, and he's actually bitten Marty on the bottom. Gloria, Melman and Marty try to get off the island by making a rescue beacon. You'll have to find the right character to perform each task.

*Hint: The friends have to work together to succeed.*

**Marty to the Rescue** – Marty just can't leave the island without his best friends. Mort leads Marty to the other side of the island through the most treacherous parts of the jungle.

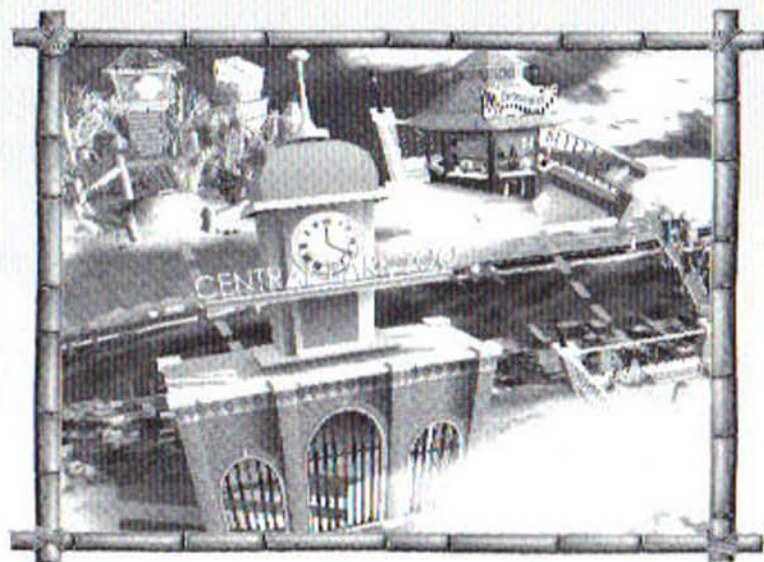
*Hint: Watch for speed boosts in the water to propel you faster.*

**Final Battle** – Alex has wandered into the predator side of the island where Madagascar's fiercest creatures live. You'll have to use all your animal instincts and abilities to take down this scary pack.

*Hint: Don't forget to look for super roar plants.*

## Map/Locations

Each time you complete a chapter, a new area of the map gets unlocked for you to explore. Use the left analog stick or the directional buttons to move over the map. You can replay chapters at any time by returning to them in the map.

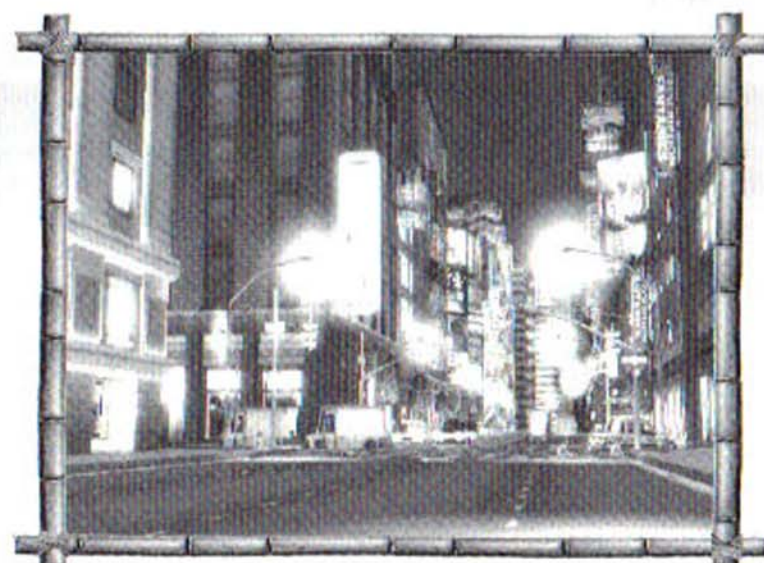


## From New York City...



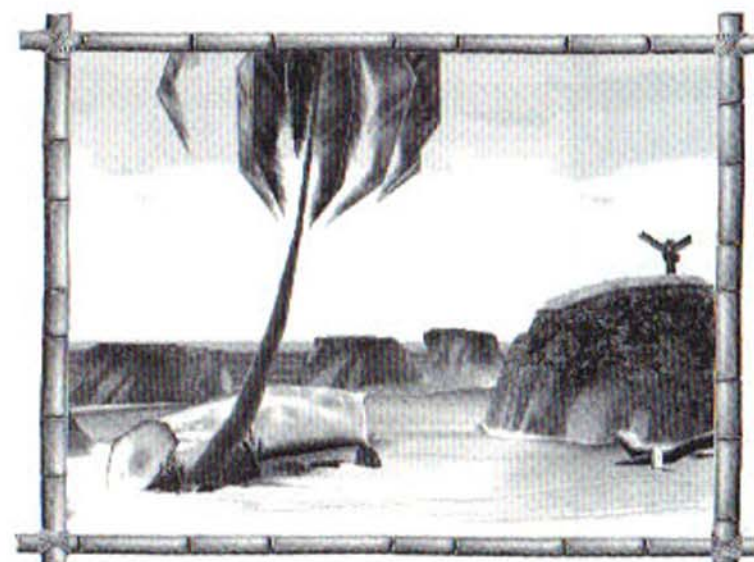
**The Zoo** – Home, sweet home for our four friends. Don't forget to check out Alex's show—he's the pride of the zoo.

**Streets of Manhattan** – New York City is full of life—and traffic! The people of New York aren't prepared to see zoo animals running down the street.



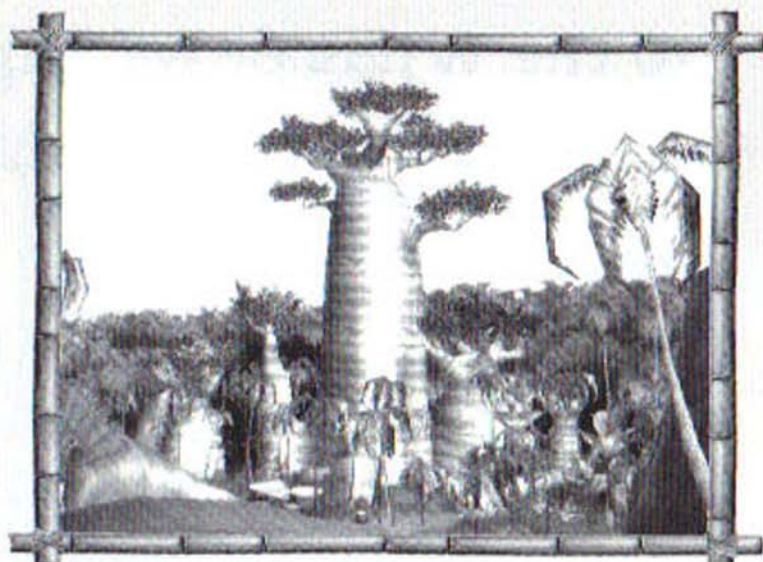
## ...to the Wilds of Madagascar

**Cargo Ship** – This giant cargo ship is transporting the zoo animals to Kenya. The ship also carries a lot of sailors who aren't prepared to deal with those pesky Penguins.



**Beach** – When the animals crash-land on the beach, they think they've arrived at a new zoo. They don't realize they're actually on the island of Madagascar.

**Baobab Tree** – The giant Baobab Tree is a meeting place for the Lemurs. It's where they hold their crazy dance parties.



**Predator Side of the Island** – This wasteland is the natural habitat for the Foosa. Alex ends up here after he discovers his predatory nature.

## Credits

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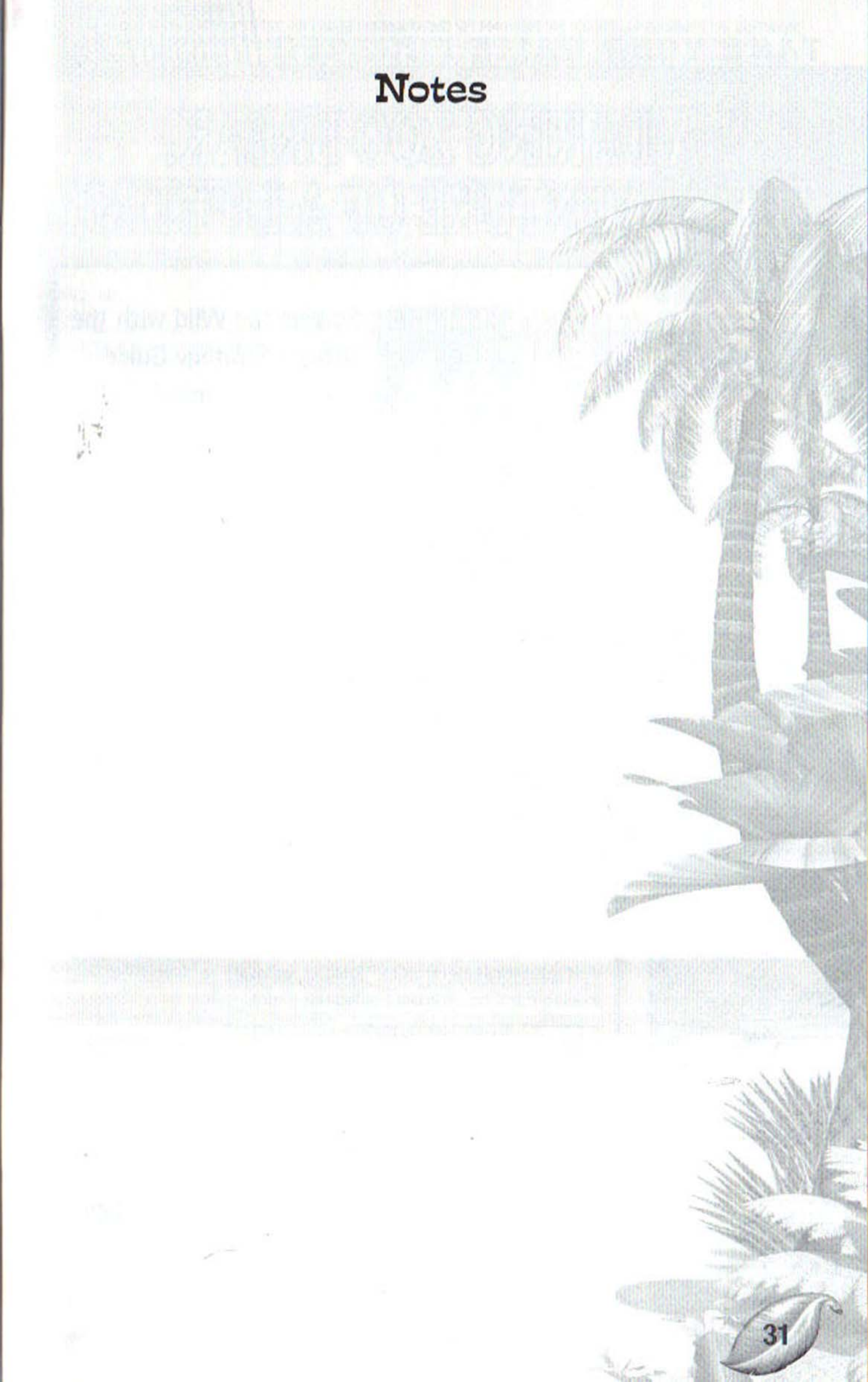
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# Notes

# Notes

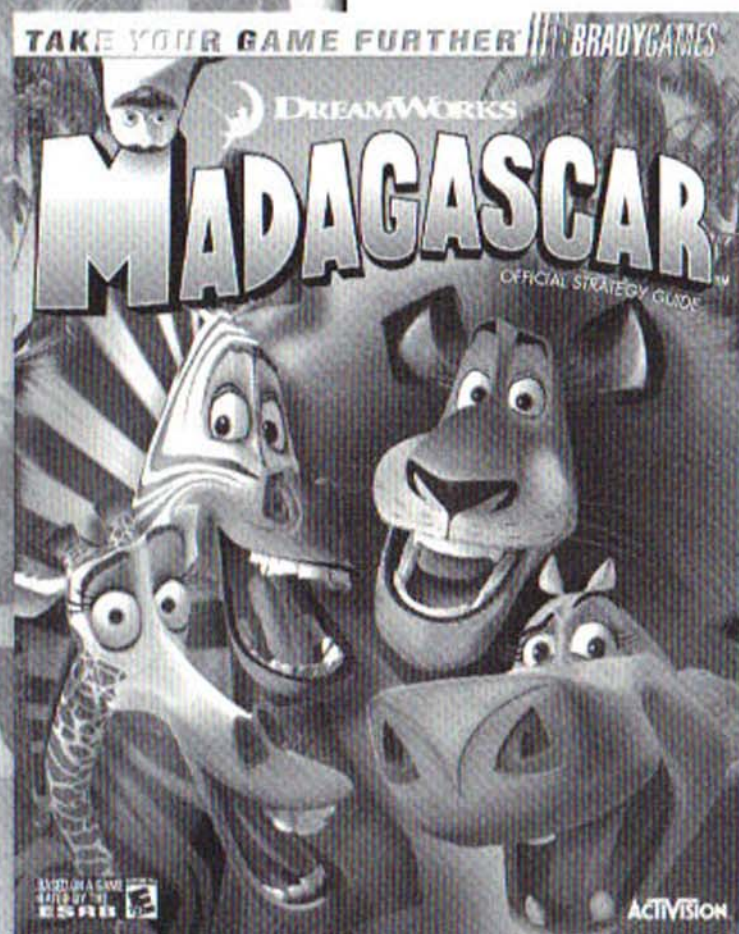


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