

PSP



DREAMWORKS  
**SHREK**  
THE **THIRD**



ACTIVISION

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

## **⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

### **Use and handling of video games to reduce the likelihood of a seizure**

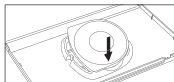
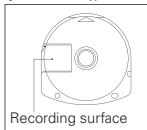
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

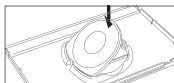
### **Use and handling of UMD™**

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



#### **Ejecting the disc**

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



#### **Storing the disc**

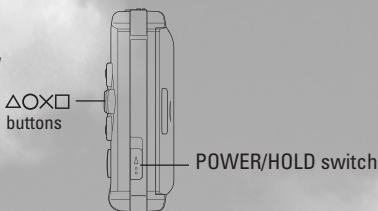
Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

# Table of Contents

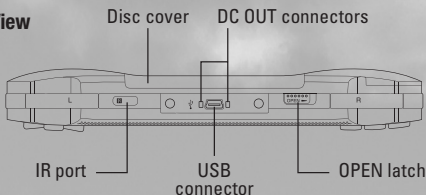
Getting Started .....	2
Starting Up .....	3
Introduction .....	3
Menu Navigation .....	4
Game Modes .....	4
Gameplay Controls .....	5
Items .....	7
Credits .....	8
Customer Support .....	12
Software License Agreement .....	13

# Getting Started

## Right Side View



## Front View



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT *SHReK the THiRD™* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

**NOTICE:** Do not eject a UMD™ while it is playing.

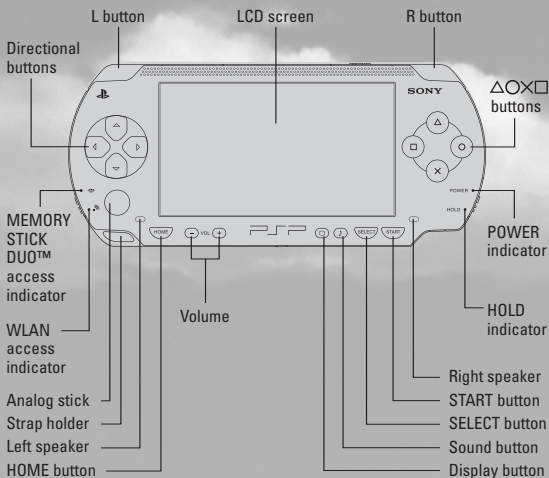
## Memory Stick Duo™

*Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.*

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

# Starting Up

## PSP® (PlayStation®Portable) system configuration



## Introduction

When Shrek® married Fiona, the last thing he had in mind was becoming the next King. But when Shrek®'s father-in-law, King Harold, suddenly dies, that is exactly what he faces. With the help of his trusted companions, Donkey and Puss in Boots, Shrek® must find a suitable King for Far Far Away or be stuck with the job himself. The the most "promising" candidate, Fiona's cousin Arthur — an underachieving medieval high school slacker — proves to be more of a challenge than they bargained for.

# Menu Navigation

## Controls

**Control Pad** – Navigate menus.

**⊗ button** – Press to accept.

**⦿ button** – Press to go back to the previous menu or cancel.

## Main Menu

**New Game** – Start a new game (changes to “Continue” when a game has been started or loaded).

**Scene Select** – Allows you to replay any scene whenever you like.

**Multiplayer** – See Game Modes.

**Options** – Adjust the audio, difficulty level and other game options.

**Gift Shop** – Spend money you earned during the game to purchase new costumes, bonus difficulty modes and other goodies!

## Pause Menu

**Return to Game** – Resumes gameplay.

**Main Menu** – Lets you exit to the Main Menu.

**Restart Level** – Restarts game from the beginning of the current level.

## Saving the Game

Saving will occur automatically at the end of each level sequence as long as a Memory Stick Duo™ is inserted.

# Game Modes

## Story

Join our good friends from Far Far Away as they follow Shrek® on his quest to find Fiona’s cousin, Arthur, and convince him to take his rightful place on the throne.

## Multiplayer

Here’s the chance for you and your friends to compete against each other on the field of battle! Armed with catapults and giant crossbows, be the first to destroy your opponent’s fortress and win!

**Castle Capture** – Use the catapult to knock down the castle walls. Try knocking out the balloons before they float away!

# Gameplay Controls

## Story Mode

START button	Pause Menu
SELECT button	Toggle camera distance
directional buttons	Movement
analog stick	Character Movement
⊗ button	Jump
△ button	Special Move
□ button	Light Attack (multiple for combo)
⊙ button	Strong Attack (hold and release)
⊗ + □	Jumping Mid-Air Attack
⊗ + ⊙	Jumping Ground Attack
L button	Fairy Dust Attack
R button	Block
L + R buttons	Ogre Power (Shrek® and Fiona only)
R + ⊗ buttons	Back-Dash

**Tip: Are you stuck in a tough battle or position? Try using the Back-Dash maneuver to block and leap away safely!**

## Multiplayer (Castle Capture)

START button	Pause Menu
directional buttons ← →	Movement
directional buttons ↑ ↓	Zoom In/Zoom Out
analog stick	Movement (left and right only)
⊗ button	Fire (hold and release)
◻ button	Bird's Eye View (left)
△ button	Bird's Eye View (center)
⊙ button	Bird's Eye View (right)
L or R button	Switch Weapons



# Items

	Fairy Dust	Use it to fill your power meter for special power attacks.
	Pester Fairy	Fills your power meter with fairy dust!
	Gold Coins	Use them to purchase items in the gift shop.
	Treasure Chest	Yank open the lid to reveal a stash of Gold Coins!
	Souvenir Mugs	Collect them all and turn them in for more money!
	Thingies	Smash these to collect fairy dust. Smashing boxes and other random objects will also net you money at the end of the level.
	Food	Replenishes health and awards fairy dust.
	Green Onion	Once Shrek® eats one of these... enemies, beware!
	Shrek®'s Journey Sketches	Crayon-color drawings of Shrek®'s journey. Collect them all!

*Note: Don't forget to keep an eye out for other items you can collect on the side. You can use them to complete additional quests and earn big bucks.*

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