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DREAMWORKS Shark Tale



ACTIVISION
INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

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

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

| | | |
|-----------------------|--------------------------------|--------------------------|
| Convulsions | Eye or muscle twitching | Loss of awareness |
| Altered vision | Involuntary movements | Disorientation |

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

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

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

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

WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

CAUTION - Laser Device

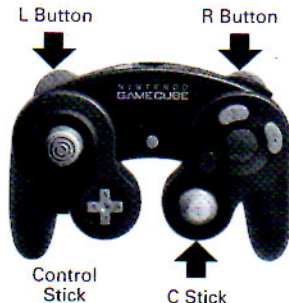
The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

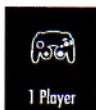
If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

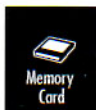


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THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



THIS GAME IS COMPATIBLE WITH PROGRESSIVE SCAN MODE TVs.

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Welcome to Reef City

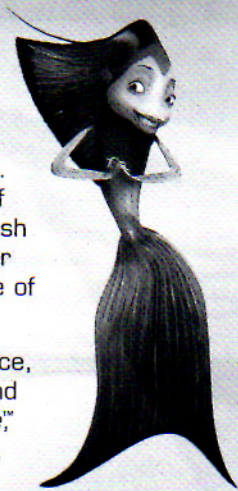
It all begins as a typical day for Oscar, a smooth talkin' little fish working his way up the food chain, searching for an easy path to fame and fortune. Oscar finds himself in a jam more often than not. He isn't a



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 DreamWorks® *Shark Tale*™, if you can avoid becoming shark bait, you can become the most famous fish in Reef City.



Progressive Scan Mode

This game can be set to display a higher resolution image on TVs that support progressive scan mode (EDTV, HDTV).

In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual), and a Nintendo GameCube Component Video Cable (available only through Nintendo, visit www.nintendo.com or call 1-800-255-3700).

To activate the progressive scan mode, press and hold the **B** Button while the Nintendo GameCube logo is being displayed until the message "Do you want to display the game in progressive mode?" appears. Select **YES** to activate the mode.

Please note that on some TVs, activating the progressive scan mode will set the format of the image to a wide screen (16:9) format.

Menu Options

Menu Controls

- + Control Pad** – Navigate Menu
- A** Button – Tap button to accept.
- Y** 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

Shark Tale uses an autosave feature. When you see this icon, please do not touch the Nintendo GameCube Memory Card in Slot A or the Power button.

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 controls.

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.

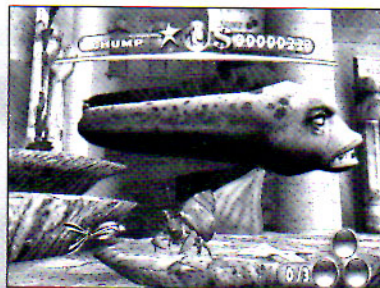
Chapters




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

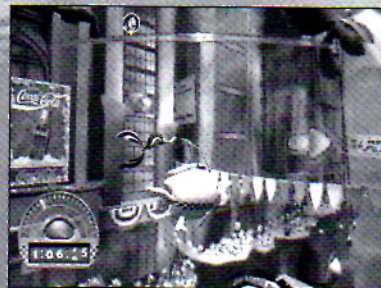
See Reef City for yourself. Swim through the city streets, work your way through the Whale Wash or sneak around in the shipwreck. Follow the mission objectives to earn fame and bonuses.



While exploring, collect clams and watch out for predators. If you've taken damage and need to increase your health, use the action button (**A** 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 (**A** 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

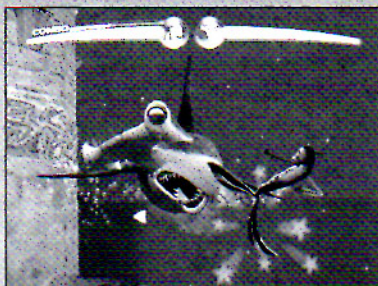
The hustling and bustling reef can be a traffic jam! Oscar can't wait around, being an up-and-coming superstar. Grab a taxi fish or shark fin and race through the streets and trenches of Reef City.



To keep the lead or catch up, use shortcuts. When you see an indicator pointing to a shortcut, quickly dodge (**R** Button or **L** 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

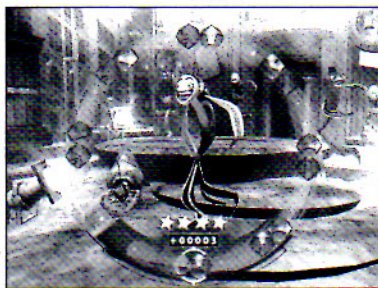
Defeat huge sharks and their cronies in your quest for fame and fortune! Fame comes at a price, and the cost is protecting yourself and the reef from those nasty sharks! Sometimes it's better



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 Control Stick to dodge and the **Y**, **X** or **B** Button to attack your opponent. Oscar can also taunt an opponent during a fight by pressing and holding the **A** 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 **↑**, **↓**, **←**, **→** on the + Control Pad or the **Y**, **A**, **X** or **B** 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 at the bottom center of your screen. The better your moves, the more fame Oscar acquires! If you see an arrow that has 2 directions (**←→**), press the corresponding arrow on the + Control Pad and the **Y**, **A**, **X** or **B** Button at the same time.

Game Type Controls

Adventure Controls

| | |
|--|--|
| Control Stick | Direct Oscar where to swim |
| A Button | Open doors, interact with street signs and hide behind objects |
| B Button (tap) | Dash. Tapping the Dash button allows Oscar to swim faster in short bursts. |
| Press + hold the B Button + Release | Dash attack. Allows Oscar to break through objects and defeat enemies. |
| X Button | Map of Oscar's current location |
| START/PAUSE | Pause. Once paused, you can access the Options menu, see Oscar's fame ranking and much more! |
| Control Stick | Look around while hidden (sneak missions only) |



Race Controls

| | |
|-------------------------------------|--|
| Control Stick | Move Oscar left, right, up or down |
| A Button | Accelerate |
| B Button | Accelerate |
| Y Button | Brake |
| X Button | Brake |
| R Button | Dodge right |
| L Button | Dodge left |
| Brake + turn left, then accelerate | Power slide boost left turn |
| Brake + turn right, then accelerate | Power slide boost right turn |
| START/PAUSE | Pause. Once paused, you can access the Options menu, see Oscar's fame ranking and much more! |



Fight Controls

| | |
|---|--|
| Control Stick Left or ← on the + Control Pad | Dodge left |
| Control Stick Right or → on the + Control Pad | Dodge right |
| B Button | Fin slap left |
| Y Button | Upper fin strike |
| X Button | Fin slap right |
| A Button | Taunt. Hold the button down until Oscar completes the taunt motion to regain health.* |
| Power Combination | Press Y + B or Y + X or B + X Buttons when the combo meter is full |
| Control Stick Up + B, Y, A Buttons | Power fin slap |
| START/PAUSE | Pause. Once paused, you can access the Options menu, see Oscar's fame ranking and much more! |
| Control Stick (chase only) Up, Down, Left, Right | Dodge any direction |

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



Dance Controls

| | |
|--|---|
| A Button | Down arrow |
| B Button | Left arrow |
| Y Button | Up arrow |
| X Button | Right arrow |
| ↑ on the + Control Pad | Up arrow |
| ↓ on the + Control Pad | Down arrow |
| → on the + Control Pad | Right arrow |
| ← on the + Control Pad | Left arrow |
| ↑, ↓, ←, → on the + Control Pad + Y, A, X, B Button | Double arrow (left arrow and right arrow, for example) |
| START/PAUSE | Pause. Once paused, you can access the Options menu, see Oscar's fame ranking and much more! |



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.



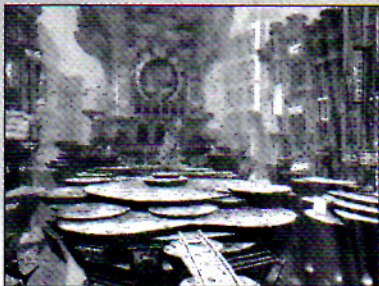
The Sewers

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!

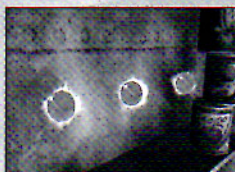


The Whale Wash

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 A, 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 features from the Extras menu. To view your current fame ranking and see how many more clams 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

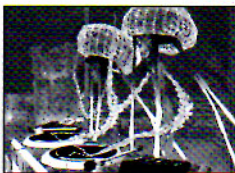
Lenny is the son of Lino, but when it comes to eating his fellow sea creatures, this great white shark has lockjaw. Who ever heard of a great white vegetarian shark?

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

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!



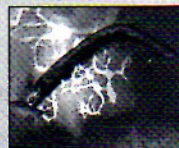
Jellyfish

Jellyfish linger in some of the seedier neighborhoods of Reef City. They typically float around and seem pretty relaxed, but 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.

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David Freeman

Sound

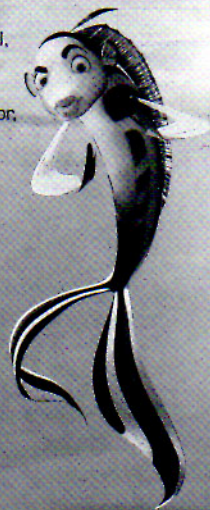
**Casting and
Voice Direction**
Margaret Tang
Womb Music

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
Old Lady Fish, Groupie Fish #1
Sean Bishop Sykes, Lenny, Frankie,
Police Dolphin #1, Additional Tenant Fish
Nicole Balick Katie Current, #2, Additional Tenant Fish
David Smith Crazy Joe, Melvin, Additional Tenant Fish
Jim Meskimen Lino, Additional Tenant Fish
Seana Kofoed Lola, Shorty #3, Additional Tenant Fish
Jeff Coopwood Ernie, Additional Tenant Fish
Jamil Walker-Smith Bernie, Additional Tenant Fish
David Soren Philippe Le Caviar, Tony, Repo-Fish,
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 Sogfuzzo, 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



DivX™ video provided by Factor
5 and DivXNetworks.

Music

Original score by
Kevin Manthei
krmproductions.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)

"Garment"

(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)
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South America by Fairwood Music
USA on behalf of Blue Mountain
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"I Don't Touch This"

Performed by MC Hammer
Courtesy of Capitol Records
Under License from EMI Film
& Television Music
Published by Wkan Music
Publishing o/b/o
Bust It Publishing (BMI)
By Rick James, Alonzo Miller,
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"Bad Boys"

Performed by Inner Circle
Courtesy of Atlantic Records
By Arrangement with Warner
Strategic Marketing
Written by Ian Lewis
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"Summertime"

Courtesy of Jive Records.
Under license from BMC Film &
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Richard Westfield, Claydes Smith,
Ronald Bell, Dennis Thomas,
Robert Bell, Hula Mahone,
Craig Simpkins, Willard Smith)
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Jazzy Jeff and Fresh Prince
Publishing (ASCAP), Da Posse's
Music (BMI) & Willesten Music, Inc.
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Robert Mickens, George Brown,
Richard Westfield, Claydes Smith,
Ronald Bell, Dennis Thomas,
Robert Bell.) Gang Music Ltd. (BMI),
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"Hey Baby"

Performed by Mocean Worker
From the album, Aural &
Hearty PALMCD 2048-2
© 2000 Palm Pictures LLC.
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Special Markets
Written by Adam Dornblum
and Lukasz Gottwald
Published by Slugwell Music
(ASCAP) and Kasz Money
Publishing (ASCAP)

"Wipe Out"

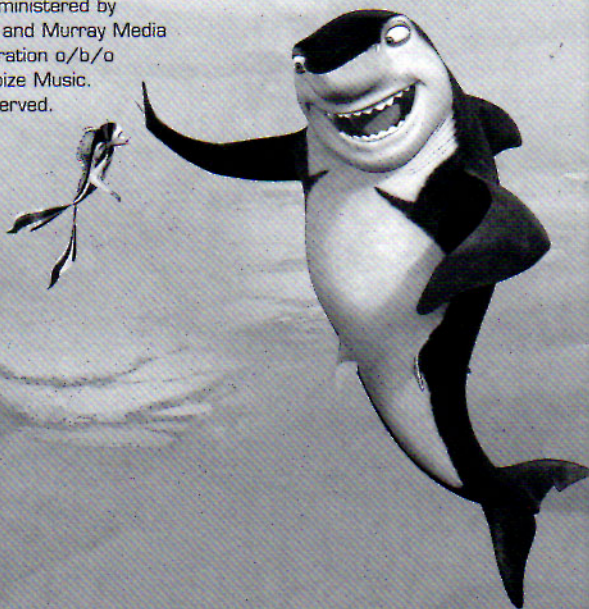
Performed by the Fat Boys
Courtesy of Island Def Jam
Music Group under license from
Universal Music Enterprises
Written by Robert Berryhill,
Patrick Connolly, James Fuller,
Ronald Wilson
Published by Miraleste Music

"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), (c) 2003 by Songs
of Windswept Pacific (BMI)
obo Hitco Music and Carl Mo Music
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Windswept), and Murray Media
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Organized Noize Music.
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"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
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