



## Introduction

After a nearly three year break, Shrek is back! With King Harold about to pass away and Shrek not interested in being crowned king, it's up to get Arthur to serve as king of Far, Far, Away before Prince Charming takes over by force.

IGN Guides has compiled a comprehensive walkthrough to get you through each swamp and dungeon. With our help, you should have no problem slaying dragons, Cyclopes, and saving the kingdom from Prince Charming.

*In this Shrek the Third strategy guide, you'll find:*

- **WALKTHROUGH** // Complete Shrek the Third walkthrough covering each and every level.
- **UNLOCKABLES** // Complete run-down of each of the items and people which are unlockable.

**Guide by:** Jim Chamberlin

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## Shrek the Third Walkthrough

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	>>
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### LEVEL 1: The Royal Tutorial

Quests
Perfect: Complete the level without dying
Tourist: Find all the souvenir mugs (1)
The Finisher: Complete 3 finishing moves.



Shrek and Donkey begin their adventure in a room full of guards. The group of guards won't put up too much of a fight. A few punches will take out each one of them. Use a strong attack to destroy the ice sculpture, which will reveal a lot of fairy dust and a souvenir mug.



To accomplish the finishing move quest, smash the guards until they're knocked dizzy. A button will appear over their head. Press it and Shrek will do a finishing move. Do this to three different guards.





Next, destroy the tables and chairs for additional fairy dust. Pull the lever when prompted. This will drop the chandelier along with several coins. Collect them and punch more guards. Eventually, a little pester fairy will appear. Collect him along with the piece of food afterwards. The pester fairy will fill up your fairy dust meter, and the piece of food will restore your health.



Once all of the guards have been defeated, Shrek and Donkey will leave, as they are in a hurry to get to a ship.

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	>>
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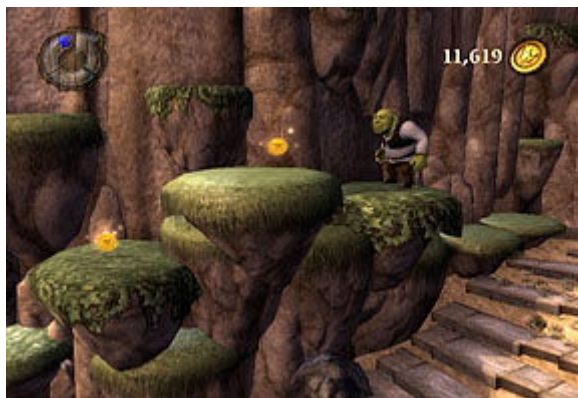
## LEVEL 2: The Docks

Quests
Perfect: Complete the level without dying
Tourist: Find all the souvenir mugs (5)
The Finisher: Complete five finishing moves
Rescuer: Free Hook's prisoners!
Music Man: Destroy Hook's piano

On your journey to the ship, you'll team up with Puss in Boots. He'll run ahead and do some scouting. When you begin, you'll be in control of Shrek.



Take a few steps forward and jump into the air to collect the coins which are positioned above you. Continue down the path, beating up the goons on the broken bridge. Cross the bridge and defeat the nearby group.



Smash the crates to collect fairy dust and hop onto the steps near the wall to collect a few additional coins. Hop down and grab the line of coins on the path and continue forward. Defeat the goons at the bottom and break any nearby crates and collect the coins.





Go back a bit and on a sandy hill, jump up and break the small crate. It will release a pester fairy. Grab it for a huge fairy dust bonus.



Go back down to where Puss in Boots is and activate the lever. This will open up a small door which only he can fit through. Since Shrek is left behind, you'll have control of Puss for the time being.



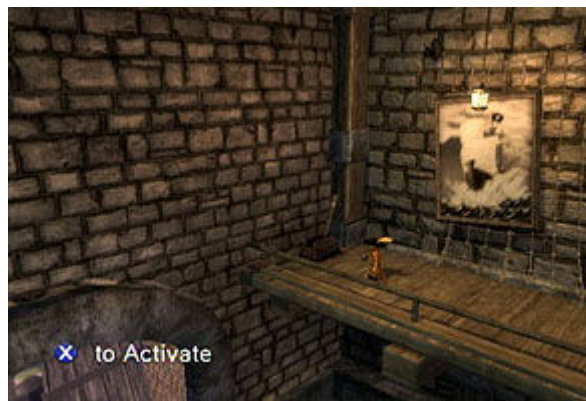




Once you have control of Puss in Boots, make your way forward along the path. Smash the barrel in front of you. Also slash the pirates with your little sword. Turn the corner and you'll see a souvenir mug hovering above. Jump up and grab it. Continue forward, collecting the coins in the corner.



Turn and you'll trigger more pirates to come down and attack. Defeat them and walk as far as you can and you'll hit a wall. Go back a bit and a single coin will be hovering in the air.



Grab it and activate the nearby lever. This lever will cause a drawbridge to open, allowing Shrek to enter.





Back in control of Shrek, run forward, across the drawbridge. Beat up any enemies in the immediate vicinity. Smash the crates and collect the food and fairy dust. To collect a souvenir mug, destroy the large statue. Coins and fairy dust will come out as well.



Open up the nearby treasure chest for additional coins. Smash the remaining barrels and crates, collecting the coins and fairy dust in the area, along with an additional souvenir mug. Defeat any pirates which come around the corner. Standard attacks will work just fine. When you find Hook's piano, smash it to pieces to complete that quest.



Take a left and wipe out any remaining pirates. Collect the coins and smash the crates, including the large one. Smashing the large crate results in the prisoners being released. Approach the door and push it open.





With the wooden door pushed aside, continue forward. In front of you, you'll find a few coins, so pick them up. Somewhere in the area, you'll find the "King Harold" coloring book page. Drop down and take out the goons ahead of you.



Smash the crates, which spill open fairy dust and a souvenir mug. Walk away from the camera and collect the arc of coins by jumping. You will fall down to the next level. Proceed down the stairs and take a slight left turn and defeat the enemies ahead. Smash any new crates and collect the fairy dust and coins. When you reach the gap in the ground, leap over it, collecting the coins and the souvenir mug. Continue to leap from land to land, collecting the coins in between them.



You will then come into more crates and enemies. Take them out, while dodging any of their attacks. Use your big attacks when surrounded by multiple enemies, if need be. Keep going forward until you can see the ship. Donkey will join you. Defeat the pirates near the docks and continue your way to the ship. Collect any coins, fairy dust and food along the way.





<a href="#">LEVEL 1</a>	<a href="#">LEVEL 2</a>	<a href="#">LEVEL 3</a>	<a href="#">LEVEL 4</a>	<a href="#">LEVEL 5</a>	<a href="#">LEVEL 6</a>	<a href="#">LEVEL 7</a>	<a href="#">LEVEL 8</a>	<a href="#">LEVEL 9</a>	<a href="#">&gt;&gt;</a>
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### LEVEL 3: The Pirate Ship

Quests
Perfect: Complete the level without dying
Tourist: Find all the souvenir mugs (4)
The Finisher: Complete 5 finishing moves
Arctic Achiever: Find the pirates' stowaway
Plot Hook: Find all of Hook's hooks (4)







You'll now find yourself in control of Shrek again, but aboard the pirate ship. This rickety old ship is home to quite a few pirates, so be prepared. Take a step forward and collect the coins. Next, defeat the pirates in the area and collect the coins to the left of the camera. Smash the globe and collect additional bonus fairy dust. Use Shrek's body to slide the steel cage over the crates which have a pirate standing on top. Hop up there and beat up the pirate.



Jump away from the camera and onto the ledge. Collect the souvenir mug, coins, and fairy dust. Break any barrels which you may find as well. To your left, you'll find a barrel containing one of Hook's hooks, so smash it. Cross the little bridge, taking out any pirates in the way. Continue across the bridge, collecting any coins or fairy dust you find, while breaking any crates or barrels in the way.



When you come to the end of the bridge, jump down and defeat the pirates below. Beneath the bridge, you'll find another souvenir mug and a large crate. Smash the large crate to release the pirate's stowaway. Go down the hall in the other direction, collecting coins and such.





Open up the golden treasure chest and activate the lever. A doorway will open, revealing more scurvy pirates. Puss in Boots will also come in and you'll be controlling him for a while.

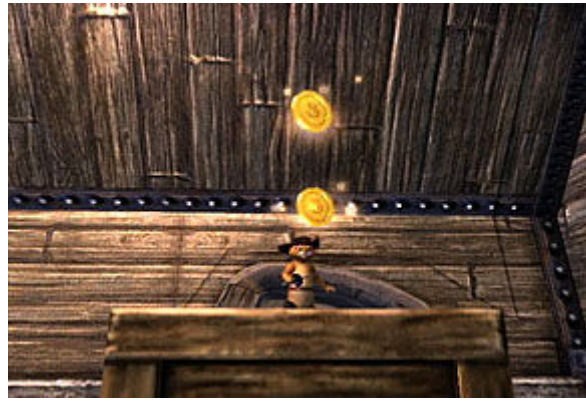


Take out the two pirates before you and collect the fish, which will give you a health bonus. Run back up to where Shrek activated the lever and jump up to where you see the coins hovering in the air. Collect the coins and head back down to where you defeated those two pirates.



Run through the doorway and break the crates. You may have to double-jump to reach the coins overhead. You'll come under attack by a few pirates. They shouldn't be hard to take out, though. When you get to the end of this straight section of hallway, break the crates at the end to receive another souvenir mug and another hook.





Take a quick right and you'll find yourself in a room of more crates, coins, and pirates. If you feel overwhelmed by the pirates, use one of Puss in Boots' abilities, which will distract the pirates. It can be very effective when you're surrounded.



Smash open the large crate on your left to reveal another door. This leads to more pirates. Defeat them and continue on. The next room, which is fairly large, has a lot of coins, crates, and pirates. A cutscene will show a "magnificent fish" overhead. This is a necessary bridge, which we'll use a little later on.



Explore the room, smashing crates and collecting coins, a fish, a hook, and another souvenir mug. Activate the lever you come across. This will cause a wall to come down. Collect them and double-jump over the short wall. Collect the coins and smash the crate. Activate the lever, which will start a make-shift elevator system.





This can get a little tricky. You'll need to hop from platform to platform. Carefully timing your jump is key. If you get this down, you'll be good, as there are other levels in the game which use a similar set of obstacles.





Once you've crossed the elevators, you'll find yourself on some sort of scaffolding. Make your way down to the "magnificent fish" and walk to the left side of it. You should find two crates. One has the last remaining hook, so break it and collect the hook. Walk along the back of the fish, collecting coins on your way.



At the end of the fish, you'll find a pirate, standing guard. Defeat him and his pirate friends which drop in. Activate the lever and a doorway will open up. Walk through it and Shrek will join you for a fight with the captain. His shield protects him, so break it with a strong attack. Afterwards, he'll be vulnerable to your attack. After some time, the pirate will surrender the ship to you and Puss in Boots.



After the level, Shrek learns from Fiona that she's pregnant. Shrek's quite surprised by the news.



LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	>>
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#### LEVEL 4: Ye Old Ruins

Quests
Perfect: Complete the level without dying
Tourist: Find all the souvenir mugs (5)
The Finisher: Complete 5 finishing moves
Rescuer: Free the geek
Sports Fan: Find all the jock's trophies (3)



As Shrek, you'll immediately come under attack by a mob. Defeat them and break the sign at the start. This will give you your first souvenir mug. Proceed forward, dishing out punishment, Shrek style.

**TIP //** The tree stumps in the road can be broken, just like crates or barrels, so don't overlook them as a valuable source of fairy dust.



When you approach the object-throwing goons, dodge their attack. You can block the attack or just jump out of the way. Either way, don't get hit by the things they're throwing at you.



Break everything along the path. At the end, you'll be able to pick up another souvenir mug. Climb the steps on your right, picking up the coins along the way. Hop over the wall and you'll meet up with Donkey once again.



Continue down this path, beating up the goons. You will be able to find the next souvenir mug fairly quickly.



When you see a path that runs to the right, go up it, collecting the coins. Jump over the break and collect additional coins and the souvenir mug. Jump down and walk further down the road in the direction of that angry enemy.





When you approach, he will run away. Break the light posts at the base of the castle wall. Enemies will drop in, so beat them up. When broken, the light post on the right reveals the "Merlin coaches the team" coloring book page. Open the castle wall door by pushing it down.



Walk through the doorway and proceed forward. You will end up walking in on a group of jocks who are complaining about women. They're not exactly pleased to see you and Donkey, so be prepared for a fight.

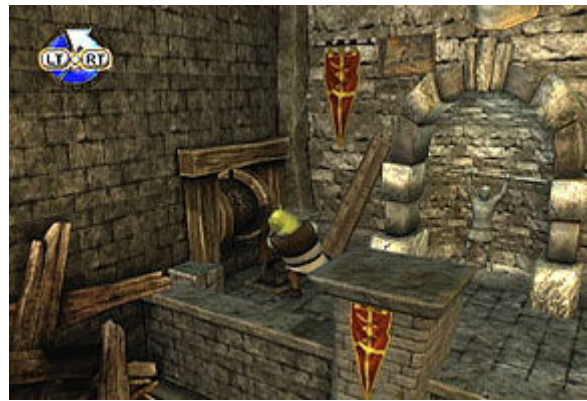


Because of the number of jocks in the room, it will be easy to find yourself surrounded, and in turn pummeled to death. Avoid this by blocking their attacks and quickly moving around the room. Get one or two of them separated from the group and quickly pummel them for fairy dust. Keep this up until you have enough fairy dust to use a major attack on the group. Destroy everything in this area. You will be able to find one of the jock's trophies fairly early, along one wall.





Near the short staircase, you will find a cabinet, which can be repeatedly hit. When hit, the cabinet will release a barrel. Smash the barrel for free fairy dust. You can smash as many barrels as you need. This is a very easy way of filling up your fairy dust meter.



Once your fairy dust meter is full, head up the staircase. If you head to the left, collect the coins and activate the lever. This will open up the exit door.



Walk to your right and you'll find a locker. Break it to release a geek. Break a few other barrels in the area and you'll receive another trophy. Open up the treasure chest and collect its contents. Run back down the stairs and you'll be surprised by the appearance of a witch.





She has put up a large, pink wall, which will prevent you from leaving the area. To get the wall down, you will have to defeat her. She, of course, has brought friends. A few other witches will drop by and will occasionally have a blue force-field surrounding themselves. When this appears, the witch in question is not vulnerable to attack, so don't bother swinging at her.

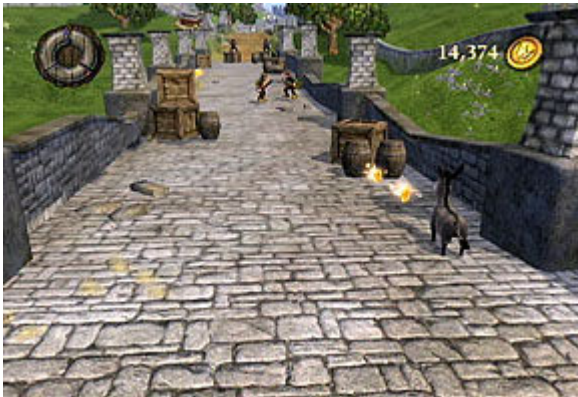


Pick up the soccer ball and hurl it at the witches. This will momentarily make the witch vulnerable, so pounce on the witch and pummel her. Block the attacks and keep beating on the witches until they and their wall disappears. Shrek can now leave.

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	>>
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#### LEVEL 5: Ye Olde Road

Quests
Perfect: Complete the level without dying
Tourist: Find all the souvenir mugs (5)
The Finisher: Complete 5 finishing moves
Munchies: Find all the food (4)
Sports Fan: Find all the jock's trophies (3)



Shrek will run off, leaving Donkey to do this level. Make your way down the path, beating up the guards and destroying crates and barrels, while picking up any available fairy dust and coins along the way. Be careful of the guys who throw daggers at you. Block the attacks and quickly take them out.



One of the crates in this area has a souvenir mug. Smash the crate and collect the mug. A barrel will have food in it. Collect it for a health bonus. Get past the next group of guys and there will be a small area to the left. There are two crates. Break them to collect the "Donkey hitchhikes a ride" coloring book page.





Ahead, a group of jocks will be guarding one of their trophies. Carefully beat them up and collect the trophy.

**TIP //** As I mentioned previously, be careful not to get surrounded by the jocks, in particular. They can be a very strong foe when they surround you. Use quick, dodging moves to stay separated.

A souvenir mug is nearby; grab it. You will find a coin atop a large block. Jump up and collect it.



Proceed forward and a cutscene will be triggered, showing a man in a hay wagon. He'll start throwing bales of hay at Donkey. Stay away from the hay bales. They can really do some damage to Donkey's health. Try and leap over the bales when they're about to hit the ground.



Slowly proceed forward, picking up the coins and avoiding the hay bales. To the left, you'll find a string of coins, with more crates to bust at the top, along with a souvenir mug. Just watch out for the enemies in the area. One person will be throwing things at you.

Follow the hay wagon across the bridge. On the bridge, you'll find crates and a piece of food. When you reach the other



side, you will have more coins to collect and crates to smash. Continue down the path, collecting things, while avoiding the enemy attacks. You may be tempted to try and fight back, but it may be easier to avoid them at times. It's difficult to defend yourself against multiple enemies when you've also got a whacko tossing hay bales at your head. Either way, try and grab as many collectibles as you can.



At the end of the path, Donkey will find himself inside, as the driver seems to have crashed the wagon. Near the wagon, you will find a crate containing a pester fairy. Grab him for a full fairy dust meter bonus. You'll come across some lockers. Smash them to collect a souvenir mug. Shrek can be seen defending himself near the exit. Go to your left and hop up to the next level. Defeat the goons and collect the coins and fairy dust. You will find another trophy in this area. When you're done head to the exit and join Shrek.



LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	>>
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LEVEL 6: Academy Grounds

Quests
Perfect: Complete the level without dying
Tourist: Find all the souvenir mugs (4)
The Finisher: Complete 5 finishing moves
Sports Fan: Find all the jock's trophies (2)
Tremendous: Use Ogre Power 3 times





Although Shrek and Donkey both arrive at the Academy Grounds, Donkey takes off, leaving Shrek alone to do battle in the "hedge maze."



Take a few steps forward and you'll see a young man take off with a key. It's important to get the key, but you will first have to defeat the witches which drop by.



Punch the statues nearby, and you will be able to collect a few coins. Defeat any witches which come swooping in. Go from hedge area to hedge area, collecting coins and breaking any pottery and statues. In the upper-left corner, you'll come across a jock statue. One of the knight statues will give you a souvenir mug. The last one you hit will make the "Artie and all his friends" coloring book page appear in the middle of the maze, near the dragon. Collect it and focus on finding the young man with the key.

When you do find him, he'll quickly run away. A number of witches will swoop in and attack. Defeat them and chase after the man with the key. He'll be in the bottom-left corner of the maze. He'll run off once again. Defeat the witches and you will find the key holder at the gate.





Approach him and he'll unlock the gate for you since he doesn't want to get beaten up by Shrek. Pick up the key and walk through the gate.



Make your way down the curving path. You will run into several witches. Defeat them and keep going running until you reach the moat.

Unable to get into the castle, you will lose your control of Shrek for a moment. You will have control of Puss in Boots once again.







Follow the short path to the right and you'll find a few coins to collect. Jump across the water by using the rocks as stepping stones. Once you're across, jump up onto the small pieces of land and castle wall. Jump from platform until you're up on the ledge. Collect the coins, break the crate containing a souvenir mug, and activate the lever. The lever will lower the drawbridge, allowing Shrek to enter.



Back in control of Shrek, enter the doorway and take out the jocks standing guard. Proceed forward slightly and speak to Arthur. He'll point out Lancelot's position, but for some reason, Arthur calls him "Peaches."



Enter the courtyard and break some barrels. Pick up the coins, food, and fairy dust. Defeat the jocks in the area and collect the trophy near the bus. Open up the treasure chest and pick up the coins. Use the nearby crates as a platform to allow Shrek to jump and reach the coins overhead. Once you have collected the coins, smash the crates for fairy dust.





Head inside the building through the open-door after collecting the row of coins. Smash the lockers for fairy dust. Defeat the jocks and witches in the halls. Use your Ogre Power to slow things down when you reach the group of three witches at the end of the halls. Smash any remaining lockers for the fairy dust and a souvenir mug.



Enter the gym and defend yourself against the waves of jocks. These guys can, once again, put up a good fight, so be prepared. Run around the gym, collecting the two lines of coins on either sides of the gym. When you're done, exit through the door.

Outside, collect the coins and prepare for battle. You'll have to defeat more witches in order to get to Lancelot, or is it Peaches?





Anyway, head over to the soccer ball and throw it at the witches. When they're vulnerable, pummel them. If you take a beating, you can find some barrels nearby which contain food.

When the witches are defeated, Shrek will meet with "Peaches", who gets upset when Shrek calls him that. It seems Arthur pulled a little joke on Shrek, infuriating Lancelot.

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	>>
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#### LEVEL 7: Prison Cell Block

Quests
Perfect: Complete the level without dying
Tourist: Find all the souvenir mugs (6)
The Finisher: Complete 5 finishing moves
The King: Find all the crowns (4)
Rescuer: Free the mysterious prisoner

It seems Prince Charming has placed Fiona and all of the princesses in a dungeon because they wouldn't reveal where Shrek is.



You will be in control of Sleeping Beauty at the start of this level. Since she is locked up, it'll be difficult to free Fiona from inside the cell. To escape, smash the crates in the cell to collect fairy dust. Use Sleeping Beauty's special powers to convince the escaping prisoner to unlock her cell door. Walk through the cell door and take a right. Against the wall, you will find more crates to destroy. One of these will give up a crown. Explore the cells nearby and you'll have to fight off some guards. In one cell, you'll be able to find a souvenir mug.





Return to the main hallway and collect the row of coins. Take out the guards and escaping prisoners. Take a right and beat up the guards, while also collecting the nearby coins. Escape into the courtyard.



The courtyard features several large trees which will attack you with their fruit. Avoid the attacks the best you can and use your special powers on them, causing them to fight one another. Move in and beat them up quickly. Guards will soon enter the courtyard, so get the heck out of there. To do this quickly, rush past the guards without fighting them, but collecting the coins, and then go through the door. The door should close quickly, leaving most, if not all of the guards locked outside.





Approach the floor puzzle ahead. Use the appropriate button to change the floor symbols so that they all match one another. This will open the gate in front of you. Beat up the guards and break the rack in the hallway. This will give you another crown.



Next, enter the room with the red floating coin. Jump down the hole. Sleeping Beauty can safely float down short drops. Down here, you'll find a souvenir mug. Break the crates and barrels for another souvenir mug. Collect the line of coins along the staircase and run up it. Knock out the guard at the top.



Continue down the hallway, kicking butt and breaking crates and barrels. In the next large room, several more guards will pose a threat. Defeat them and smash the crates to receive another crown. Head up the next set of stairs. The prison cell at the top is locked; you'll need a key. Take a left and grab the coins in the hallway, while also defeating the guards.





The next room has a broken floor. There are large chunks of it missing. Go ahead and drop down and you can find a dungeon with a sludge-covered floor. As you float down, collect the "Sleeping Beauty escapes jail" coloring book page and the souvenir mug. If you don't get them both, don't worry. You can come back down here again.



Smash the locker to free the so-called "mysterious prisoner" and activate the floor switch to open the cell door above. Run up the spiral staircase. If you haven't collected the coloring book page and the mug, hop back down and try to grab them.



Jump across the holes in the floor and break the rack on your left. It'll give you another souvenir mug. Proceed into the next room to do battle with the ugly Cyclops. Use your standard attacks on him. Just be sure to avoid his attacks, as his punches can really hurt.

Collect the key in the back of the room and break the crates, barrels, and racks to receive the last crown and a piece of food, along with some fairy dust.





Head back to the room with the "holey floor". Defeat the two knights and collect the souvenir mug behind you. Return to the cell which was locked. Use your key to unlock it. Walk forward and collect the souvenir mug and fairy dust. This completes this level.

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	>>
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#### LEVEL 8: Lancelot's Castle Capture

If you remember, Lancelot was non-too-happy about Shrek calling him "Peaches." It's now time to play a little game of castle capture with a pair of catapults. One catapult is the traditional catapult most of us think of, while the other is more of a ballista style of catapult. The traditional one is best used for targets which are further away, while the ballista style catapult is great for getting the shorter ranged targets and the balloons.

Yes, I said balloons. Every now and again a balloon will float up. If you hit it, you will receive a different projectile. Some of these types of projectiles will be better at knocking down a target. Heck, you may even be able to hurl a cow across the battlefield.



Anyway, aim the catapult and hold and release the fire button to fire the projectile. The longer you hold down the fire button, the further the projectile will be flung.

This is a very easy level to complete; just knock down the red and white targets.



After the fight, Shrek asks Arthur to come with him, but Arthur has a quest he needs to go on first. We're headed to the mountains, folks!

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	>>
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#### LEVEL 9: High High Peak

Quests
Perfect: Complete the level without dying
Tourist: Find all the souvenir mugs (2)
The Finisher: Complete 5 finishing moves
Snappy Dresser: Find all the snowman caps (5)
Tremendous: Use Ogre Power two times



Arthur and Shrek have reached the High High Peak mountain. You will be in control of Shrek for this level. The little gnomes you encounter are mean little buggars, so get rid of them quickly. A few punches is all it takes.





Go up the path, smashing gnomes. Collect the coins on the left. Defeat the gnomes ahead and collect more coins. Smash the snowman, which will spill out some fairy dust and a pester fairy. Collect the pester fairy to fill your fairy dust meter.



Continue down the path, punching Snowmen for fairy dust and a snowman cap. Defeat the little dragons and proceed across the wooden suspension bridge. Jump up and grab the floating coins.







After you cross the first bridge, smash the snowman on Shrek's left for a snowman's cap and walk down the small path to the right and collect the "Dwarves invite Shrek to dinner" coloring book page. Walk across the second bridge, collecting more coins and defeating more pesky dragons. Jump onto the small platform to the right and collect a souvenir mug. Jump back to the main piece of land and jump to the other small platform. Continue jumping until you cross the gaps, collecting coins along the way. Defeat the gnomes and smash the snowmen for fairy dust and another snowman cap.



Jump to the right and go from pillar to pillar, collecting coins. Proceed forward into the ice cave. Defeat the gnomes and dragons. A white dragon will enter. To defeat him, you will have to punch him while in mid-air, so jump up and attack him. When the enemies have been defeated, the door will be opened. In this hallway, you will see a door with a gnome sign next to it. Remember this location, for we'll be coming back here shortly.





Defeat the little gnomes and knights along this icy path. Open up the golden treasure chest at the end and collect the coins which spill out. Exit through the doorway on your right. Jump from pillar to pillar once again, collecting more coins. Pick up the souvenir mug along the path. Activate the lever, which will open up that previously-locked gnome door. Arthur will drop by and tell you to find a key to open the door which is near the lever you pulled.



Head back to the cave and find that gnome door. You will be ambushed by knights, so tread lightly. Once you find the door, walk through it and collect the coins on the other side. Defeat the gnomes and knights in the area.

**TIP //** When you run into the knight with a shield, use a strong attack to destroy the shield, making him vulnerable to other attacks.





The fighting will cause two ice blocks to pop loose. Use these to give you a vertical boost. Push one of them near the mine cart railroad. If the ice melts, punch the larger ice chunks for some fresh ice. Once you are able to get onto the railroad, go to the left.



Collect the coins and smash the gnomes. Activate the lever, which will open up a door on the other end of the railroad. Near the lever is another snowman containing a snowman cap, so smash the snowman and grab the cap. Return to the newly-unlocked tunnel door and collect the key and coins on the other side. Walk down this railroad path and defeat the dragon outside. Continue down the path, grabbing the coins and you will be in a familiar location. Hop from pillar to pillar until you can unlock the door near the lever to complete this level.





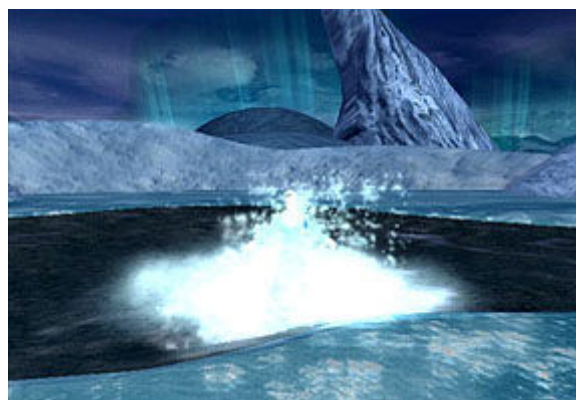
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## LEVEL 10: Ice Lake

Quests
Perfect: Complete the level without dying
Tourist: Find all the souvenir mugs (4)
The Finisher: Complete 5 finishing moves
Snappy Dresser: Find all the snowman caps (1)
Dwarf Masher: Dispatch 10 dwarves



Still in control of Shrek, defeat the dragons and knights which appear. Punch one of the ice blocks to release a smaller ice block. Position it beneath the hovering souvenir mug and jump up to it. To the left of the starting point, you will find a snowman to smash. Drop down and take out the gnomes and hop back using a block of ice.



Return to Arthur and talk to him. The Lady of the Lake will appear. She talks about a wishing well, where you can toss in a coin and the wish will come true. Unfortunately, Shrek and Arthur are broke. The Lady of the Lake will give you a coin if you come back to her with 7 fancy shoes for her.

The nearest shoe can be found just a few feet away. Jump up and snatch it. Two others are to the right. One is chest-high, while the other will require you to use a chunk of ice to use for a makeshift ladder.



Back at the entrance, you will find a fourth shoe. The next one is down on the lower level (to the left of the entrance). Use a block of ice to collect the shoe and a souvenir mug. The last two shoes are on the nearby icy pillars. With all seven shoes collected, head back to Arthur and the Lady of the Lake.



She will give Arthur the coin and you'll be in control of Arthur for the first time. Run up the railroad track and through the cave door. Collect the coins and walk down the path, slashing at the gnomes. Continue on, collecting coins and slashing at the knights in your way.







Before too long, you will find yourself back outside. Activate the ground switch to open up a door inside the cave. Approach the camera and find the "Artie meets the lake lady" coloring book page at the end of the path. Return to the cave and find the door you opened. Enter and you'll find yourself on an elevator. Activate the elevator and you'll drop down several levels. While descending, gnomes will drop in on you from the above floors. Fight them off until you reach the bottom of the elevator shaft.



A few feet away, you'll find the wishing well. Activate it and toss in the coin. It seems Arthur is disappointed to see the Lady of the Lake. He was expecting a medal or something. She promises she'll give him something if he continues on.



So let's do just that. Continue walking forward in the cave. You'll have more dragons to defeat, so slash at them. On your left, you'll find a pile of rocks with a large collection of coins. Grab them and jump onto the swinging platform. Go from platform to platform, carefully timing your jumps until you're sent out of the cave. Hop off the steam vent and follow Shrek. You'll find coins and a souvenir mug, as well as a white dragon.

**TIP //** Defeat white dragons by attacking them while you are jumping.





Jump over the slight gap in the path and defeat the knights. You should be able to find the snowman cap in the area. Exit to complete this level.

<<	LEVEL 10	LEVEL 11	LEVEL 12	LEVEL 13	LEVEL 14	LEVEL 15	LEVEL 16	LEVEL 17	>>
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#### LEVEL 11: Ice Cave

Quests
Perfect: Complete the level without dying
The Finisher: Complete 3 finishing moves

Shrek asks Donkey to dress up as a dragon so that Arthur will think he's fought a dragon.

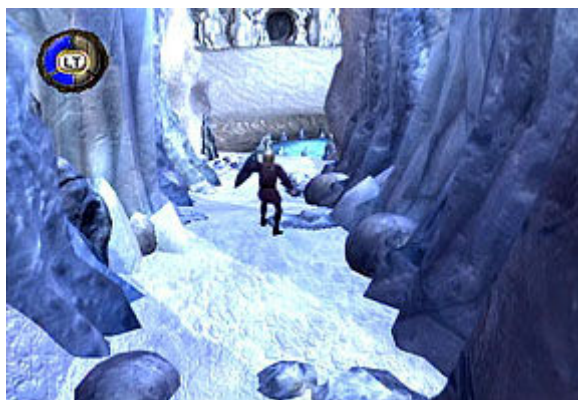


As Donkey, walk forward and smash the snowman before you. Turn the corner and take out the gnomes and snowman. The second snowman on this level will reveal the "Artie fights a bad dragon" coloring book page.





Continue down the path, destroying snowmen, gnomes, and knights until you reach the Ice Dragon. Much to Donkey's surprise, there's already a dragon here.



Back at the start of the ice cave, you will gain control of Arthur. Walk down the path just like you did with Donkey, killing enemies in your way. You'll eventually reach the large Ice Dragon as well.



The Ice Dragon will shoot a form of "ice breath" at you, so watch out. It'll turn you into a popsicle. To defeat the dragon, jump and slash at its nose. This is the only vulnerable spot on the creature.

**TIP //** There are barrels in a few places which will provide you with a health bonus if you take a lot of damage. These could save you depending on how the fight goes.



Once the dragon is defeated, Arthur will be blown up to the ledge with Donkey. This will complete the level.

<<	LEVEL 10	LEVEL 11	LEVEL 12	LEVEL 13	LEVEL 14	LEVEL 15	LEVEL 16	LEVEL 17	>>
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## LEVEL 12: Prison Detention Center

Quests
Perfect: Complete th level without dying
Tourist: Find all the souvenir mugs (4)
The Finisher: Complete 5 finishing moves
The King: Find all the crowns (4)
Munchies: Find all the food (4)

Sleeping Beauty has been looking for her friends, and it looks like she's getting closer to finding Fiona. You will be in control of Sleeping Beauty in the Prison Detention Center.



Before running forward, back up a little bit. Smash the crates to the left and pick up some fairy dust and the "Fiona goes underground" coloring book page.



Run down the hallway, collecting coins on either side. You will find yourself outside. Collect the coins along the path. Smack the tree stump to reveal a souvenir mug. Beat up the evil tree and use the stacks of crates on your right to give you a boost and reach the floating coins. Afterwards, smash the crates for fairy dust.





Further down the path, additional evil trees will come after you, so defeat them and collect the coins in the area. At the end of this straight path, you will find a few barrels. Smash them and collect the fairy dust and the crown.





Move forward and a knight will activate a trap. Large wooden posts come down and smash into the ground, like a hammer. Cautiously navigate your way down this dangerous path. The first group of barrels you find will have fairy dust and a piece of food in them. Collect it and the coins and keep going. Smash the crates to receive another crown. The last wooden obstacle has a hole beneath it. Quickly and carefully jump down the hole, collecting coins as you go.



Once you have landed, walk down the hallway. Collect the line of coins and defeat the two prisoners who attack. Take a right and proceed forward for a big fight with multiple opponents. Not only will you have to fight escaping prisoners, you will have to fight knights and a large Cyclops.



Don't smash any of the crates just yet. Instead, focus on defeating the goons in the room. When you have beaten them, a large metal cage will drop down. Push it along the floor and use it to collect the coins above.







Smash the crates on the lower level to get fairy dust and a piece of food. Get up to the ledge the Cyclops was on to destroy additional crates. A souvenir mug will be visible, so grab it and make your way over to the floor switch. Activate it and jump down. Run out the exit door which you just opened.



Carefully run up the stairs, avoiding any barrels which are being rolled down the stairs in your direction. Smash the crates and barrels at the top for additional fairy dust.



Head into the next room and you'll come under attack by prisoners. Use a special attack if you have the fairy dust to spare. Break the racks in the room for fairy dust, a crown, and another souvenir mug. Head out the exit.



Run up another set of stairs, while avoiding the rolling barrels, just like before. At the top, take out the knight with a special attack. Smash the crates for more fairy dust. There will be another set of wooden obstacles around the corner, so be careful. Since the posts are closer together, you may have a more difficult time to pass them. Just be patient and be observant and you'll make it past them.



Collect the coins at the end of the hallway. Carefully make your way around the broken floor, stopping to smash the barrel on the far left. It will give you the last souvenir mug. Run down the hallway, taking out the knights and prisoners along the way. At the end of the hall, you'll see a large hole in the floor. As you fall through the hole, guide Sleeping Beauty so that she can collect the coins and the last remaining crown.





At the bottom of the hole, Sleeping Beauty will find Fiona in her cell. Smash the barrel in the cell to collect plenty of fairy dust. Next, use Sleeping Beauty's special flirting ability to charm the guard into unlocking the cell door, freeing both Sleeping Beauty and Fiona. They will quickly find Gingy, who has been locked up all this time as well.

Shortly after finding Gingy, Sleeping Beauty falls asleep. You will now gain control Fiona for the first time in the game. Go to the end of the hall and defeat the knight. Punch the fairy godmother statue to get a pester fairy.

Reminder: Pester fairies completely fill your fairy dust meter.



Use Fiona's special kicking ability to knock down the large wooden door before you. Go back and hit the statue for another pester fairy to fill your fairy dust meter.



Go through the doorway and kick the two large blocks so that they stop the knights from spawning. Defeat the knights and you'll notice the gate has opened up. Before you exit, collect the coins and break the crates and barrels containing fairy dust. Now, you can go ahead and exit.



In the next room, you'll find another flood switch puzzle. Activate them until they match the symbols on the door. The door will open when you get them correct and the level will be complete.

<<	LEVEL 10	LEVEL 11	LEVEL 12	LEVEL 13	LEVEL 14	LEVEL 15	LEVEL 16	LEVEL 17	>>
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#### LEVEL 13: Forest Ambush

Quests
Perfect: Complete the level without dying
Tourist: Find all the souvenir mugs (3)
The Finisher: Complete 5 finishing moves



While trekking through the forest, Shrek and Arthur came upon a piano-playing Captain Hook. He will send a number of pirates and evil trees after you. After the first wave, cannon platforms will appear. Destroy them while avoiding the cannon-fire. Smash the tree stumps to receive fairy dust, a piece of food, and a souvenir mug. Three more pirate



cannon platforms will appear.

**TIP //** If you have enough fairy dust, consider using Ogre Power to slow down everything. It makes beating this level even easier.



Destroy them all and collect the "Hook sings a tune!" coloring book page and the last remaining souvenir mugs. Mop up the remaining pirates and trees and collect the coins. Jump onto Hook's stage to complete the level.

<<	LEVEL 10	LEVEL 11	LEVEL 12	LEVEL 13	LEVEL 14	LEVEL 15	LEVEL 16	LEVEL 17	>>
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LEVEL 14: Merlin's Hill

Quests
Perfect: Complete the level without dying
Tourist: Find all the souvenir mugs (5)
The Finisher: Complete 5 finishing moves
Practical Joker: Steal all the pirate's peglegs (5)
Smasher: Destroy the beavers' idol



On your voyage with Arthur and Puss in Boots, Shrek finds himself stranded with some old man, who turns out to be Merlin, the Wizard. Merlin transports himself and Arthur back to Merlin's place, but forgets to transport Shrek, leaving him all on his own.



You can smash the cauldron in front of you to gain a little fairy dust. Beware of the cannon platforms nearby. Smash them while avoiding the attack. Smash the crates to pick up the pegleg. Also, collect the row of coins nearby.



On the other side, hop up on the crates and the rock to collect the souvenir mug. Break all of the crates and barrels to collect a pegleg and piece of food. Run up the rock stairs on your right and defeat the dagger-throwing goons. Then take out the cannon platform before it kills you. The "Merlin knows magic!" coloring book page is nearby, so don't forget it. Collect all of the coins and head to the right. Smash the crates and barrels to reveal a treasure chest. Open it up and pick up the contents.





Collect the coins on the path and take out the two pirates near the river. Smash the crate to receive a souvenir mug. Jump into the water and collect the coins behind the water falls. Get back up to the rock ledge and push the log over. It'll act as a bridge, allowing you to cross the water.



On the other side of the water, collect the coins and destroy the crates. Shrek will then find Merlin and Donkey standing near a cauldron. Shrek scolds Merlin for not including him in his spell. Merlin will send you on a quest to collect four horseshoes.



Smash the crates near the cauldron to receive another pegleg. Follow the path by jumping from platform to platform, collecting the coins. Keep going, defeating the pirates on the path. Smash the crates and tree stumps along the way. You will get an onion, a pegleg, a pester fairy, and the first horseshoe along the way.





After taking out the evil tree, walk down the path to the right and smash the tree stump at the start. Collect the coins in the depressions in the ground, while avoiding the rolling boulders. You will find a souvenir along the way, as well. On the other side, defeat the pirates and smash the crates. Collect the fairy dust, coins, and the second horseshoe.



Push down the rock wall blocking your way and proceed forward, smashing the tree stump and avoiding the falling trees.

**TIP //** When you hear a tree creak, quickly back up a bit. The beavers are hard at work, knocking down the trees, and if you get hit by one, it will really hurt.



Collect the third horseshoe in the water and destroy the beaver statue nearby.

Smash the stump to receive another souvenir mug. Head up the next bunch of boulders, while avoiding cannon-fire. Smash the cannon platforms, defeat the pirates, and grab the last horseshoe and pegleg.





Grabbing the last horseshoe will bring down the pink wall which is blocking the way. Push down the large wooden gate.



You will now have to do battle with an axe-wielding giant of some kind. His axe packs quite a punch, so avoid it. Use Ogre Power to slow things down and quickly pummel the giant. When he's dead, the pathway will open up, leading right to Merlin, Donkey, and Arthur.

<<	LEVEL 10	LEVEL 11	LEVEL 12	LEVEL 13	LEVEL 14	LEVEL 15	LEVEL 16	LEVEL 17	>>
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#### LEVEL 15: Evil Queen's Castle

Quests
Perfect: Complete the level without dying
Tourist: Find all the souvenir mugs (5)
The Finisher: Complete 5 finishing moves
Apple Picker: Find all the poison apples (9)
Off Kitty: Jump on the evil queen's bed



As it turns out, Merlin's transportation spell failed again. Instead of taking them home, Shrek, Donkey, and Puss in Boots find themselves outside the Evil Queen's Castle.



As Shrek, collect the coin near the statue. Hop into the small pool surrounding the statue. Use strong attacks to smash the statue, releasing an onion and some fairy dust.



Jump out and beat up the two enemies which attack. Head up the path and smash the barrel. Collect the fairy dust and the poison apple.





Walk forward and Shrek and Puss in Boots will meet the Evil Queen. She'll send in a bunch of knights and witches. Defeat them and break the statue. Activate the lever, which will lower a platform for Puss in Boots.



Now in control of Puss, hop onto the platform and activate it. The platform will raise you up to the castle wall. Defeat the knights and collect the coins.





Hop onto one of the two chains and cross it. Beat up the witches and take the poison apple from the broken crate.



Continue to the left and you'll find yourself in a room full of witches. Take them out and smash the cauldrons to collect fairy dust and another poison apple. Smash the crate to collect a fish.



Activate the lever to temporarily raise a staircase. Quickly run up it and activate the floor switch to activate some platforms, which will pop out of the wall. Run up them and at the top, leap into the center of the room and collect the souvenir mug from the chandelier.





Go back up the stairs after activating the lever again and exit through the window and jump from platform to platform. A large platform features a fight with witches and knights. Destroy the cauldron to receive another poison apple. You will eventually find coins and a souvenir mug. Continue on to the Evil Queen's room.

Inside the Evil Queen's room, defeat the witches and knights. Hop onto the spinning platforms and make your way to the top. Jump in the direction of the coloring book page and poison apples, which are positioned atop the book cases.



In the center of the room, on top of the platforms, you'll find a lever. Activate it to lower part of a drawbridge.







You will be sent back to the castle wall again. Since you went left last time, go to the right. You will find yourself in the Evil Queen's bedroom. Defeat the witches and knights and hop onto the Queen's bed. Jump onto the headboard and jump again to receive the souvenir mug. Smash the nearby cauldron to receive a poison apple. Grab the fish in the bath run and activate the lever. The stairs will come out of the wall, just like on the other side of the castle. Run up the stairs and exit through the window.



Outside once again, do some more platform jumping and fight off the witches and knights. Break the cauldron to receive another poison apple. A souvenir mug isn't too far away. Keep going until you reach the last room and defeat the witches.

Collect the coins and activate the floor switches in the middle of the room. You'll want to make the four pillars to raise up in a way that they allow you to reach the floating souvenir mug and the ledge. If you need to reset the pillars, activate the floor switch.



Once you're on the ledge, smash the cauldron to receive several coins. When the cauldron breaks, collect the poison apple. Next, pull the lever to open the drawbridge.





Back in control of Shrek, you will want to enter. Defeat the witches and knights. Smash the cauldron to receive the last remaining poison apple. Pull the lever to activate some stone steps in the wall.



Run up to the top and smash the teleporter. Just don't get in the middle of it, or you'll be teleported back to the floor and will have to start over. Once the teleporter has been smashed, the level will be completed.

<<	LEVEL 10	LEVEL 11	LEVEL 12	LEVEL 13	LEVEL 14	LEVEL 15	LEVEL 16	LEVEL 17	>>
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#### LEVEL 16: Stromboli's Workshop

Quests
Perfect: Complete the level without dying
Tourist: Find all the souvenir mugs (5)
The Finisher: Complete 5 finishing moves
Toy Master: Find all the whale toys (9)
Tremendous: Use Ogre Power 3 times

It seems Pinocchio has been taken and it's up to Shrek to free him. As Shrek, you'll arrive in Stromboli's workshop, which is a little bit of a creepy place, we have to admit.



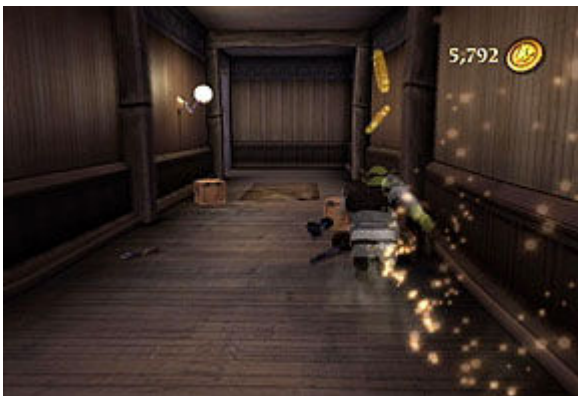
The first hallway you spawn into has nothing in it to smash or collect, so go ahead and walk into the large room ahead of you. You will immediately be attacked by two guys throwing things at you from the stage. Avoid their attacks and hop up on the stage and beat them up before they hurt you with their attacks. Hop back down and grab the barrels and toss them at the red and white targets on stage. When they're both broken, a set of wooden stairs will open up on the left side of the stage. It's easier to run up the stairs than to try and jump up to the stage.

Smash the barrels in the corner to receive fairy dust.

**TIP //** There is a chute of some sort which will constantly drop down barrels. Smash the barrels and collect the fairy dust until your fairy dust meter is full. You won't have a problem accomplishing this in a short period of time.



The backstage curtain will be opened by now, so hop up on stage and go through it to the other room. Evil puppets will pop out and attack. Defeat them and to open up a door in the back of the room. A fairy dust attack works well with multiple opponents. Collect the coins and head through the door.



In the hallway, pick up the coins and run to the end and take a left. Defeat the puppets and other goons, while collecting



the red coin on top of the desk. Continue down the halls, beating up everyone that gets in your way. Continue to collect coins and smash crates full of fairy dust. At the end of one hallway, you will find more crates and even a souvenir mug to collect.

The next wall will collapse, granting you access to a marble room. Defeat the goons on stage. You don't need people throwing things at you!



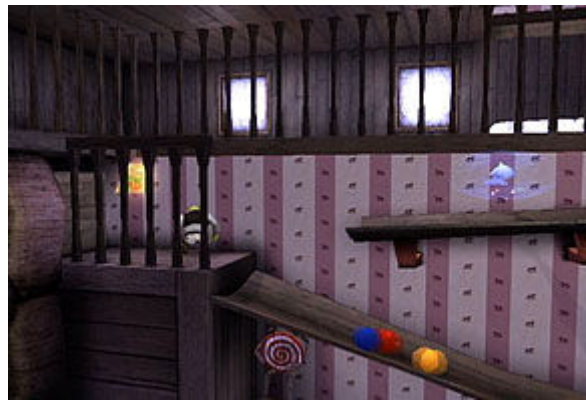
Afterwards, collect the coins on the floor and jump back to the stage. Activate the floor switch to receive a "jack-in-the-box". It'll be next to you. Hop up onto the box and grab the first whale toy. Push the "jack-in-the-box" off the stage and over to the marble troughs. Use it to allow you to jump up to the troughs. Run up the trough and collect the souvenir mug. Defeat the two shielded knights by using a strong attack to smash their shields and then pummel them.



Collect the coins on the wooden bridge. To get further, pick up marbles and toss them at the targets on the wall. When they are both destroyed, a door to your left will open up.



Head through the door and beat up the evil puppets inside. You will then notice a large set of teeth in front of you. Use them as a staircase to get to the top. On the ledge, you will find a whale toy to pick up. Grab the line of coins on the right and defeat the puppets. Go back to the teeth and cross them to collect the red coin.



Shove the nifty little gift box off the platform. Push it to the marble trough and hop up onto the trough. Collect the "New toys from Stromboli" coloring book page on your left and the whale toy on your right. Pick up a marble and jump down from the trough. Toss it at the target on the wall. It's right beneath one of the marble troughs. A souvenir mug will appear. Collect it and go back up the teeth. Head to the right and hop onto the "hand lift". It will take you to the next room above.







Defeat the witches and puppets to get a door to be opened. Pry open the treasure chest and collect the coins. There are a few other coins in the room, so collect them too. Next, smash the barrels which come down the chute. They will continue to fall, so be sure to fill up your fairy dust meter by smashing the barrels. Exit through the opening below the large gift box.



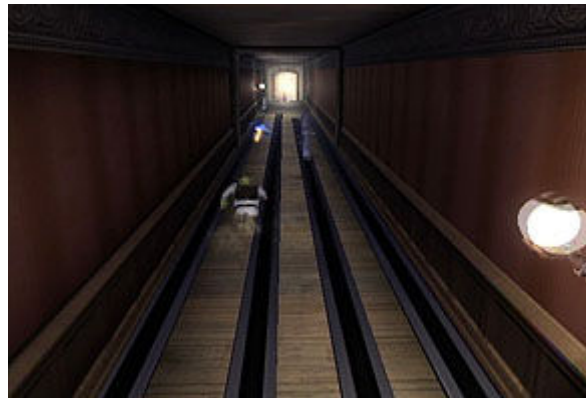
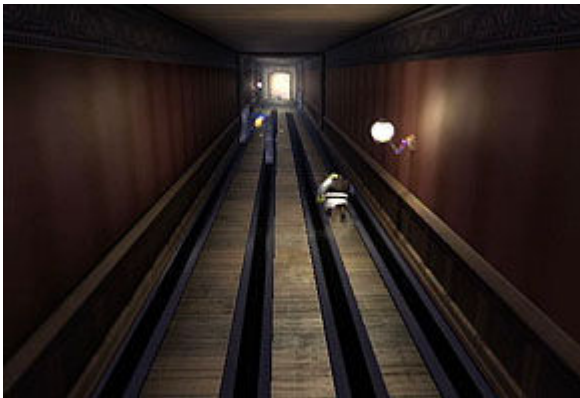
In the next room, collect the coins and smash the crates. One of the crates contains a souvenir mug. Once you have collected everything, smash the box in the middle of the elevator platform. This will activate the elevator. Now, you'll have to defend yourself from the evil puppets which drop in.



Once you have reached the bottom of the elevator shaft, hop off and enter the next room. Defeat the knight and goons. Collect another whale toy and follow the coins shaped like an arrow and enter the next hallway. There are large hammers which come down and can really kill you. Collect the coins and another souvenir mug along the way.



Once you get past the hammers, go into the next room and defeat the enemies. Pinocchio will appear and will give Shrek a rundown of Prince Charming's plans to take over the kingdom.



Shrek will then ask Merlin for some help, but you will first have to get Shrek to Merlin, who quite a ways away. The path to Merlin is filled with treachery. Smash everything in the room and collect the fairy dust and grab the coins. This next room is filled with gears which can kill you instantly. Avoid them and collect the five whale toys in the area. Continue down the hall and meet Merlin at the end of the hall to end the level.

[illegible]



<<	LEVEL 10	LEVEL 11	LEVEL 12	LEVEL 13	LEVEL 14	LEVEL 15	LEVEL 16	LEVEL 17	>>
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### LEVEL 17: Prison Castle Capture



After Shrek, Arthur, Puss in Boots, and Donkey give the guards a warning to release Fiona, the guards claim they can't. Shrek has decided to go ahead and attack the castle. As in a previous level, your job is to use the two catapults and destroy the parts of the castle which have a target on them.



This is a pretty easy level. After you win, Shrek and company are shocked when they learn Fiona escaped a few days ago.

<<	LEVEL 18	LEVEL 19	LEVEL 20						
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### LEVEL 18: Catacombs

Quests
Perfect: Complete the level without dying
Tourist: Find all the souvenir mugs (4)
The Finisher: Complete 5 finishing moves
The King: Find all the crowns (3)
Tremendous: Use Ogre Power 3 times



You'll be in control of Fiona once again. Go forward and smash the small crates and collect the fairy dust. Defeat the knights and use the large crate to reach the floating coins. Walk down the descending corridor to a ledge, while collecting the coins.



Jump from pipe to pipe and get to the other ledge. Collect the coins on your way. Hop down from the ledge and collect the souvenir mug and hop back up to the ledge.



Enter the next hallway and collect the coins. You'll be locked in a room with some coins, a pair of hecklers, and a floor of sharp, pointy spikes. Very carefully proceed along the path, collecting coins.

**TIP //** Don't go rushing through this part of the level. There's no time limit, so take your time and study the timing of the spikes. Your patience will be rewarded





Once you make it past the spikes, you'll reach a set of crates. Smash them and collect fairy dust and a crown.



Continue down the path, smashing crates and collecting everything you find. At the end, you'll find a souvenir mug, so grab it and exit through the door.



This next room contains three floor switches which go down in a certain order. Match it and you'll be able to open the next door. The correct order is: Middle, Left, Right. Smash the crates to receive the coins and fairy dust. Exit through the doorway.



This next room will have a similar floor switch puzzle as the previous one. The correct order is Right, Left, Middle, Middle, Right, Left. Exit through the doorway.



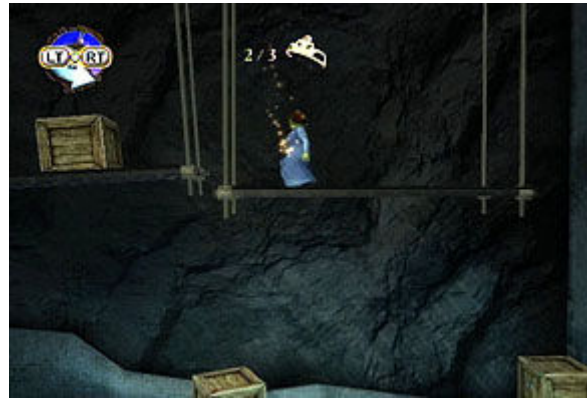
You'll now find yourself in a room with three large square holes in the floor. Jump down the last hole to collect a souvenir mug. Hop back out and jump into the middle hole to reach the lower level. Smash the crates and barrels in the room, remembering to collect the fairy dust and coins, of course.







Go into the next room and take out the knights. Collect the fairy dust, for you will need it. When you have enough fairy dust, use Fiona's special kick to move the large white block. It'll take numerous kicks, so keep beating on the knights to receive fairy dust. If you are low on health, smash a barrel to receive a piece of food. There is also a pester fairy on the left. He will fill up your fairy dust meter. Once the block is in place, destroy some more barrels and crates for health and fairy dust. Go ahead and jump up on the block and jump to the exit.



In the next room, you will see a stack of crates, a platform, a crown, and an enemy. Use the stack of crates and platform to take you up to the crown floating in mid-air. Hop up to the highest platform, from the lower one, and break the crate. It contains the "Fiona escapes prison" coloring book page. Destroy the crates and defeat the enemies. Use your special kick to knock down the exit door.



Run out of the room and into the next. Defeat the enemy at the entrance. Destroy the crates and barrels to receive a piece of food and use another special kick to knock down the door. Exit.



In the next room, defeat the goons and the big Cyclops. Destroy crates and barrels for food and fairy dust. If you wait too long before kicking down the door, another Cyclops will come in and attack you. Exit.



The next room you enter seems to be a crypt. Jump down from the ledge, collecting the floating coins. Defeat the knights and gargoyles. Smash the crates and collect the fairy dust. Exit the room.

Once you are outside the crypt, smash the crate to the right to receive another souvenir mug.





Continue down the path. Collect the coins and continue down the path.



You will be immediately attacked by witches, so watch out. Grab the last crown in the middle of the fighting arena, along with the coins. Take out the witches by smashing the crates they are standing on and then pummel them. Sooner or later, the axe-wielding giant will attack. He means business, so use some ground-pounding attacks and take him out. Just keep away from that big axe!

Once the giant falls, the level will be complete.

<<	LEVEL 18	LEVEL 19	LEVEL 20						
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#### LEVEL 19: Rundown Streets

Quests
Perfect: Complete the level without dying
Tourist: Find all the souvenir mugs (2)
The Finisher: Complete 5 finishing moves
Jet Set: Collect all the theatre tickets (5)
Ogre Orbit: Launch and catch 3 enemies

Arthur and Shrek have arrived back to the kingdom thanks to Merlin, but by the looks of things, everything is a disaster. Arthur takes off, leaving you in control of Shrek.



Smash the barrels around you to collect the fairy dust. Proceed forward to a small courtyard. Defeat the villagers and Shrek imposter. Run up the stairs, collecting each of the coins. Above, you will see an object-throwing villager.



Pull the lever to make him fall. Pummel him and pull the last lever to make the awning go up, revealing a theatre ticket. Avoid the evil tree's attacks.



Pull the levers until all three of the awnings are in the horizontal position. Jump across them and collect the coins. Defeat the evil tree and collect the fairy dust. Walk along the wall and drop down to the next courtyard. Defeat the shield-wielding knights with strong attacks. Collect the coins and take notice of the locked door. We'll be back here in a minute.





Jump onto the wooden platform and make your way to the barrels in the corner. Smash them to receive another theatre ticket. Take a left and defeat the shield-wielding knight, while collecting the coins along the wooden bridge.



Enter the next room and destroy the two evil trees using special fairy dust attacks if possible. Collect the coins which rain down. Smash the barrel in the bottom-left corner to collect another theatre ticket.

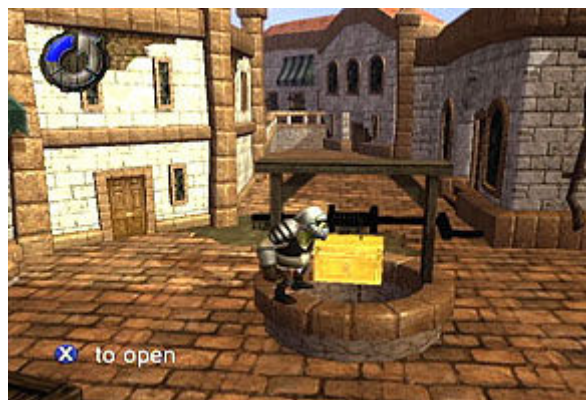


Go through the next door and defeat the object-throwing villager. Enter the side room and collect a key. Then smash the barrels in the corner and collect a souvenir mug. Jump into the windows to break them. Then jump down to the courtyard and use the door which is now unlocked.





This door leads you to a little alley. Defeat the Shrek imposter and the knight. Once you reach the courtyard, defeat the evil trees and collect the theatre ticket on the short set of stairs. Also, collect the coins nearby and walk into the tunnel, picking up the coins along the way.



Once outside the tunnel, defeat the two shield-wielding knights with strong attacks. Smash the barrels and approach the well to activate it. A treasure chest will be raised to the surface. Open it and collect the coins from inside.





Continue down the path. When you reach the bridge, defeat the Shrek imposter and knights. Collect the lines of coins while crossing the bridge.



Once you reach the end of the bridge, quickly destroy the cannon platform. Grab the floating souvenir mug and head back to those pillars at the end of the bridge. Use them to help you grab the floating coins and the "The Whole Family" coloring book page. Proceed forward into the next courtyard. Defeat the villagers, knights, and tree. Pick up the coins and theatre ticket. Continue forward to see Fiona and Prince Charming.

<<	LEVEL 18	LEVEL 19	LEVEL 20						
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#### LEVEL 20: The Grand Finale

Quests
Perfect: Complete the level without dying
Tourist: Find all the souvenir mugs (1)
The Finisher: Complete 5 finishing moves



Prince Charming has captured Shrek and has chained him beneath the stage. Arthur claims he's king on stage, but Charming has a very different opinion of this and sends his knights and Shrek imposters to attack Arthur, who you are in control of.



As Arthur, defend yourself against these mobs of enemies. You will find crates and barrels scattered about the stage and in front of the stage (off-stage). They're filled with everything from fairy dust and food to a souvenir mug and coloring book page.



Before too long, witches, pirates, and even a Cyclops will attack Arthur. Move around the stage, avoiding being surrounded. It is easy to find yourself surrounded, so always remain mobile and slash at the goons on the stage.





Eventually, Prince Charming will bring Shrek up to the stage-level and attacks you. Ignore Charming and focus on cutting the ropes which are holding Shrek in place. Once you slice through them, Shrek will be free.



As Shrek, pummel Prince Charming, and when you have beaten him silly, go for the finisher, and Shrek will toss Charming across the stage, winning the fight and the game.

Congratulations! Sit back and enjoy the cutscenes.

## Shrek the Third Unlockables

As you play the game and collect coins, you can use them to purchase and unlock new outfits or even playable characters in the gift shop. You'll find a list of these below.

Unlockable Name	Cost	Description
<b>Costume (Shrek): Regal</b>	\$3200	Shrek may look irritated in this royal fashion statement, but he'll benefit from more Fairy Dust while wearing it.
<b>Costume (Shrek): Swim Trunks</b>	\$3350	An ogre in beach wear makes the peasants tremble with fear, and gives you bonus Fairy Dust to boot.
<b>Costume (Shrek): Knight Armor</b>	\$3500	Shrek found his old armor from way back when he first met Fiona. It may be a bit rusty, but provides some protection and bonus strength.
<b>Costume (Shrek): Pirate Outfit</b>	\$4250	Yar hey! Shrek is a bit nervous around ships since his weight sinks them. This gives Shrek a wee bit of extra damage and Fairy Dust.
<b>Costume (Puss): Evil Knight Disguise</b>	\$2850	This disguise won't fool anyone but the stupidest of Charming's minions, but at least the armor will make Puss sturdier in battle.
<b>Costume (Fiona): Funeral Dress</b>	\$2150	A good party dress makes the royal court gasp, and this princess will gain more Fairy Dust while wearing it.
<b>Costume (Sleeping Beauty): Gown</b>	\$2500	A good party dress makes the royal court gasp, and this princess will gain more Fairy Dust while wearing it.
<b>Costume (Donkey): Dragon Disguise</b>	\$3650	While this costume only took a few minutes to make, it makes Donkey braver and stronger to wear it.
<b>Difficulty Mode: Charming</b>	\$15500	This bonus setting is Prince Charming's preferred difficulty everyone is defeated with ease.
<b>Difficulty Mode: Grimm</b>	\$1500	The hardest difficulty ever seen in the kingdom! Expert players are in for a grueling experience but receive double the coin rewards.
<b>Bonus Damage</b>	\$10500	Increases your damage by 20% when hitting enemies.
<b>Bonus Fairy Dust</b>	\$7700	Increases the amount of Fairy Dust you receive by 40%.
<b>Multiplayer (Map): Dragon Keep</b>	\$1350	Bored of the prison? Tired of Lancelot's training grounds? Looking for lava? This multiplayer map is a great change of pace.
<b>Multiplayer (Character): Dwarves</b>	\$2400	Dwarves love these sorts of sports, so you won't be sorry if you add them to your roster. Just don't call them gnomes!
<b>Multiplayer (Character): Cyclops</b>	\$1500	Cyclops is strong! Cyclops is brave! Cyclops is pretty dim, too, but oh so fun to play in a multiplayer match.
<b>Multiplayer (Castle): Dragon Keep</b>	\$1600	Dragons just love watching a good game of Castle Capture. This happens to be their favorite castle configuration.
<b>Commentary: Docks</b>	\$1000	Ever wonder what goes on behind the scenes of a level? Hear the inside scoop from Shrek's friends.
<b>Commentary: Academy Grounds</b>	\$1500	Ever wonder what goes on behind the scenes of a level? Hear the inside scoop from Shrek's friends.
<b>Commentary: Prison Cell Block</b>	\$2000	Ever wonder what goes on behind the scenes of a level? Hear the inside scoop from Shrek's friends.
<b>Commentary: Ice Lake</b>	\$3000	Ever wonder what goes on behind the scenes of a level? Hear the inside scoop from Shrek's friends.
<b>Commentary: Merlin's Hills</b>	\$4000	Ever wonder what goes on behind the scenes of a level? Hear the inside scoop from Shrek's friends.
<b>Commentary: Evil Queen's Castle</b>	\$5000	Ever wonder what goes on behind the scenes of a level? Hear the inside scoop from Shrek's friends.
<b>Commentary: Stromboli's Workshop</b>	\$5000	Ever wonder what goes on behind the scenes of a level? Hear the inside scoop from Shrek's friends.
<b>Commentary: Catacombs</b>	\$5000	Ever wonder what goes on behind the scenes of a level? Hear the inside scoop from Shrek's friends.
<b>Commentary: Rundown Streets</b>	\$6000	Ever wonder what goes on behind the scenes of a level? Hear the inside scoop from Shrek's friends.