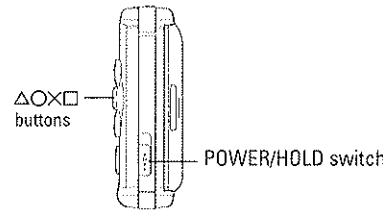


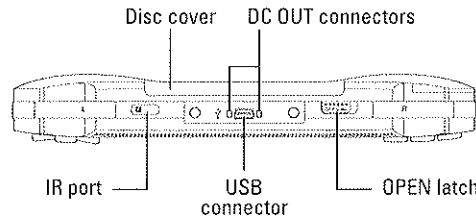


GETTING STARTED

Right side view



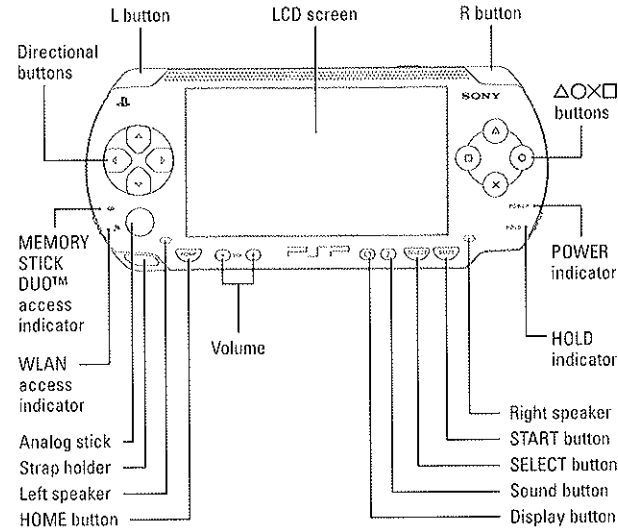
Front view



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

STARTING UP

PSP® (PlayStation®Portable) system configuration



CONTROLS

Button	Action
Analog stick / left button and right button	Steer
X button	Accelerate
O button	Brake / Reverse



MAIN MENU

MENU CONTROLS

Press the directional buttons or use the analog stick to highlight your selection. When you find your selection, press **X**.

At the Main menu you may select from the following options:

- **Single Player**
Single Player allows one player to race against A.I. controlled opponents.
- **Ad Hoc Multiplayer**
Ad Hoc Multiplayer allows up to four players to participate in split-screen battles and races against A.I. controlled opponents.
- **Options**
The Options menu allows you to adjust sound options, view records, and see the credits.
- **Manage Profile**
Load, edit or create a profile. Profiles are used to track the progress of a player and their personal best results. Profiles are identified by the player's name and therefore each player's name should be unique.

OPTIONS MENU

- **Extras**
View special bonus content.
- **Sound**
Adjust the volume of music and sound effects in the game.
- **Records**
This screen displays records for each Tournament, Cup, and Track by profile.
- **Credits**
View the game credits.

PAUSE MENU

- **Resume**
Continue the current race.
- **Restart Race**
Restart the current race.
- **Sound**
Adjust sound options.
- **Quit**
Return to the Main Menu.



DREAMWORKS
SHREK
SMASH 'N' CRASH
RACING

GAME TYPES

• TOURNAMENT

A tournament consists of twelve consecutive races. The goal is to accumulate as many points as possible in each race, in order to finish in the best position possible at the end of the tournament. Points are awarded based on each player's finishing position in each race.

• CUP CHALLENGE

Each Cup Challenge consists of three races. The objective is to accumulate as many points as possible in each race with the ultimate goal of coming in first place for the cup.

• QUICK RACE

With Quick Race, you can select any unlocked track and play. The objective is to finish the race in the best position possible.

• TIME TRIAL

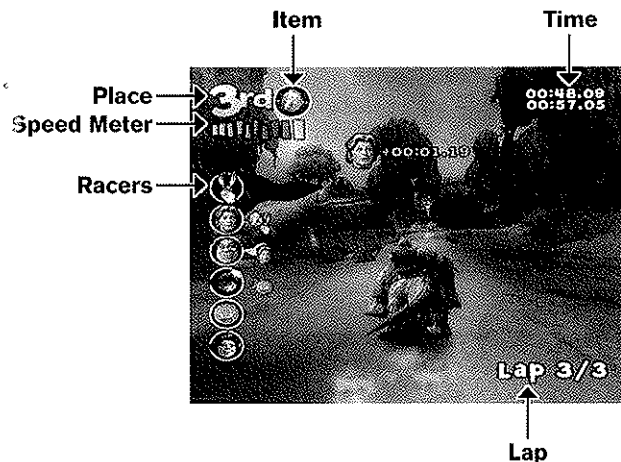
Available in Single Player mode only, you will race against the clock to get the best time possible on the selected track. Successful players will have their best results saved to their profile.

• BATTLE MODE

Available in Ad Hoc Multiplayer mode only, up to four players battle it out using weapons picked up by smashing barrels. The first person to 10 points wins!

DREAMWORKS
SHREK
SMASH 'N' CRASH
RACING

ON SCREEN DISPLAY



- **Place:** Displays your current position in the race.
- **Item:** Displays your current item.
- **Lap:** Shows you how many laps you have completed.
- **Time:** Your current lap time and your total race time on the track.
- **Speed Meter:** Shows you how fast you are going.
- **Racers:** Displays the order of all the racers as well as any pickups they have been affected by.

ON THE TRACK



Barrels

When you smash through a barrel, you will receive a random pickup. Pickups come in many types and can help you win the race by causing your opponents to spin out... or worse!



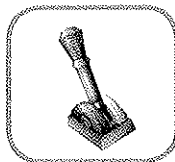
Speed Boosts

Each track contains several speed boosts. Some are in plain view, while others are hidden down branching paths and behind breakable objects. Race through these glowing blue trails to get an extra boost of speed and an edge on the competition.



Jumps

Huge gaps, long drops, and raging rivers cut across the tracks. Ride through the purple trails to get a speed boost and launch your character into the air to clear these obstacles.



Switches

Activate switches on the tracks by running into them. These will open up even more shortcuts to get you ahead of the pack! Keep an eye out though, even though the shortcuts are open, their entrances are well-hidden.

CHARACTERS

All of your favorite Shrek® characters plus some of the most well-known fairy tale characters and creatures are available. Each character and mount has special attributes that vary over four separate categories: Handling, Acceleration, Speed, and Weight.



Shrek® and Swamp Beast

Take control of Shrek® and a nearly unstoppable beast from his swamp as you dominate the track and smash through obstacles with this fearsome duo!



Donkey and Dragon

Fear not and take flight with Shrek's noble companion Donkey and his dearest Dragon!



Princess Fiona™ and Onion Carriage

Race through the city and countryside with Princess Fiona in her signature Onion Carriage!



Gingy and Cupcake Horse

The bane of dentists everywhere, Gingy and his Cupcake Horse are fueled up with sweetness and ready to take the top prize!

TRACKS

There are 24 total tracks in the game. The first six are unlocked from the very beginning, but the rest will have to be unlocked through skillful racing!

Swamp Cup



Swamp

Shrek's Swamp is full of mud, slime, rotting trees and creepy crawlies.



Green Forest

If you think you know your way through the forest, think again. Hansel and Gretel, Little Red, Goldilocks, Robin Hood -- you know the stories. Things happen in the forest, weird things.



Haunted Woods

Race through the Haunted Woods as you encounter eerie creatures and spooky surroundings. Ghosts, evil trees and spiders... this track is not for the faint of heart!

Far Far Away Cup



Downtown of Far Far Away

Smash and crash your way through Far Far Away's downtown district, but watch your speed as the Far Far Away Police Department will be waiting for you.



Far Far Away Castle

Through a maze of corridors, courtyards and up through the tallest tower, you'll find Far Far Away Castle to be quite a blast. The fireworks make quite a blast too!

More Tracks!













18 Secret Tracks

Beat the Tournament modes to unlock 18 secret tracks!

PICKUPS

Pickups are weapons and magic gained by smashing through barrels. When you get an item an icon appears in the upper left corner of the screen. Use these to defend yourself and fight off your opponents.

Item	Description
	Jack-o-Lantern: The pumpkin may look harmless, but lay it on the track in your opponent's way and it will splatter everywhere when hit, causing them to spin out.
	Giant Beanstalk: When the magic seed is planted, a giant beanstalk grows instantly from the ground causing an impeding barrier for any opponent.
	Lord Farguaad-in-a-Box: Drop this toy on the track and the head bobbles around hitting your fellow racers.
	Goose: Pick up the goose and let it fly erratically down the track, disturbing players in its path.
	Frog Balloon: The frog balloon will buzz around and seek out anybody within range.
	Garden Gnome: Throw this lawn ornament straight ahead to trip up players.
	Magic Frost: This magic spell freezes all opponents. They will be unable to steer until it melts or smashes as they smack into a wall.
	Pixie Dust: When used, this magic dust gives the player a boost of speed.
	Whirlwind: The tornado effect will cause any opponent to wipe out if they get too close.
	Shield: When the magic shield is used, you'll be invincible to all creatures, opponents and weapons.

WI-FI (WLAN) BASICS

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN).

Shrek Smash n' Crash Racing supports Ad Hoc mode only. For more information on hosting and joining multiplayer games, please refer to the Multiplayer Games section below.

AD HOC MODE

Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP® systems to communicate directly with each other.

MULTIPLAYER GAMES

HOSTING A MULTIPLAYER GAME

- On the Main Menu, highlight Ad Hoc Multiplayer and press **X**.
- Highlight Host Game and press **X**.
- Select the Game Type.
- Wait for at least one other player to join your game.
- Press **X** to start the Multiplayer Game.

JOINING A MULTIPLAYER GAME

- On the Main Menu, highlight Ad Hoc Multiplayer and press **X**.
- Highlight Join Game and press **X**.
- Highlight the game you would like to join and press **X**.