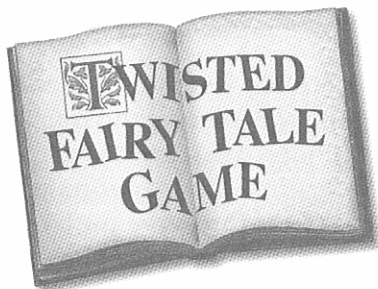


2 to 4 players/AGES 6+

SHREK 2™

*Includes advanced gameplay for
older players and basic gameplay for
younger players*



Welcome to Far Far Away, where nothing is what it seems and adventure lies around every corner. It's a place where fairy godmothers launch evil plots, a feline enemy can become a trusted friend, and a kiss from Prince Charming is the **worst** thing that could possibly happen to a Princess.

Shrek and Donkey are lost in the forest with their new enemy-turned-friend, Puss in Boots. In the Grand Castle, Princess Fiona is being held captive under a spell by her Fairy Godmother.

Shrek, Donkey, and Puss in Boots must make their way through the forests and streets of Far Far Away, fighting off enemies along the way. They must find a way to get across the castle moat and do battle with the scheming Fairy Godmother before it's too late... before Prince Charming kisses Fiona and steals her love away from Shrek forever!

CONTENTS

- Gameboard • 4 Shrek/ Donkey/Puss in Boots Pawns with Stands
- 4 Gingly Tokens • 1 Spinner Assembly • 30 Event Cards • 18 Help Cards
- 3 Dice • Label Sheet

OBJECT

Be the first player to defeat the Fairy Godmother in the Grand Castle.

ASSEMBLY

- Carefully remove the pieces from the cardboard part sheets. Discard the cardboard waste.
- Remove all of the pieces from the plastic bag. Discard the plastic bag.
- Following the instructions on the label sheet, apply the labels to the three dice.

- Carefully remove the plastic arrow and arrow base from the runner. Discard the runner. Assemble the spinner by pushing the arrow base up through the hole in the spinner card, then pushing the arrow down to secure it. See Figure 1.

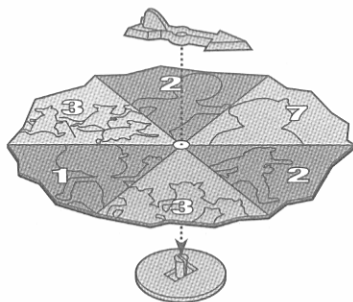


FIGURE 1

SETUP

- Place the gameboard in the center of the play area.
- Each player chooses a Shrek/Donkey/Puss in Boots pawn, inserts it into a pawn stand and places it on the Start space. Each pawn is a different color, so remember which one is yours. Place any extra pawns and stands back in the box.
- Place the spinner, dice and Gingy tokens next to the gameboard within reach of all players.
- Separate the cards into two decks (Event cards and Help cards) according to the card backs. Shuffle each deck separately and place them facedown next to the gameboard.

ADVANCED GAMEPLAY

The person wearing the most green goes first. If no one is wearing green, the youngest player goes first. Play then passes to the left.

ON YOUR TURN

Spin the spinner and move your pawn. If the spinner stops on the line between numbers, spin again.

- You must move forward the full amount spun. (EXCEPTION: See **The Castle Moat (and Gingy)** on page 5).
- More than one player may be on the same space at the same time.



Where did you land? If you end your move on a space with a Help card symbol, draw the top Help card, secretly look at it and place it facedown in front of you. You may only have three Help cards in front of you at any one time. If you already have three Help cards and you need to draw another, draw a new one and then you must choose one of your four to discard. Help cards indicate when you can play them and what they do. If there are no cards left in the Help card draw pile, end your turn here. DO NOT reshuffle the discards.

If you end your move on a space with an Event card symbol, draw the top Event card, follow its instructions immediately and discard the card. If there are no cards left in the Event card draw pile, end your turn here. DO NOT reshuffle the discards. NOTE: If the card drawn is a Battle card, you may get to spin and move again (see **The Cards** below). If your spin moves you to another space with an Event symbol on it, draw another Event card and follow the directions immediately. If your spin moves you to a space with a Help symbol on it, draw a Help card.



If you move onto a space with no symbol, your turn ends.

THE CARDS

There are two types of cards in the game, Event cards and Help cards. Let's take a quick look at each.



Event Cards

There are three kinds of Event cards: Location cards, Battle cards and Activity cards. Once you play an Event card, discard it.



Location Cards have a picture of a location from the gameboard on them. If you draw a Location card, immediately move your pawn to the space shown on the card. This ends your turn.



Battle Cards have pictures of enemies (Angry Villagers, Corrupt Cops or Royal Knights) as well as dice symbols (Shrek, Donkey and/or Puss in Boots). If you draw a Battle card, roll the three battle dice.

- If you roll all of the dice symbols shown on the card, you win the battle! Now spin the spinner again and move **forward** that many spaces.
- If you don't roll all of the symbols shown on the card, you lose the battle. Spin the spinner again and move **backward** that many spaces.



Activity Cards have instructions for fun things to do, like reading movie quotes with your best character impression, singing parts of songs, and making Shrek-like noises.

- The player who draws the Activity card must do the activity described on it.
- The other players vote on how well he/she did.
- If the players approve, the player who drew the activity card draws a Help card. If the players don't approve, end your turn here.



Help Cards

You want to keep these secret from the other players; so when you draw a Help card, read it to yourself and place it facedown in front of you. Help cards aid you on your way to the Grand Castle. You may be able to re-roll the dice during a battle, switch places with another player or escape from prison without battling. Keep your Help

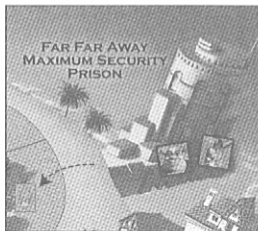
cards in front of you until used, but once played, discard them. You may play more than one Help card on a turn, but they must be played (and resolved) one at a time.



REMEMBER:

You can only have 3 Help cards in front of you at a time.

SPECIAL SPACES



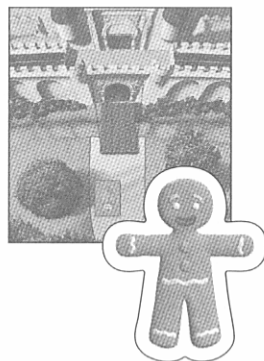
Far Far Away Maximum Security Prison

If you draw a Location card that shows the Prison, you must go directly to the Prison space. Corrupt Cops, whom you must battle in order to escape, guard the Prison. Roll the three battle dice. The battle dice symbols that you need to defeat the cops are printed on the prison space.

- You may NOT battle the cops on the same turn that you were sent to the prison. You'll have to wait until your next turn.
- If you defeat the cops, move across the dotted line back to the gamepath. Aye, that'll do! Now draw an Event card and continue your turn.
- If you did not defeat the cops, do not move. Try again on your next turn.

The Castle Moat (and Gingy)

You must have a Gingy (the Giant Gingerbread Man) token in order to cross the moat and enter the Grand Castle. You get a Gingy token by drawing the Help card which allows you to take one of the tokens. If you make it to the Castle Moat space (you don't need to reach it by exact count) and you do not have a Gingy token, you must stop and immediately draw a Help card.

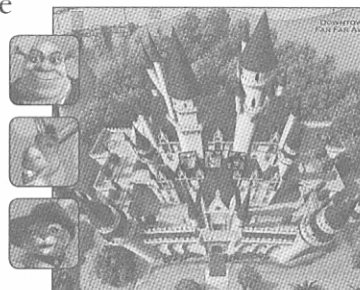


- If you draw the Gingy card, move immediately into the Grand Castle.
- If you don't draw the Gingy card, stay where you are and draw one Help card per turn until you find one. When you do, move immediately into the Grand Castle.

EXCEPTION: You may enter the Grand Castle without a Gingy token if you use a Magic Wand Help card to switch places with a player who is already in the Grand Castle.

The Grand Castle

After you cross the Castle Moat, you enter the Grand Castle. This is the final space on



the gameboard. The evil Fairy Godmother is guarding Princess Fiona who is locked in the highest room of the highest tower. **IMPORTANT:** You may not battle the Fairy Godmother on the same turn that you enter the Grand Castle. You'll have to wait until your next turn.

Then try to defeat the evil Fairy Godmother. Roll the three battle dice. The battle dice symbols that you need to defeat the Fairy Godmother are printed on the Grand Castle space.

- Do not move backwards if you lose in battle to the Fairy Godmother. Stay where you are and try again on your next turn.

WINNING THE GAME

If you're the first player to defeat the Fairy Godmother by rolling the dice symbols shown on the Grand Castle space, you win!

BASIC GAMEPLAY

Remove the Activity cards from the Event card deck. Then place them back in the box along with the Help cards and the Gingy tokens.

Now follow the rules for the advanced game with the following exceptions:

- Your turn ends when you land on a space with a Help card symbol, or one with no symbol at all.
- You do not need a Gingy token to get across the moat into the Grand Castle.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.

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