



KONAMI KIDS PLAYGROUND™

An Active New Way to Learn and Play

Konami Kids Playground is an innovative new series of PlayStation®2 computer entertainment system games that turns learning into a fun, full-body activity for your preschooler. Kids will love to jump, stomp and learn their way through each of these fun and educational games!



Collect them all!



Discover numbers and counting with endearing toy pals



Explore the bays, swamps and woods with Frogger and Lily



Learn to recognize shapes and colors while exploring a fun prehistoric world



Studying the alphabet has never been so much fun



EmuMovies

PlayStation 2

Konami Digital Entertainment, Inc.
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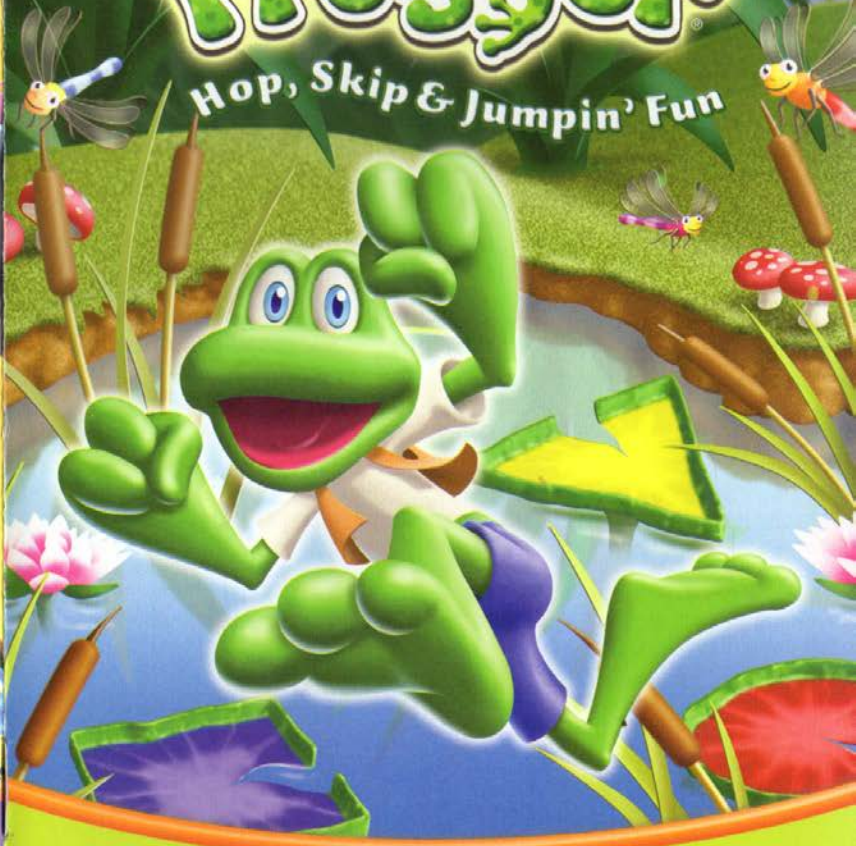


Recommended for ages
2-5

KONAMI KIDS PLAYGROUND™

Frogger

Hop, Skip & Jumpin' Fun



KONAMI

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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

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

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

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

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
 - Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

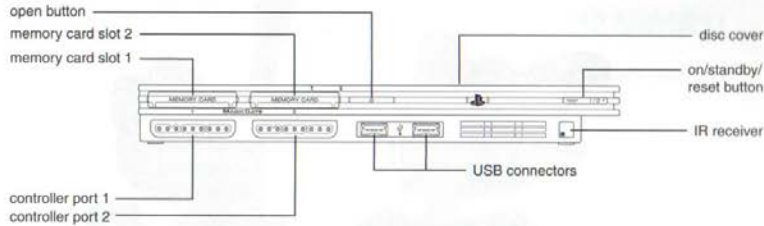
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



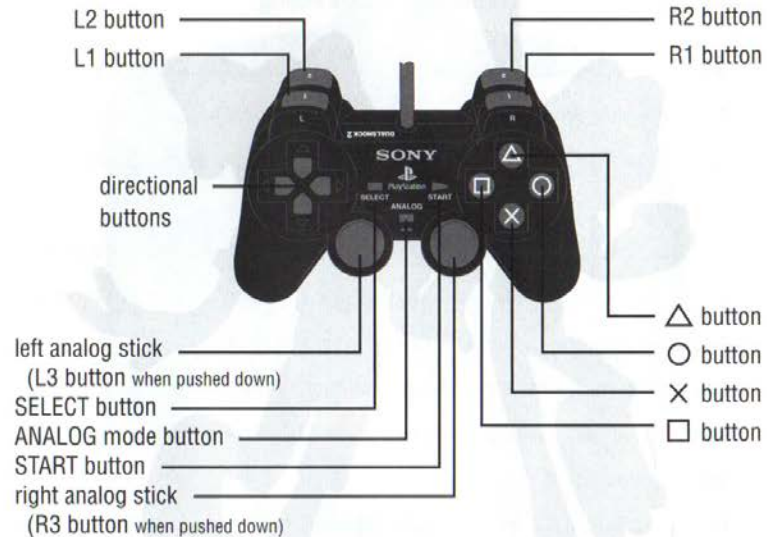
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Frogger: Hop, Skip & Jumpin' Fun* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 analog controller Game Controls



- Up / Choose Yellow Option [▲]
- Right / Choose Red Option [●]
- Left / Choose Blue Option [■]
- Choose "Star" Option [✕]
- Cancel / Exit to Menu Screen [START] button (hold)
- Return to Previous Menu [SELECT] button

Holding down [START] button during the game will return you to the Menu Screen. For more information, see Menu Screen, pg. 6.

USING THE KONAMI KIDS PLAYGROUND™ CONTROLLER MAT

Cautions

(Please Read Before Playing)

- Bare feet should be used to operate mat. Do not use with shoes or socks.
- Persons with heart and respiratory problems, physical impairments or have been advised by their physician to limit their physical activity should not use the mat.
- Mat should be used on a clean, dry and flat surface. Do not use the mat on wet surfaces, concrete, rock or any surface with sharp or abrasive objects.
- Keep mat away from open flame and other heat sources.
- Small children should be monitored at all times when using the mat.
- When mat is not in use, it should be removed from the playing area and stored properly.
- Remove furniture and other objects in proximity to the mat, and use it in an area with plenty of space, away from walls or windows.
- The cord for the mat should be placed properly to avoid risk of tripping persons.
- Mat should be used with care to avoid injury.
- Konami Digital Entertainment is not responsible for injuries resulting from improper use of the mat.

CONTROLS

Using the Konami Kids Playground Controller Mat



- Up / Choose Yellow Option [▲] shape
- Right / Choose Red Option [●] shape
- Left / Choose Blue Option [■] shape
- Choose "Star" Option [★] shape
- Cancel / Exit to Menu Screen [✕] shape
- Return to Previous Menu [◀] shape

Note: Some button functions may be different depending on the mode you are playing. Follow the on-screen instructions or refer to other sections in this instruction manual for more information.

STARTING A NEW GAME

Welcome to Frogger's swampland. It's time to kick off your shoes and have a blast! Choose from either JUMPING SCHOOL or PLAYGROUND and then get ready for plenty of hopping, skipping, and jumping fun! Once you load **Frogger: Hop, Skip & Jumping Fun**, you will be taken to Jumping School. If you want to go to the Playground, just stand on the [X] or press the [SELECT] button on the controller to be taken to the Menu Screen.

Menu Screen



The Menu Screen is where you can choose from a variety of options. To access the Menu Screen at any time, just stand on the [X] symbol or hold down [START] on the controller. Step on the [■] shape to go to the Playground. Step on the [●] shape to go to Jumping School. Step on the [X] shape to view the game credits. Step on the [★] symbol to play or resume a mini-game.



FROGGER: HOP, SKIP & JUMPING FUN!

Jumping School



Even Frogger needs to learn how to hop! Leap over to Jumping School for three fun mini-games to play. To choose a mini-game, just jump on the [■], [▲], or [●] shapes.

Note: You can exit to the Menu Screen at any time. Just stand on the [X] or hold down [START] on the controller. For more information, see Menu Screen, pg. 6.



Froggy Fireworks-[■]: The object of this game is to jump on any pad to fire a rocket, which bursts into a blast of colors in the air. The faster you jump, the more fireworks you'll see!



Fly Catch-[▲]: The object of this game is to catch the buzzing flies with Frogger's sticky tongue before they can be snapped up by the flytraps. Jump on the [■], [▲], or [●] shapes to catch the flies before the flytraps can eat them. Watch out for the bumblebees! They don't taste so good - but they do go well with dragonflies...



Lily Says-[●]: The object of this game is to do what Lily says! When she calls out a color or shape, jump on the matching colored pad before the meter along the left side of the screen fills to the top. But don't jump unless she says "Lily Says" first!

PLAYGROUND



Select from a variety of fun-filled mini-games! There are three different playgrounds to choose from: Summer Camp, Bayou Romp, and Carnival in the Woods. Each playground has three mini-games to play, providing hours of jumping action. To choose a playground, just jump on the [■], [▲], or [●] shapes. Once you've chosen a playground, jump on the colored pads again to play a mini-game.

Note: You can exit to the Menu Screen at any time. Just stand on the [X] or hold down [START] on the controller. For more information, see Menu Screen, pg. 6.

SUMMER CAMP



It's time for fun at Summer Camp!



Rolling Rapids-[■]: The object of this game is to swim Frogger up the river while avoiding the hazards along the way! Watch out for alligators, whirlpools, rocks, logs, and other objects that will slow him down. Earn points for swimming fast. Pick up the Life Preserver power-up for an extra boost of speed and even more points! To play, jump on the [■] shape to swim left and [●] shape to swim right. Jump on the [▲] shape to swim faster.



Stomp-[▲]: The object of this game is to stomp repeatedly on the [■], [▲], or [●] shapes to make the geysers shoot into the air and soak the insects hovering above them before they fly away. You've got to be fast if you're going to soak them all!



Bubble Gobble-[●]: The object of this game is to gobble up the bubbles as Lily swims through the water. Small bubbles are worth one point, medium bubbles are worth two points, and large bubbles are worth three. If you can gobble up a bubble with a Gold Star inside, you'll earn a whopping ten points! Jump on the [■] and [●] shapes to swim left and right, and jump on the [▲] shape to swim faster.

BAYOU ROMP



It's time to play the Bayou Romp!



Hopscotch-[■]: The object of this game is to hop Lily on the next set of [■], [▲] or [●] shapes to move forward. Be careful where you hop Lily! One wrong jump will get her all wet.



Tag-[▲]: The object of this game is to jump on the pad where Lily is sitting to tag her, then help Frogger get away from Lily before she can tag him back. The longer Frogger can stay away from Lily and keep from being tagged, the more points you earn!



Swamp Run-[●]: The object of this game is to run along the path, jumping around anything that gets in your way! Avoid the hazards, like snapping gators, quicksand, and boulders on the path, while moving forward to earn points. Use the [■], [▲] or [●] shapes to run along the path. Collect special items, like hammers and snowshoes, for extra points and to help you get through obstacles!

CARNIVAL IN THE WOODS



Step right up to Carnival in the Woods!



Find That Turtle-[■]: The object of this game is to find the turtle! Frogger will hide the turtle underneath one of three flowers and then move them around. It's up to you to figure out which flower the turtle is under! When he's done moving the flowers around, jump on the [■], [▲] or [●] to choose a flower!



One Frog Band-[▲]: The object of this game is to make some cool music! Watch the bubbles go up the pipes. When the bubble reaches the top of the pipe, jump on the matching pad to make it pop in time with the music. Be ready! If you want to boogie down, you'll have to keep up with the bubbles!



Jump Snake-[●]: The object of this game is to jump over the snake. Stand on any pad and jump over the snake when it comes around without letting the snake touch your feet! Switch pads to do special jumps. Watch out! That snake is sneaky!

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