

KONAMI

KIDS PLAYGROUND™

Recommended  
for ages

2-5

# TOY PALS

FUN WITH NUMBERS



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.

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### **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.

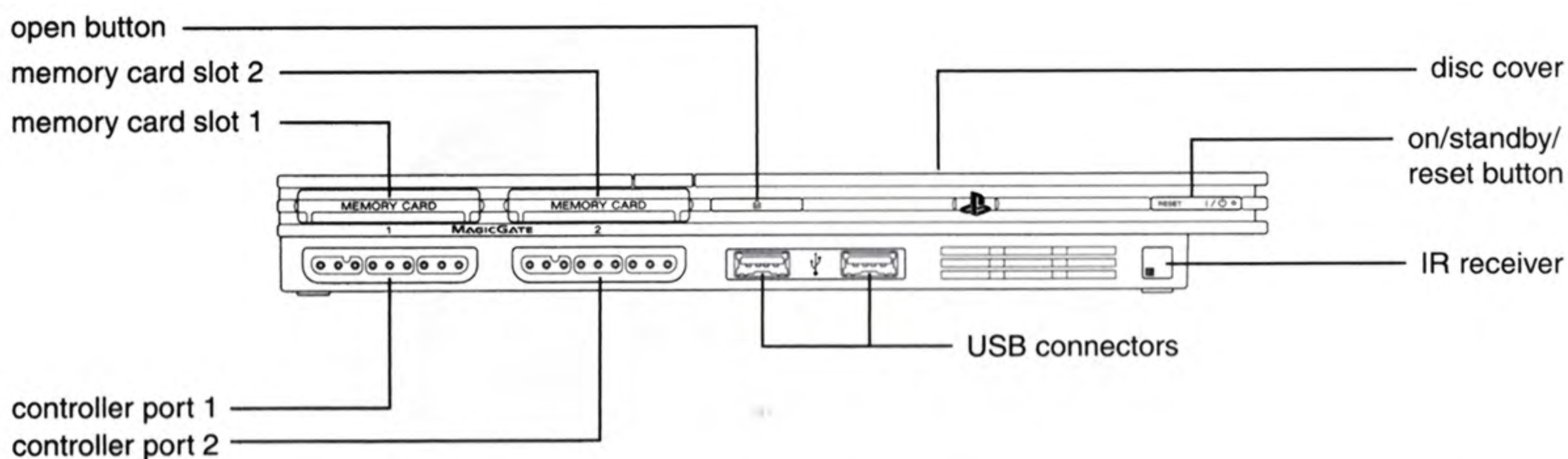


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# GETTING STARTED



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 **Toy Pals: Fun With Numbers** 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.

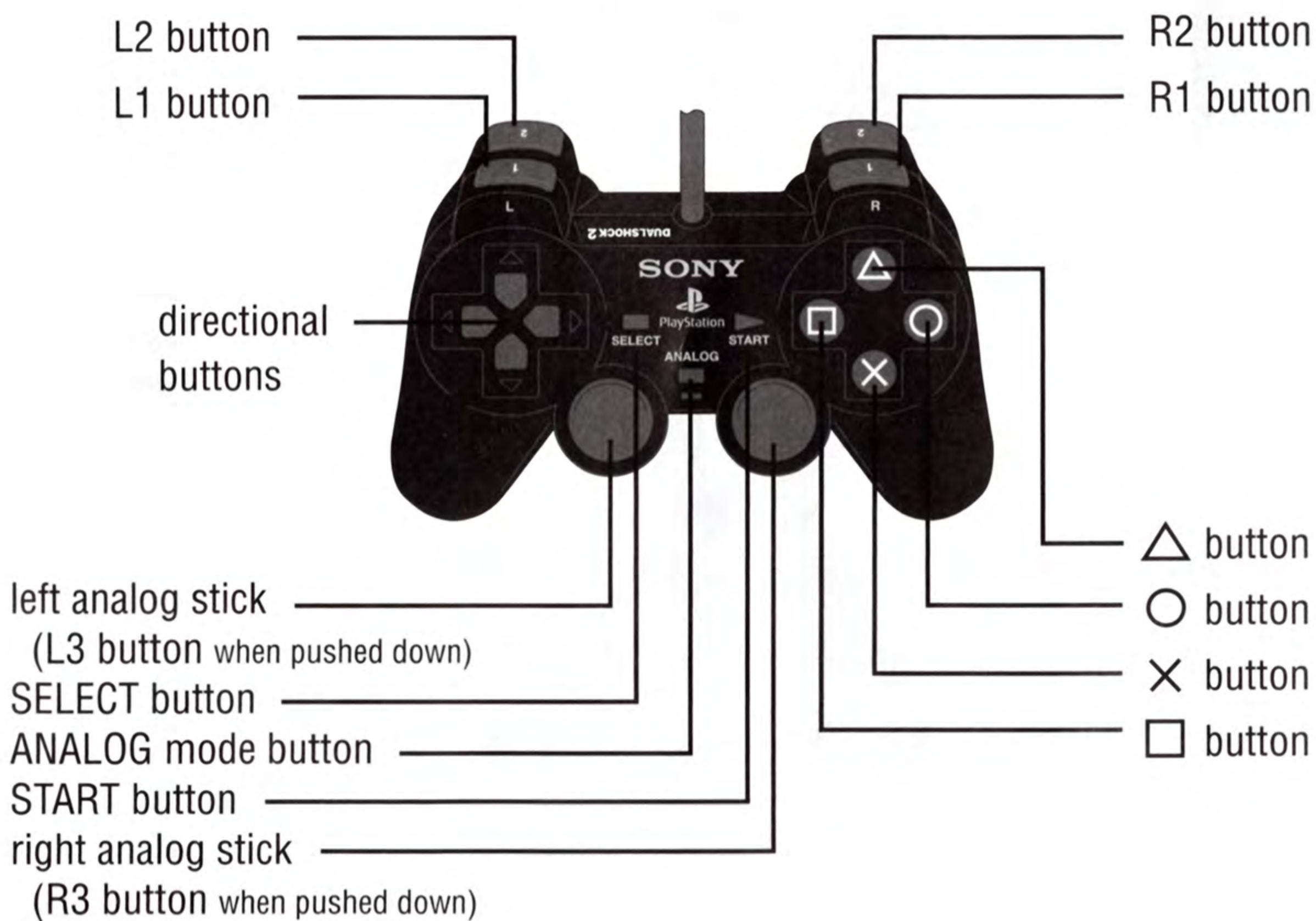
## Memory Card (8MB)(for PlayStation®2)

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 the world of Toy Pals! 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 **Toy Pals: Fun with Numbers**, you will be taken to Jumping School. If you want to go to the Playground, just stand on the [◀] 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.





# PLAYING TOY PALS: FUN WITH NUMBERS

## Jumping School



Even Toys need 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.



**Bounce-[■]:** The object of this game is to use the [■], [▲], or [●] to hop forward and collect numbers. Hop on the yellow numbers to add to your points. Watch out for objects that will make your Toy Pal lose points, such as rocks, holes, and cactus. When the counter on the left side of the screen is full, it's time to move on to the next round!



**Bonk-[▲]:** The object of this game is to bonk the moles that pop up from the holes. Stand on the [★] pad. When a mole pops up, jump on the [■], [▲], or [●] to bonk it down! Be careful! The moles have numbers on their helmets that appear after a second or two. Whatever you do, don't bonk a mole with the number your Toy Pal calls out at the beginning of the round.



**Jumprope-[●]:** The object of this game is to stand on any pad and jump over the jump rope when it comes around. Switch pads to do special jumps and don't let the jump rope touch your feet! If it does, your Toy Pal will stumble!



## PLAYGROUND



Select from a variety of fun-filled mini-games! There are three different playgrounds to choose from: Funhouse, Garden, and Meadow. 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.

## FUNHOUSE



It's time to play at the Toy Pals Funhouse!



**Math Balloons-[■]:** The object of this game is to add up the numbers displayed on your Toy Pal's balloons and then touch the balloon that displays the correct sum. Use the [■] or [●] to move your Toy Pal left and right. Jump on the [▲] to move upward and quickly advance the floating balloons. You can do it!



**Bubble Smash-[▲]:** The object of this game is to smash bubbles! Your Toy Pal will name a number in one of the bubbles. Keep jumping on the matching pad until the bubble is smashed. Ready to start smashing?





**Where's That Number-[●]:** The object of this game is to find the number! Your Toy Pal will hide the turtle underneath one of three bells and then move them around. It's up to you to figure out under which bell the number is hiding! When she's done moving the bells around, jump on the [■], [▲], or [●] pads to show her where it's hiding. Keep your eye on that number!

## GARDEN



It's time to play in the Toy Pals Garden!



**Splash-[■]:** The object of this game is to jump on the correct splash pad to water the flowerbeds! Your Toy Pal will call out a number and you must jump on the splash pad next to the flowerbed with the same amount of flowers. Let's get counting!



**Flowerworks-[▲]:** The object of this game is to grow lots of flowers and show off your green thumb! Jump on any pad to make a flower grow from the ground. The faster you jump, the more flowers you'll see! Ready? Let's make some flowers grow!



**Chocolate-[●]:** The object of this game is to keep from taking a gooey chocolate bath by hopping on the correct candy platforms. Your Toy Pal will call out a number. You must jump on the matching candy platform before all the other candy platforms sink into the chocolate. Listen carefully! One wrong hop will give your Toy Pal a sweet and sticky candy bath.



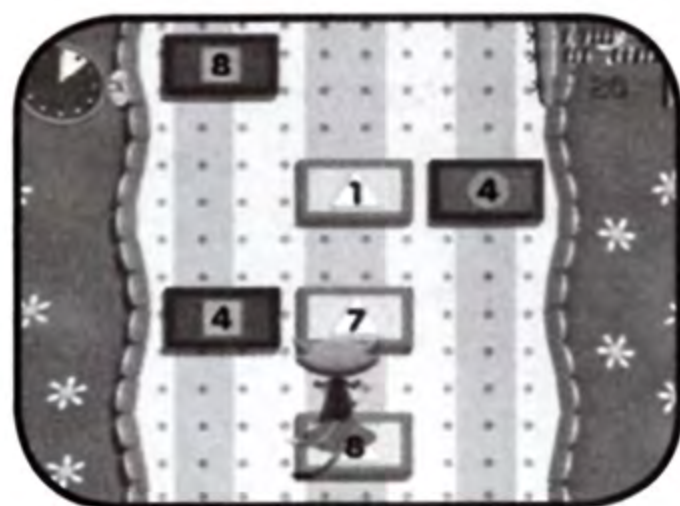
## MEADOW



It's playtime at the Toy Pals Meadow!



**Toy Counting-[■]:** The object of this game is to jump on the pad that matches the number of toys you see on the ground. Jump on the [■], [▲], or [●] to choose the correct number that matches the number of toys. Ready to start counting? How many do you see?



**Hopscotch-[▲]:** The object of this game is to hop on the next set of [■], [▲], or [●] pads to move forward, counting and adding the numbers as you go. Hop on the [★] pad to pop balloons, and see if you are fast enough to hop on the lighted numbers for extra points! Hopscotch is fun!



**Toy Pals Band-[●]:** The object of this game is to have fun with music! Watch the symbols go up the pipes. When the symbol 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 symbols!



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## CUSTOMER SERVICE

If you feel stuck in the game or just need a boost, don't worry! You can write to our game experts at [support@konami.com](mailto:support@konami.com) or view our Support section at [www.konami.com](http://www.konami.com).

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# 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 bayous, 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



### PlayStation.2

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