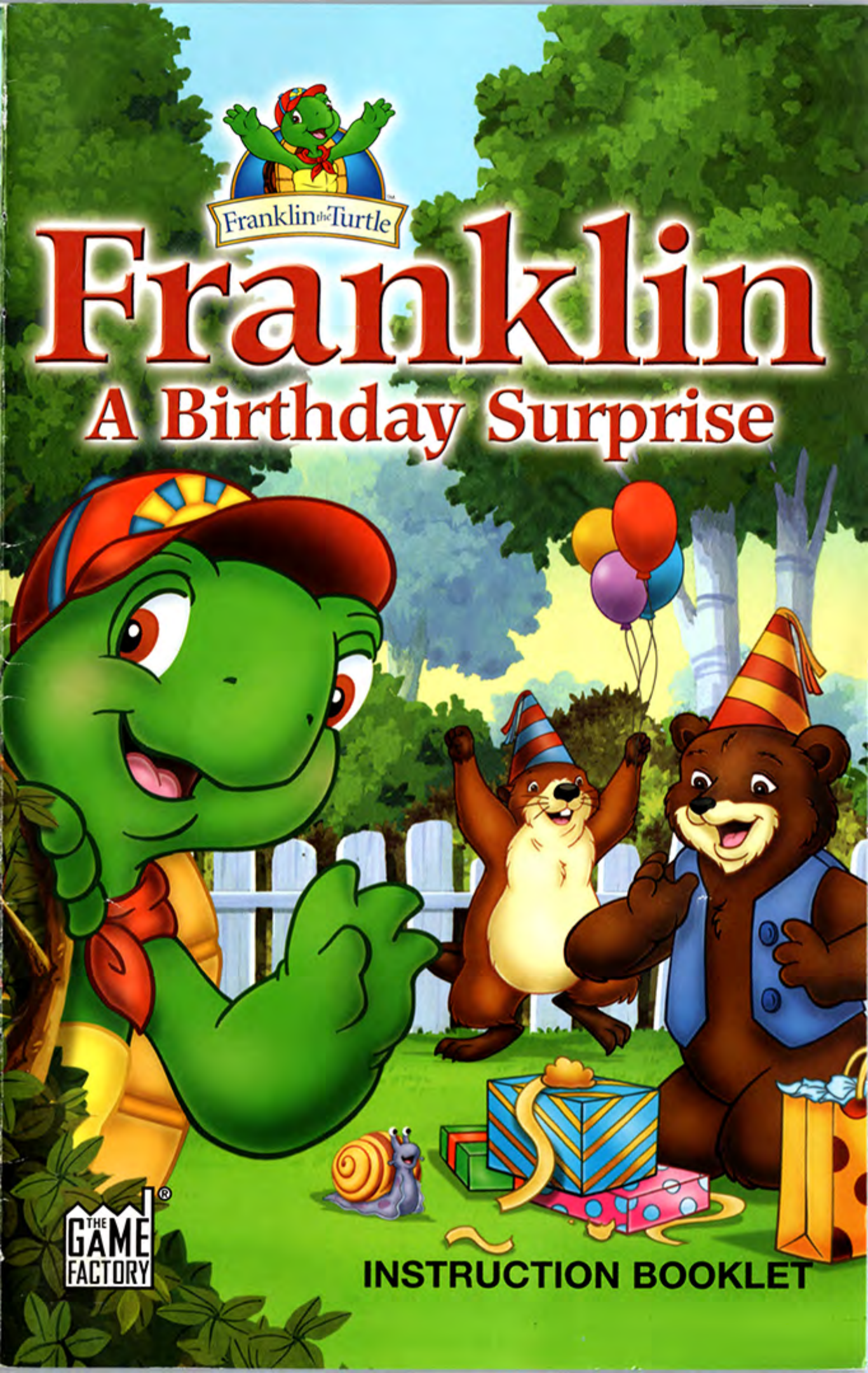

Franklin the Turtle
Franklin
A Birthday Surprise
THE GAME FACTORY
INSTRUCTION BOOKLET

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

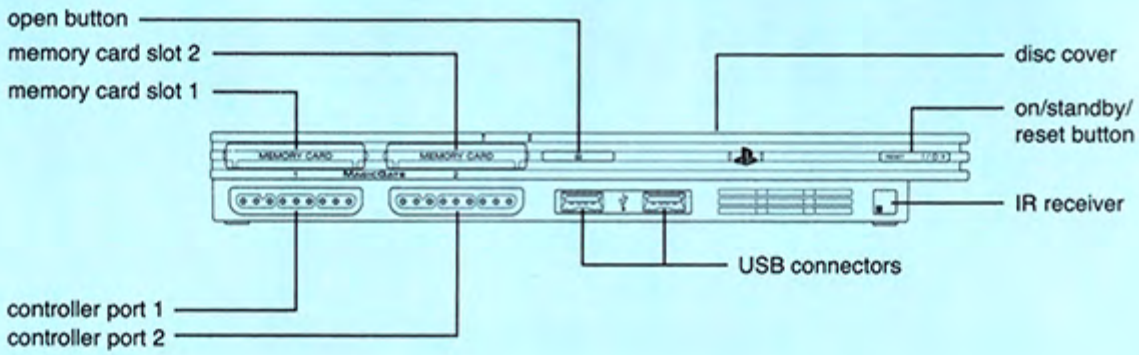
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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.

Table of Contents

Getting Started..... 2
Starting up..... 3
Game commands.....5
Story and characters.....6
Main menu.....7
Game modes.....8
Starting a new game.....9
Platform phases.....10
The mini-games.....14
Saving.....19
Options.....19

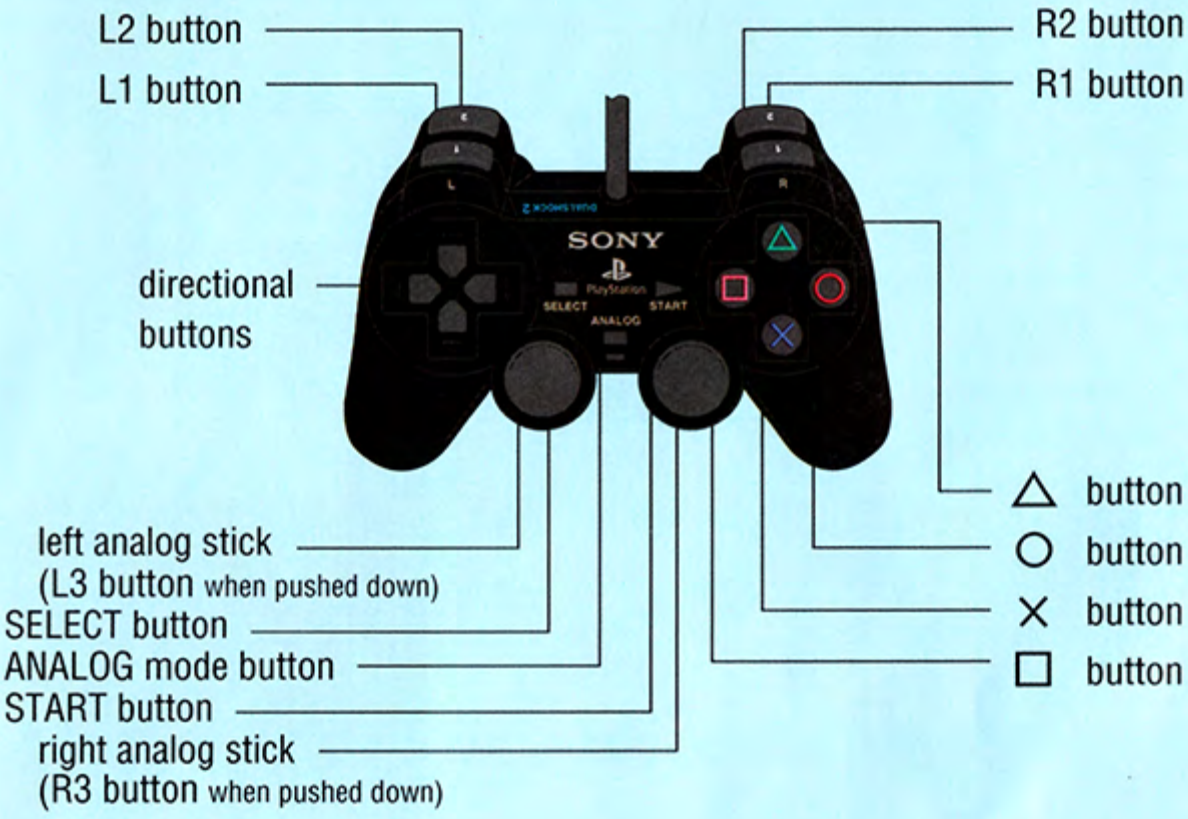
GETTING STARTED



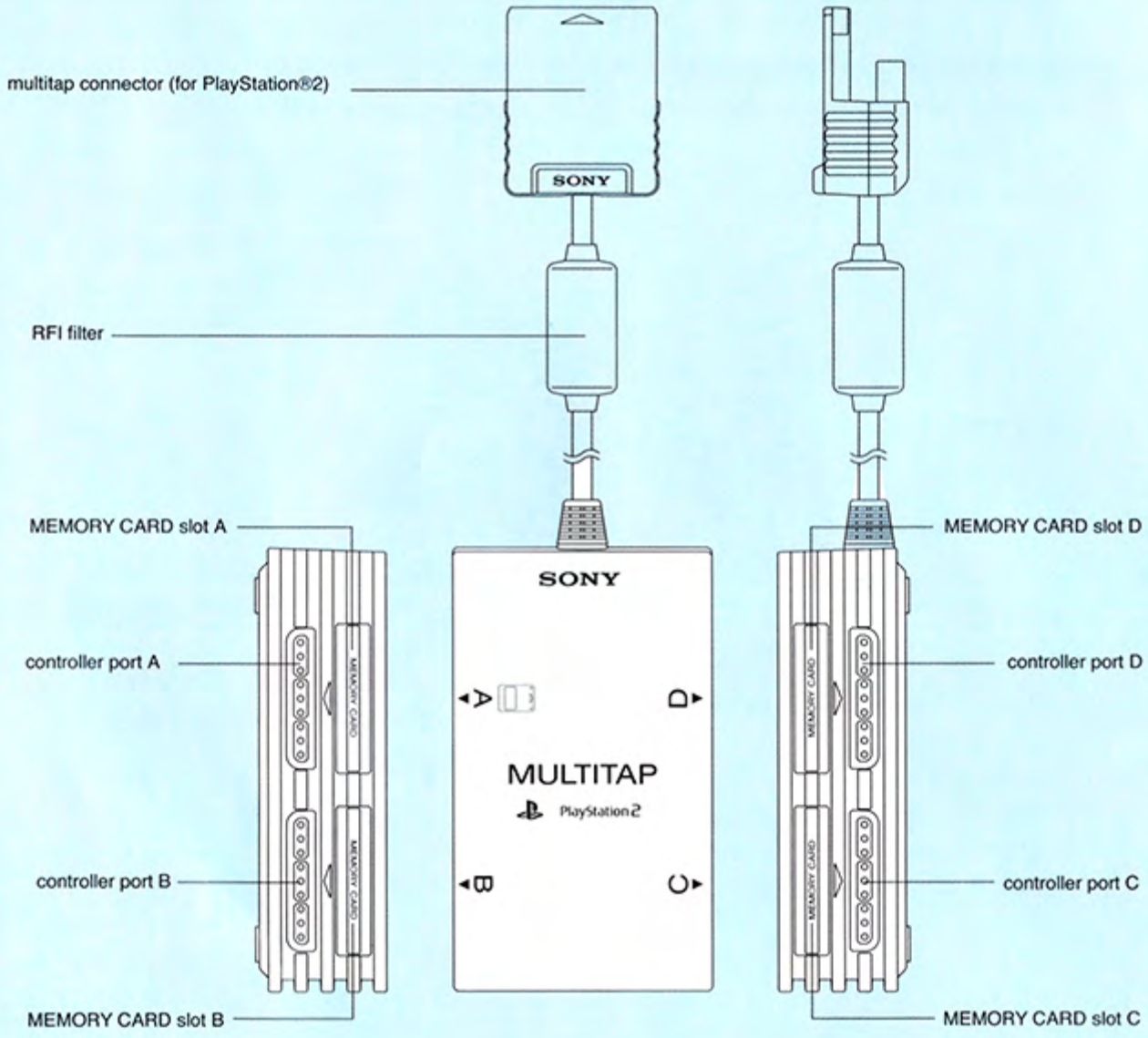
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the "Franklin - A Birthday Surprise" disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MULTITAP (FOR PLAYSTATION®2)



Up to four players can compete simultaneously using the Multitap for PlayStation®2 (sold separately). When more than two players are competing simultaneously, you must connect a controller in Controller Port 1, and a Multitap into Controller Port 2. Always connect a controller to Controller Port A on the Multitap first, then connect the remaining controllers to ports B, C and D. (For additional information on using the Multitap please refer to its instruction manual.)

Game commands

ADVENTURE MODE COMMANDS

ACTIONS	CONTROLLERS
Move	Left Analog stick / Directional buttons
Jump / OK	⊗-button
Crouch / Climb	▣-button
Contextual actions / Cancel	○-button
Return in the menus	△-button
Pause	START button

RECREATION MODE COMMANDS

In recreation mode, specific commands will be displayed on screen before the start of each mini-game.

Story and characters

Franklin would like to organize a birthday party for his friend Bear tomorrow. He decides to invite all their school friends (Beaver, Fox, Rabbit, Snail and Goose) to a fantastic birthday party with a delicious cake, and to give him a great present.

His mother warns him that it's a lot of work to organize all that ... but she thinks it's a wonderful idea, and agrees to help her son.

Franklin is 5 years old. He's a very kind and helpful boy, and has a lot of friends.

Mr. and Mrs. Turtle are Franklin's parents. They always encourage their son in everything he tries to do.

Bear is Franklin's best friend. He's a little bigger and stronger than Franklin. It's his birthday.

Beaver is a very good friend of Franklin's. Sometimes she's a little bossy, but she's very kind and loves her friends very much.

Fox is another of Franklin's best friends. He is very active.

Rabbit is also one of Franklin's best friends. He loves skateboarding and cycling. Sometimes he is a little forgetful and gets lost.

Snail is the smallest of Franklin's friends. He's always late, but Franklin is there to help him.

Goose is a friend of Franklin's.

Mr. Owl is the teacher. He makes up letter games for the children.

Main menu

Navigate the menu using the directional buttons or by pushing the left analog stick up and down. Select an option in the menu by pressing the ⊗-button, or go back to the previous screen by pressing the △-button.

Adventure
Enter this game mode to start your adventure with Franklin. To organize Bear's birthday party you will have to complete missions and mini-games. The other guests will also need your help to make their presents.

Recreation
Enter this game mode to play mini-games by yourself or with your friends with up to 4 players!

Use the directional buttons to choose your character and the mini-game.

Options
Adjust game parameters like sound, video and language. You will also find the credits, introducing the people who worked to make "Franklin - A Birthday Surprise".

Game modes

ADVENTURE

To organize Bear's birthday, Franklin must work hard. During the whole adventure he'll have to face all the obstacles of preparation, without letting Bear know. It's a surprise!

The party preparations are played as a bunch of little stories, in which Franklin will need to recover some objects or help some friends. In these phases, signs will represent "check points", which mark the place where Franklin will reappear if he gets hurt. And at the end of each level there will be an automatic save. If you save a game onto a memory card (8MB) (for PlayStation®2), you will return to the beginning of the level that follows the automatic save.

During the adventure, Franklin unlocks mini-games by recovering bonuses, and can play them again in "Recreation" mode.

RECREATION

Recreation mode gives you direct access to mini-games. In this mode you will find all the mini-games you unlocked during your adventure. This mode also allows you to practice by yourself or with your friends with up to 4 players.

Bonuses

In each level, Franklin will have to find some flies to unlock the mini-games.

Level name	Number of flies to find
Fruit salad	60
The birthday cake	75
The invitations	75
Helping Goose	75
Decorations	112
Making the present	112
Helping Rabbit	112
Snail is late	150
Finding Bear	150
Arriving before Bear	150

Starting a new game

Begins a new "Franklin - A Birthday Surprise" game from the start.

After the START screen, choose Adventure mode, then New Game. You will then be asked to choose the location of your save file (e.g. Save 1). Before starting you must choose the difficulty level (easy or normal) and the level you want to play.

You are now ready to start a new adventure with Franklin, who wants to organize a surprise party for Bear …

Platform Phases

In each platform phase there are different objectives, but they have several important actions in common. These are carried out with the action button (◉) when the button's symbol appears.

Franklin may need to water some flowers to reach some passages, and has to refill his watering can near the wells. To water a flower or fill the can you must keep the action button pressed. When the action is complete it will end automatically.

It is possible to water various types of flowers:

- Set flowers (white for the small ones and red for the big ones) => can be used as platforms.
- Temporary flowers (yellow) => can be used as platforms but only for a limited time.
- Jumper flowers (purple) => allow you to jump very high.
- Moving flowers (blue) => these are swinging platforms.

Franklin can use levers to open or close wooden bridges.

Franklin will sometimes use elevators to go up. These are activated by keeping the action button pressed; when it is released, the elevators go down.

Some passages are blocked by bales of hay that can be grabbed by pressing the action button. They can thus be pulled or pushed. To let go of them, release the action button.

Fruit salad

Objectives: Go into the garden to find the fruit needed to make a fruit salad.

- Find 10 raspberries
- Find 10 cherries
- Find 10 apricots
- Find 10 peaches

The birthday cake

Objectives: Go to the farm and look for the right ingredients to make a birthday cake.

- Find 10 strawberries
- Find the flour
- Find the eggs
- Find the milk
- Help Fox get out of the forest

The invitations

Objectives: Find all your friends and give them invitations for Bear's birthday.

- Find Bear and give him the invitation
- Find Goose and give her the invitation
- Find Rabbit and give him the invitation
- Find Fox and give him the invitation
- Find Beaver and give her the invitation
- Join your friends and run away from the bees

Helping Goose

Objectives: Help Goose get out of a difficult situation, then help her pick up some objects to make the present for Bear.

- Find Goose
- Help her find her way
- Pick up 4 pieces of wood
- Pick up some cloth

Decorations

Objectives: Go to the school and pick up some balloons and banners to make the decorations for Bear's birthday party.

- Find 50 balloons
- Find the banners
- Find the brushes
- Find the paint

Making the present

Objectives: Make a kite to give to Bear as a present. To do this, you need to find the pieces to make it.

- Find some cloth
- Find some sticks
- Find some strings

Helping Rabbit

Objectives: Find Rabbit, who is stuck in an island in the middle of the pond. Then help him finish what he was doing.

- Find Rabbit
- Help Rabbit get out of the island
- Help Rabbit pick up 10 stones

Snail is late

Objectives: Help Snail so he can be on time. Go with Snail to pick up honey for Bear's present.

- Find Snail
- Find 5 jars
- Fill the jars with honey

Finding Bear

Objectives: Play hide-and-seek with Bear.

- Find Bear 4 times

Arriving before Bear

Objectives: Get to Franklin's house before Bear, so that you can say "Happy Birthday" together with all the other friends.

- Run faster than Bear

The mini-games

Pick up the apples!

Objective: Pick up as many apples as possible!

Controls: Use the analog stick or the directional buttons to move.

Make the cake!

Objective: Find all the ingredients and take them to Mother! Walk over the ingredients to pick them up. If you walk over an ingredient that is not in the recipe, you have to start again.

Controls: Use the analog stick or the directional buttons to move.

The sprinkler

Objective: Don't let the sprinkler soak you!

Controls: Use the analog stick or the directional buttons to move.

The herbarium

Objective: Find the leaves that Mr. Owl is asking for! To pick them up, just walk over them.

Controls: Use the analog stick or the directional buttons to move.

Blow up the balloons

Objective: Blow up as many balloons as possible!

Controls: Press "Up" and "Down" in rhythm to blow up the balloons.

The canoe race

Objective: Paddle as fast as you can to be first!

Controls: Press the R1 and L1 buttons slowly to paddle.

The water lilies

Objective: Don't fall into the water! Every time you step on a water lily, it will sink a little lower.

Controls: Use the analog stick or the directional buttons to move.

The scooter race

Objective: Get there first!

Controls: Press the ⊗ button quickly to move as fast as possible, or find the right rhythm to get your speed up.

The butterfly chase

Objective: Catch as many butterflies in your own color as possible!

Controls: Press the ⊗ button to jump.

Hide-and-seek

Objective: Be the first to find the good hiding place!

Controls: Use the analog stick or the directional buttons to move.
Press the ◉ button to hide.

Word game

Objective: Be the first to write the word that Mr. Owl says! Walk over the letters to write the word.

Controls: Use the analog stick or the directional buttons to move.

Find the letter

Objective: Find the letter that Mr. Owl is asking for! If you don't find it, you're out of the game! Walk over the right letter to catch it.

Controls: Use the analog stick or the directional buttons to move.

Gardening

Objective: Water your flower to make it grow!

Controls: Press "Up" and "Down" in a fast rhythm to pump the water.

The sailboat race

Objective: Get there first!

Controls: To move forward, make circles with the analog stick. Use your thumb or the palm of your hand to make the circles.

Red light, green light

Objective: Be the first to reach Fox! When Fox is counting and his back is turned, you can step forward; but if he sees you you'll have to go back to the start. To beat the game you have to win three times.

Controls: Use the analog stick or the directional buttons to move. Press the ◉ button to stop moving.

Saving

Saving on a memory card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1 is done automatically.

The save file contains the progress in "Adventure" mode as well as the mini-games unlocked in "Recreation mode", and is saved after every modification of the game options.

Please refer to the instruction manual for details on how to format memory cards (8MB) (for PlayStation®2).

Options

Main menu options
To navigate the options menu, use the up and down directional buttons to select the options and the left and right buttons to change them.

Language
Choose your language from the 10 available European languages.

Center screen
Adjust the position of the screen: press the directional buttons to calibrate the position of the image on your TV screen.

Volume
Adjust the volume of music and sound effects.

Credits
Presents the people who have helped create "Franklin - A Birthday Surprise".

Credits

NEKO ENTERTAINMENT
Project leader: Laurent LICHNEWSKY
Game designer: Alexis LEVEQUE
Technical Director: Fréderic ZIMMER
Technical Support: Paolo BAERLOCHER
Art director: Sotheara KHEM
Computer Artists: Florent LEIBOVICI, Vaddanak MEY, Jean-Olivier FERRER, Xavier MARTIN, Maurin MONNET, Céline BERNADEAU, Benjamin DOBAT, Cyrille BEAUCHART, Laurent AUGENDRE, Carine HINDER, Corinne BOYANIQUE
Quality Assurance: Barthélémy SOLAS
Music & sound effects: Raphaël GESQUA

STUDIO MALICE
Producer: Edouard POUTOT
Gameplay Engineering: Edouard POUTOT, Matus KIRCHMAYER, Julien MOLTENI, Mathieu HECTOR
Game Design: Olivier DE TESTA, Thibaud FERREIRA
Level Design: Maxime CICCOTTI, Brice TINGAUD, Jimmy KALHART
Movies: Frantz BOURAIN (PICTO-FILMO)
Many thanks to: Sabine LAMY DE LA CHAPELLE

NELVANA
Director of Product Development / Quality Control: Marjanne LYN
VP Marketing and Licensing, Europe: Marie Laure MARCHAND
Brand Manager: Alison MYLES
Senior Designer: Mark PICARD
Merchandise Approvals Coordinator: Mary SHAPARDANOV
Producer: Cynthia TAYLOR

KIDZ ENTERTAINMENT
Anna Lisa McBRIDE

THE GAME FACTORY
Henrik MATHIASEN, Michael ELLERMANN, Anja KNUDSEN
Graphic Artists: Allan SPINN, Carsten KOUSGAARD (SPINN&KO), Kåre ARNDT
Localisation: DL MULTIMEDIA

WARRANTY

The American Game Factory Inc warrants to the original purchaser of this The American Game Factory Inc software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. This The American Game Factory Inc software program is sold "as is," without express or implied warranty damages of any kind, and The American Game Factory Inc is not liable for any losses or damages of any kind resulting from the use of this program. The American Game Factory Inc agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any The American Game Factory Inc software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the The American Game Factory Inc software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE The American Game Factory Inc ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WAR RANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL The American Game Factory Inc BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESION, USE OR MALFUNCTION OF THIS
The American Game Factory Inc SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which very from state to state.

The American game Factory Inc
1337 3rd St. Promenade, Suite 301
Santa Monica, CA 90401

Customer Service is available at 1 877 404 GAME (4263).
Mon - Fri 9.00 - 5.00pm (PST)
www.gamefactorygames.com

™ Nelvana, †™ & ® Kids Can Press, © P. Bourgeois & B. Clark.
CORUS is a trademark of Corus Entertainment Inc. All Rights Reserved.

The American Game Factory Inc. 1337 3rd St.
Promenade, Suite 301 Santa Monica CA 90401
www.gamefactorygames.com

SLUS-21382