

KONAMI

KIDS PLAYGROUND™

Recommended
for ages

2-5

ALPHABET
Circus



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.

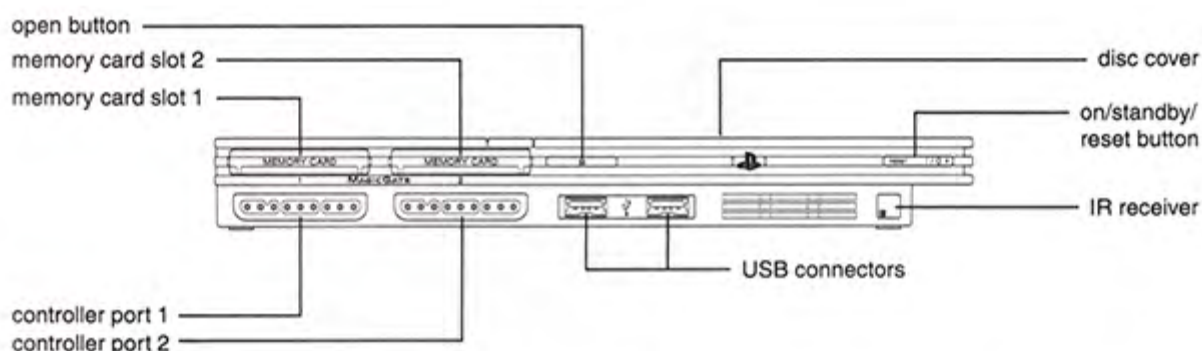
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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



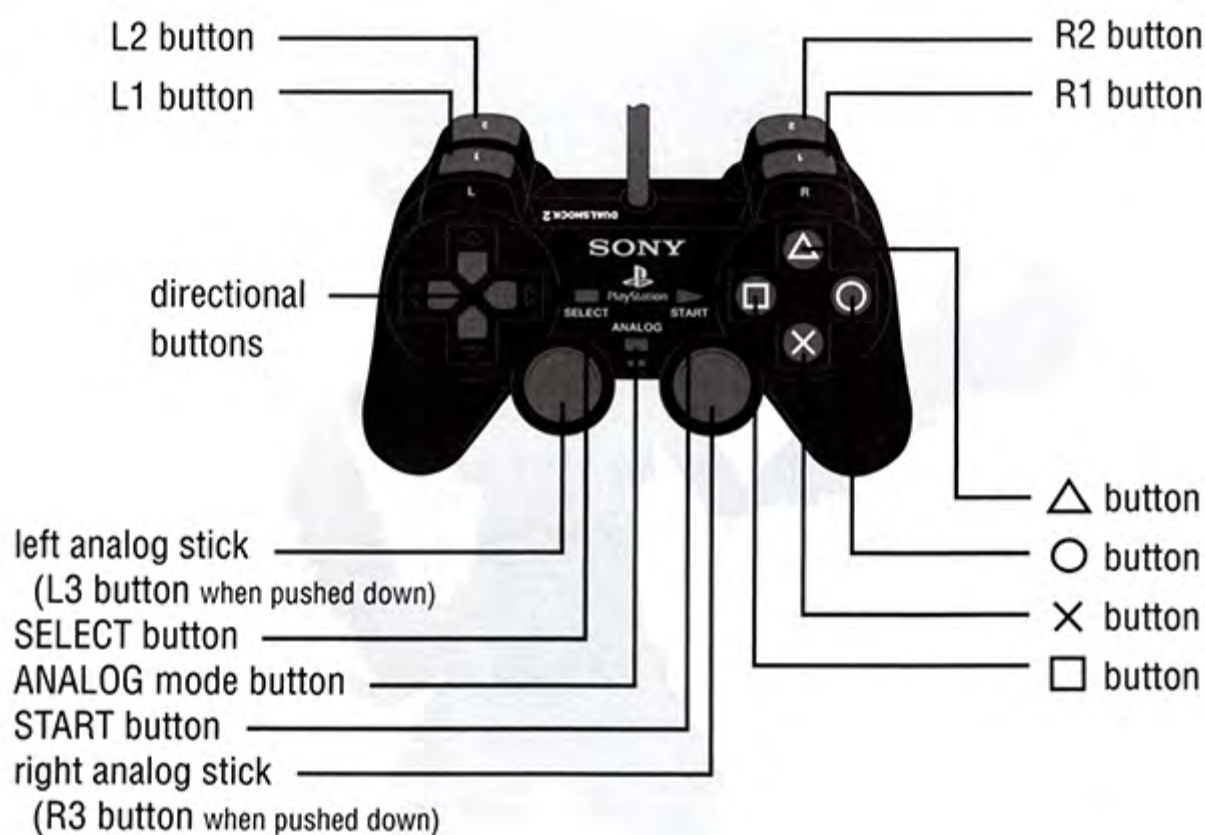
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the **Alphabet Circus** disc in the system with the label side facing up. Attach game controllers and other peripherals 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 Alphabet Circus! It's time to kick off your shoes and have a blast! Choose from either JUMPING SCHOOL or BIG TOP and then get ready for plenty of hopping, skipping, and jumping fun! Once you load Alphabet Circus, you will be taken to Jumping School. If you want to go to the Big Top, just stand on the [◀] or press the [SELECT] button on the controller.

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 Big Top. 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 ALPHABET CIRCUS

Jumping School



Even circus animals 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 [●].

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.



Monkey Bounce-[■]: The object of this game is to jump on the trampolines that light up to win points! Jump on the [■], [▲], [●], and [★] symbol to hop on the matching colored trampolines. Ready to bounce? Here we go!



Whack-A-Clown-[▲]: The object of this game is to whack the clowns that pop up from the holes in the wall. When a clown pops out, jump on the [■], [▲], or [●] to whack him with a pie! Be careful! The clowns have letters above their heads. Whatever you do, don't whack a clown with the letter called 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, you just might stumble!

BIG TOP



Welcome to the Big Top where you can select from a variety of fun-filled mini-games! There are three different circus playgrounds to choose from: Ring 1, Ring 2, and Ring 3. Each playground has three mini-games to play, providing hours of jumping action. To choose a playground, just jump on the [■], [▲], or [●]. Once you've chosen a playground, jump on the corresponding shape 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.

CIRCUS RING 1



It's time for fun in Circus Ring 1!



Splat-[■]: The object of this game is to hop along the circus path, squishing the food along the way. Most food items are worth one point each, but if you can hop on the special food item displayed in the top right corner of the screen, you'll get five points! To play, just jump on the [■], [▲], and [●] to hop your circus animal along the path.



Boom-[▲]: The object of this game is to use the cannon to hit the matching letter dropped into the cannon by the clown that is displayed on the circus wall. Jump on the [■], [▲], and [●] to aim the cannon at one of the letters on the wall. Jump on the [★] symbol to fire! It's time to play Boom!



Monkey Says-[●]: The object of this game is to do what Fred the Monkey says! When he calls out a letter, jump on the matching colored shape. Just make sure he says "Monkey Says" first!

CIRCUS RING 2



You won't feel blue in Circus Ring 2!



Ring That Bell-[■]: The object of this game is to ring the bells! To play, jump on the [■], [▲], or [●] to hit the bell displaying the matching letter called out by Ethyl the Elephant. To reach the high bells, first jump up and down on the [★] symbol to hit harder. Let's get ringing!



Clown Car-[▲]: The object of this game is to collect the letters of the alphabet in the correct order while avoiding hazards. Jump on the [■] or [●] to steer. Jump on the [▲] to drive faster. Earn points for going fast and collecting letters in order. Watch out for cones, tires, and barrels that will slow you down. Let's ride!



Sky High 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!

CIRCUS RING 3



Hopping is free in Circus Ring 3!



Pie Toss-[■]: The object of this game is to hit the picture displaying the matching letter called out by Ethyl the Elephant with a pie. To play, jump on the [■], [▲], or [●] to choose which way to throw. To make the pie go higher, jump on the [★] symbol. Let's get tossing!



Spelling Balloons-[▲]: The object of this game is to match the object spelled out on your clown's balloon with the balloon that displays the correct picture. Use the [■] and [●] to move your Chico the Clown left and right. Jump on the [▲] to move upward quickly. You can do it!



Big Top Band-[●]: The object of this game is to have fun with music! Watch the balloons go up the pipes. When the balloons reach the top of the pipe, jump on the matching shapes to make them pop in time with the music. Be ready! If you want to boogie down, you'll have to keep up with the balloons!

CREDITS

ImaginEngine A Division of Foundation 9 Entertainment

Studio Management

Randall Sanborn
Bridget Erdmann

Producers

Brian Moriarty
Richard Yasi

Game Design

Steve Ashley
Bridget Erdmann
Nicholas Garner
Richard Yasi

Technical Director

Brian Weed

Engineering

Nicholas Baker
Tim Ko
Allen Seitz

Art Directors

Steve Ashley
Viktor Kalvachev

3D Modeling &

Animation
Bon Art

Audio Recording &

Sound Effects
Somatone

Music

The Fat Man, George
Alistair Sanger
Troupe Gammage

Quality Assurance

Jen Penkul

Studio Accountant

Amy Sanborn

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PUC-Rio.

KONAMI DIGITAL ENTERTAINMENT, INC.

Chairman and CEO
Kazumi Kitau

VP, CEO Office
Tetsuya Hiyoshi

VP of Development
Kurt Busch

Corporate Counsel
Grant Smith

PRODUCTION

Producer
Daniel Tyrrell

Executive Liaison
Mary Shinya

Vice President, Toy & Hobby Business Division
Carey Bay

Director, Toy & Hobby Business Division
Lori Moreno

Toy & Hobby Administrative and Business Coordinator
Hiromi Sharp

PUBLISHING

Executive Vice President
Geoffrey Mulligan

Vice President, CEO Office
Koichi Komatsu

Senior VP, Sales & Marketing
Catherine Fowler

Vice President, Operations
Linda Stackpoole

Operations Manager
Kathie Tompkins

Director of Marketing
Brad Schlachter

Product Manager
Sarah Felbinger

Associate Product Manager
Ray Hiyoshi

Director of Marketing Communications
Cherrie McKinnon

Director of Public Relations
Marc Franklin

Associate Public Relations Manager
Kit Ellis

Director of Creative Services
Monique Catley

Manual Copy
OffBase Productions

Packaging Design & Layout
McHale Design, Inc.

QUALITY ASSURANCE

QA Manager
Michael Klug

QA Project Leads
Mike Ngo
Andy Cates

Lead Tester
Sean Phelps

Assistant Lead Tester
Chris Pruett

Testers
Clayton Crymes
Jason Lee
Phaedren Lee
Pravin Singh

Special Thanks
Paul Armatta, Jason Enos, Colin Ferris, Kirby Fong, Tiffany Garrido, Shawn Green, Brand Inman, Barbara Loo, Mike McHale, Keith Matejka, Ken Ogasawara, Jon Rivera, Margo Williams, Elvin Catley and Steve "Soy" Patterson

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Konami Digital Entertainment, Inc.
Attention: Customer Service
2381 Rosecrans Ave, Suite 200
El Segundo, CA 90245
USA

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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

Konami Digital Entertainment, Inc.
2381 Rosecrans Avenue, Suite 200, El Segundo, CA 90245

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