

Recommended
for ages
2-5

KONAMI

KIDS PLAYGROUND™

DINOSAURS

SHAPES & COLORS



KONAMI

⚠ WARNING: PHOTOSENSITIVITY/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.

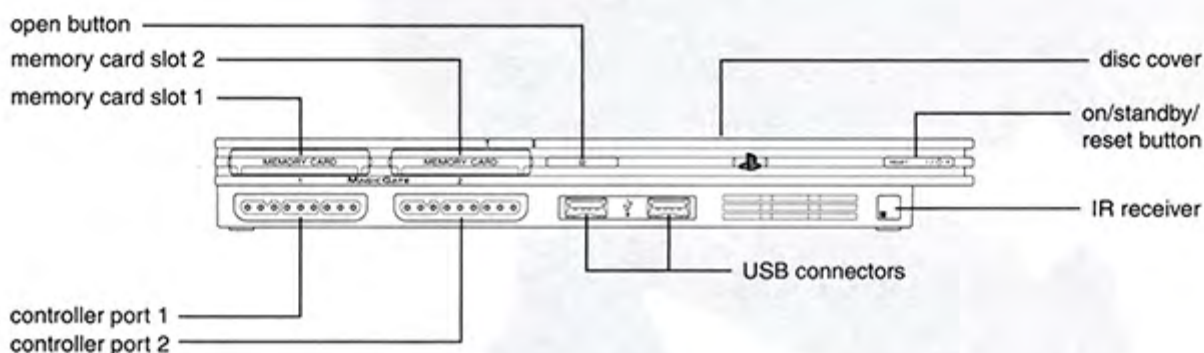
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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



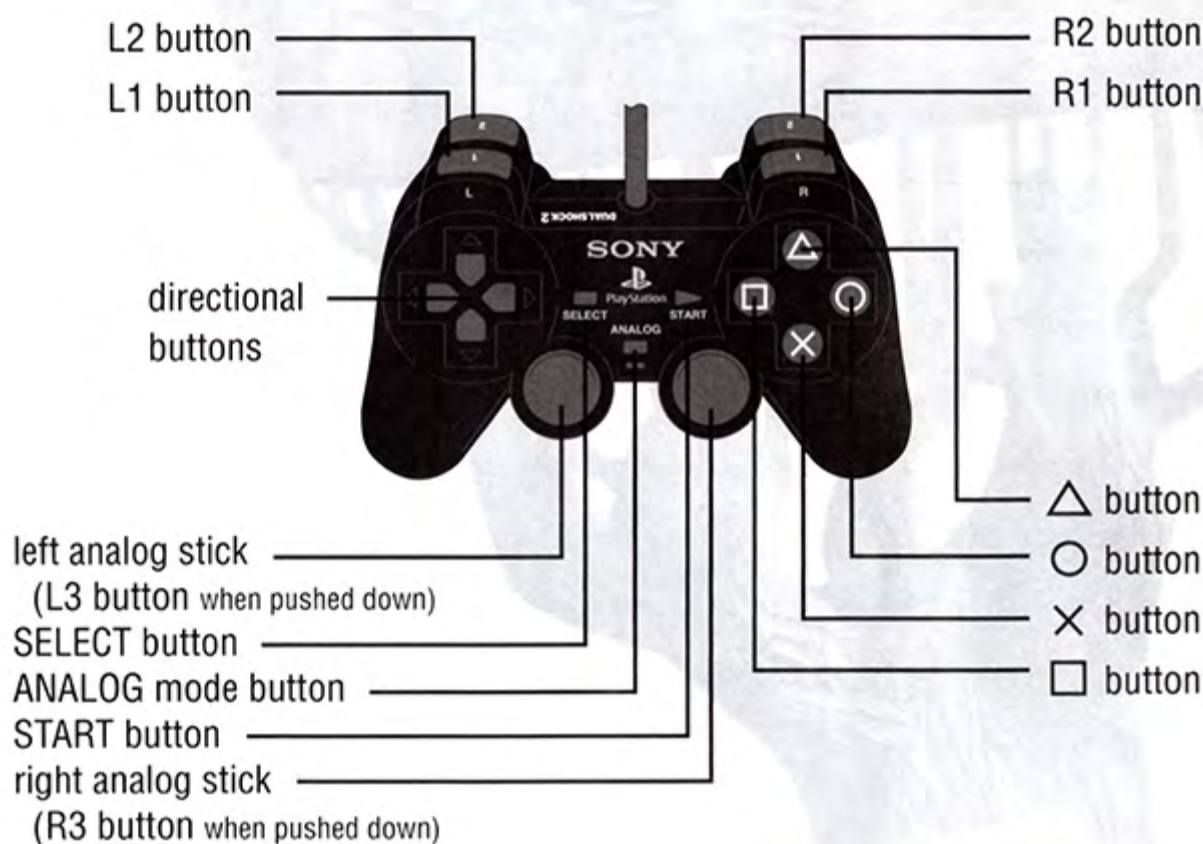
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the **Dinosaurs: Shapes & Colors** disc in the system with the label side facing up. Attach game controllers 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 age of the Dinosaurs! It's time to kick off your shoes and have a blast! Choose from either JUMPING SCHOOL or PLAYGROUND and then get ready to have fun with your Dinosaur pals Bronto, Steg and Rex. Once you load **Dinosaurs: Shapes & Colors**, you will be taken to JUMPING SCHOOL. If you want to try out 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 DINOSAURS: SHAPES & COLORS

Jumping School



Even dinosaurs 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.



Treasure Hop-[■]: The object of this game is to use the [■], [▲], and [●] to hop forward and gather treasure. Hop on the colored Gem Stones to change your dino's color. If you can hop on your dino's color you'll win bonus points! But don't get the black pearls - they'll take away your chance to win those points! Watch out for objects that will make your dino stumble, such as rocks. When the treasure meter on the left side of the screen is empty, it's time to move on to the next round!



Rock Toss-[▲]: The object of this game is to toss the same shaped rocks into their matching volcanoes. As the different shaped rocks float by, match the shape of the rock by jumping on the [■], [▲], or [●]. Wait for the rock to change color as it floats by. As soon as it does, it can be tossed!



Jumptail-[●]: The object of this game is to stand on any pad and jump over the tail when it comes around. Switch pads to do special jumps and don't let the tail touch your feet! Jump from shape to shape for extra points. Watch out! That tail is sneaky!

PLAYGROUND



Select from a variety of fun-filled mini-games! There are three different playgrounds to choose from: Prehistoric Plains, Jurassic Jungle, and Volcanoes. 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.

PREHISTORIC PLAINS



Reptile Band-[■]: The object of this game is to watch the flies go up the tube. When the fly gets to the top of the tube, jump on the matching pad to make it buzz along with the music and earn points. As you hop along to the music the flies appear at a fast pace. Are you ready to get jumping? OK, here we go!



Tar Pit-[▲]: The object of this game is to jump on the matching shape that is called out before all of the other rocks sink into the tar. Listen carefully! One wrong hop will give your dino a sticky and gooey tar bath.



Cloud Ball-[●]: The object of this game is to knock baseballs at the clouds over the volcanoes. Jump on the [■], [▲], or [●] to choose which direction to hit the ball. You can make the ball go higher by jumping on the [★] symbol. Line up the leaves on the height meter vines on either side of the screen with the clouds to determine how high the ball will be hit. Watch for special bonus clouds!

JURASSIC JUNGLE



It's time to play the Jurassic Jungle!



Which Dino's Different-[■]: The object of this game is to choose the correct picture. Three pictures will be displayed and one will be different than the others. Can you tell which is different? Jump on the [■], [▲], or [●] to choose the picture that does not match the others. You can do it!



Eat on the Run-[▲]: Hey! You're hungry today, aren't you? The object of this game is to jump on the [■], [▲], or [●] to gobble up as many fruits and vegetables as you can while avoiding the frogs, spiders, and other yucky tasting stuff. Eat certain color fruit at certain times for bonus points. You gonna' eat that!?



Tree Smash-[●]: The object of this game is to jump on the [■], [▲], or [●] to smash the pesky pterodactyls out of the trees. Watch the trees to see where they appear and then jump on the matching pad to smash them loose. You must be quick or they will get away. Ready to smash? Here we go!

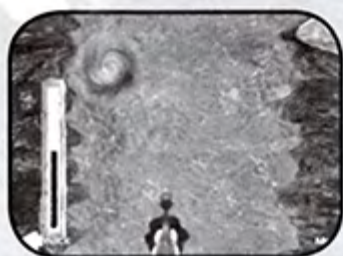
VOLCANOES



It's playtime at the Volcanoes!



Smoke Coloring-[■]: The object of this game is to jump on the [■], [▲], or [●] to color the pterodactyls as they fly. Mix up the colors to make new ones. Each round, pterodactyls come out faster than before. Do you know what two colors you need to mix together to make the color purple?



Lava Steering-[▲]: The object of this game is to jump on the [■] or [●] to steer across the lava while avoiding the hazards along the way. Watch out for flaming logs, gigantic boulders, bubbling lava, and swirling whirlpools while jumping on the [▲] to go faster and score points.



Geyser Bounce-[●]: The object of this game is to jump on the [■], [▲], or [●] to fire the geysers. Keep the shapes up in the air as long as you can. You can earn extra points by letting a shape fall in its matching geyser. Ready to get wet? Let's go!

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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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