P2 Games

App Quick Start Guide

Peppa Pig Theme Park

For Parents

This extensive app has hours of fun and entertainment for your child with 10 different activities, all based around a theme park. Most of the activities can be played as free play or against the clock or have activities with varying degrees of difficulty.

Children win tokens for playing the games. These tokens are used to buy more stickers for their Sticker Book in the Theme Park Shop. There are over 15 stickers to buy. At the start of the game, children are given 10 tokens to use in the Theme Park Shop so they can always buy a sticker. This is a virtual shop, so they won't need to spend real money.

Your child can enjoy all the fun of a theme park without stepping out of the door!

Top Tips

Listen to the narrator and follow his advice and prompts throughout the game.

Eight stickers are available in the sticker book at the start of the game. Keep playing the games to win tokens so that you can buy more stickers in the Theme Park Shop.
The more stickers you have the more creative you can be when making your own pictures in the Sticker Book.

Look out for the ☆***Reward*** notes throughout this guide.

This is the Exit Door button. Press it at any point in the game to quit the current game and go back to the previous menu.

The Play Screen



Press **Play** to start the game or press and hold the **Grown Ups** button to access extra functions and services we think are better handled by grown-ups.

Grown Ups Menu (iOS version only)

Here you can:

More P2 apps – Tap this to see all the other great gaming Apps we have available for mobile and tablet devices.

App Help and Support – Tap this to view our latest support articles and information about the game.

Gift this App – Share the enjoyment with your friends, why not send them a copy of the app as a special gift.

Review this App – If you love the game, why not tell others by leaving a positive review on the AppStore.

Privacy Policy – Tap this to view our current privacy policy.

Touch the **Exit Door** to return to the Play screen.

User Profiles

Up to 3 separate profiles can be created, each with their own reward system and settings. You can change a user during play by tapping the exit door on each screen until you are eventually taken back to the profile screen. If you delete a profile, you will lose the rewards you have accumulated.

Main Menu



From here you can select all the activities to play as well as changing the user **Options**.

Tokens 

The number of Tokens the current user has available to spend in the Theme Park Shop is displayed at the top of the screen.



Options

Music - Press the  to switch off the music and press the  to switch it back on.

Credits – Touch to see who has been instrumental in making this app.



Train Ride

In this activity, you drive the train to each station and help the passengers get on and off the train to win tokens.

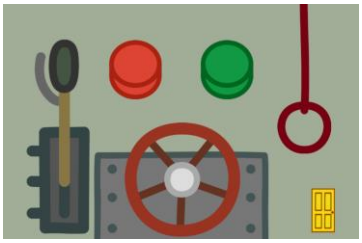


Helping the Passengers

First you must help the passengers at the station. Touch the doors of the train so that the passengers waiting on the platform can board the train.

Touch the passengers to make them get on the train and later to help the passengers get off the train.

Touch the doors of the train to close them.



Driving the Train

Touch the green button or pull the lever on the left down to make the train go.

Turn the wheel clockwise to make the train go faster or turn the wheel anti-clockwise to slow the train down.



Touch the red button to stop the train.

Touch the handle on the right, to sound the horn.

You can stop and re-start the train at any time.





Stopping at a Station

When the train is approaching a station, the red button flashes to indicate that you are about to arrive at a station.

Touch the red button when it flashes to stop the train at the station. If you miss a station, don't worry, just stop at the next one.



You must help the passengers again, so touch the doors of the train to open them.

Touch the passengers so they will get on and off the train.

Touch the doors of the train to close them once all the passengers have embarked and disembarked. The train is now ready for you to drive to the next station.

You can play this game for as long as you like.

Touch the **Exit Door** to return to the Games Menu screen when you are finished.

☆Reward: A token is won for successfully stopping the train at a station. A maximum of 5 tokens can be won.



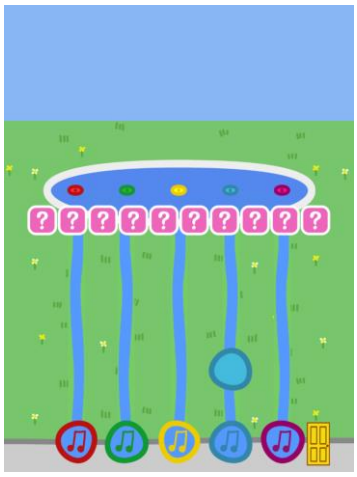
Musical Water Fountain

There are 3 activities for the Musical Water Fountain.

 **Listen & Repeat** a sequence of up to 3 notes.

 **Listen & Repeat** a sequence of up to 5 notes.

 **Free Play** where you can play the musical notes in any order and create your own tunes.





3 Notes – Listen and Repeat

Listen and watch to see which note is played. As a note is played, a coloured circle drops down from the Musical Water Fountain to the corresponding note at the bottom of the screen. At the start of the game, only one note plays.

Touch the note at the bottom of the screen that was played. If you are correct, a tick will appear and part of the Musical Water Fountain is created.

Each time you correctly copy the musical notes that were played, the number of notes played within a sequence will increase by one note until 3 notes have been played.

Once the first 3 note sequence has been correctly reproduced, the sequence of notes will start again with one note and build again to 3 notes.

Look at the Fountain as you play as each time you successfully replicate a sequence of notes, a new feature is added. If you touch the wrong note, a cross will appear and the note(s) will be played again so you can have another go. The note(s) will keep repeating until you correctly reproduce the sequence.

The game is over when all 10 sequences of notes have been successfully reproduced and the Musical Water Fountain is complete.

☆Reward: Tokens are won for correctly reproducing all ten sequences of notes. A maximum of 5 tokens can be won. The Musical Water Fountain is also created.

5 Notes – Listen and Repeat

This game is similar to the 3 note game, but this time the number of notes played within a sequence will increase by one note until 5 notes have been played.

The game is over when all 10 sequences of notes have been successfully reproduced and the Musical Water Fountain is complete.

☆Reward: Tokens are won for correctly identifying all ten sequences of notes. A maximum of 5 tokens can be won. The Musical Water Fountain is also created.



Free Play – Play as you like

Touch any of the notes at the bottom of the screen to play a note. Keep playing and create your own tunes.

Look at the water fountain as you play and watch to see what is added. Keep playing until the Musical Water Fountain is complete.

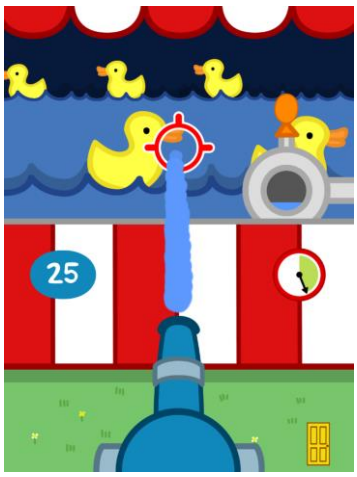
You can play this game as long as you want. Touch the **Exit Door** to return to the Musical Water Fountain menu screen.

Note: No tokens are won in this free-play activity.

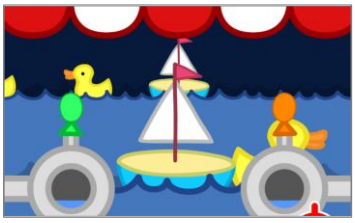


Water Cannon

In this activity, you must hit the ducks, and when they appear, the boats with water from the Water Cannon to win points. See how many points you can score before the time runs out.



Touch and hold your finger on the Water Cannon to make it fire the water. Move your finger forward and back on the cannon to extend the water jet forwards and back. Move the water jet left and right to aim at the ducks and the boats when they appear.



Place and hold the red target on a **duck or boat** to hit it and make it disappear, or on the **water meter** to fill it & burst the balloons.

You score points for everything you successfully hit with the water jet.

Duck – 1 point **Boat – 5 points** **Water Meter – 10 points**

The game is over when the time runs out. See how many points you can score before the time runs out.

☆Reward: Tokens are awarded according to the number of points scored. A maximum of 5 tokens can be won.



Candy Floss

You need to make ten Candy Flosses requested by Peppa and her family to win tokens.

There are 2 Candy Floss making activities:



Free play



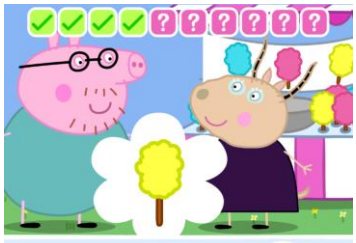
Against the Clock



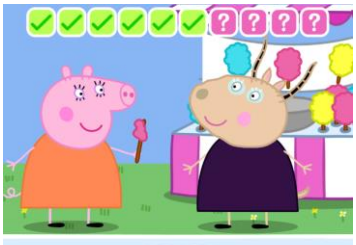
Free Play

You need to successfully make 10 Candy Flosses for Peppa and her family to eat. In free play, you can take as long as you like to make the Candy Floss.

Touch the colour that matches the Candy Floss displayed at the top of the screen. If you choose the wrong colour it will be added to the Candy Floss machine and a red cross will appear at the top of the screen and the narrator will ask you to have another go.



Touch the stick and move your finger around the bowl. Keep stirring until the dial on the right is filled and a tinkling sound is heard. If you stir the Candy Floss too much it will break up and disappear and you will have to start again.



Touch the Candy Floss to get the character at the top of the screen to eat it. Keep touching the Candy Floss until it disappears and has been eaten by the character at the top of the screen.

The game is over when you have successfully made 10 candy flosses and they have all been eaten.

☆Reward: Tokens are awarded for correctly making 10 candy flosses. A maximum of 5 tokens is awarded.





Against the Clock

You need to successfully make 10 candy flosses for Peppa and her family to eat before the time runs out.

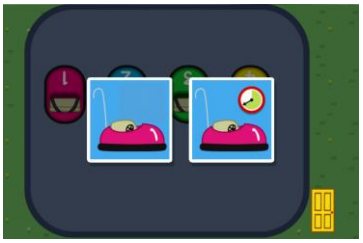
The game is over when you have successfully made 10 candy flosses and they have all been eaten within the time or the time runs out.

☆Reward: Tokens are awarded for correctly making 10 candy flosses within the time. A maximum of 5 tokens can be awarded.



Bumper Cars

In this game, you steer the red car (No. 1) to bump into the other cars. You need to bump the other cars 10 times in the correct order to win tokens. There are two Bumper Cars games to play;





Free Play – you can take as long as you like to bump 10 cars correctly.



Against the Clock - you need to bump 10 cars correctly within the time.

Free Play

The narrator tells you the number of the car to bump. The car that you must bump also appears in the top screen.

Touch the red car and holding your finger on the screen, steer it into the car you want to bump.

When you bump the correct car, a tick appears in the bar in the middle of the screen. You can also see the red car bumping the car in the top screen to move it along. The next car you must bump then appears and the narrator tells you the number of the next car you must bump.

You can bump any of the cars you wish to but a tick will only appear when the correct car has been bumped.

Keep bumping the cars in the order in which you are told until you have correctly bumped 10 cars.

The game is over when 10 cars have been successfully bumped.

☆Reward: Tokens are awarded for correctly bumping 10 cars. A maximum of 5 tokens can be won.

Against the Clock

This time you must correctly bump 10 cars before the time runs out.

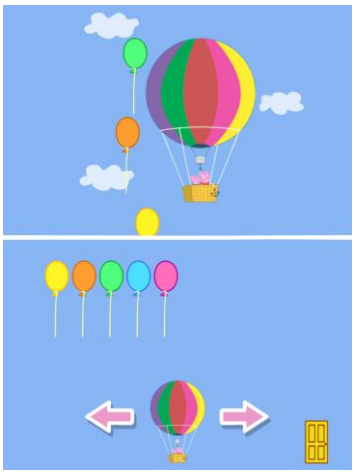
The game is over when 10 cars have been successfully bumped before the time runs out or when the time runs out.

☆Reward: Tokens are awarded for correctly bumping 10 cars before the time runs out. A maximum of 5 tokens can be won.



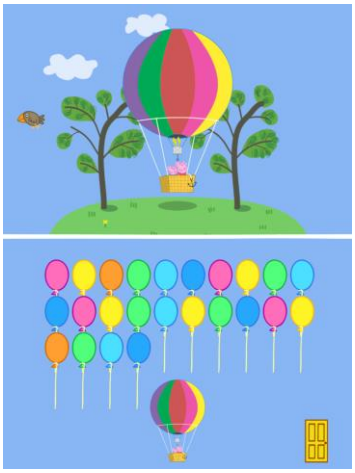
Hot Air Balloon

You need to steer the Hot Air Balloon to collect the balloons to win tokens.



Touch the pink arrows to steer the Hot Air Balloon left or right. You must touch the balloon with the Hot Air Balloon's basket to collect it. You can also steer the Hot Air Balloon by touching the screen to the left or right of the Hot Air Balloon.

Collect as many balloons as you can as you fly the Hot Air Balloon up to the sun and then back down again. The balloons you collect appear at the bottom of the screen as you collect them.



Touch the balloons at the bottom of the screen to count them and see how many you have collected.
The game is over when you have collected as many balloons as you can and counted them.

A maximum of 30 balloons can be collected.

☆Reward: Tokens are awarded for the number of balloons collected. A maximum of 5 tokens can be won.



Tea Cups

You are in control of the Tea Cup Ride. You must correctly complete the sequence of instructions to make the Tea Cup spin, tilt & move up and down for each character.

Initially there are just 2 actions to complete in each sequence but as the ride progresses the number of actions to complete increases to 3.

Visual clues are given to accompany the instructions, so the button that needs pressing will flash and the arrows on the wheel will spin.

The actions are as follows:

 Turn the wheel clockwise to spin the Tea Cup.

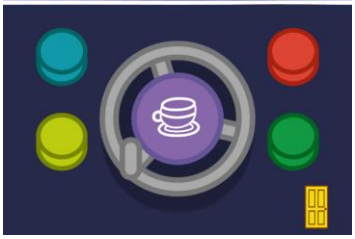
 Touch the blue button to make the Tea Cup go up.

 Touch red button to make the Tea Cup tilt to the left or move it back to its original position.

 Touch the green button to tilt the Tea Cup to the right or move it back to its original position.

 Touch the yellow button to move the Tea Cup back down to its original position.





Watch the screen and see how the character is enjoying their Tea Cup ride.

When you successfully complete the sequence of actions, a tick will be added to the score bar and the Tea Cup will move off the screen.

The game is over when 10 Tea Cup Rides have been successfully completed.

☆Reward: Five tokens are awarded for correctly completing the sequence of actions for all ten rides.



Remote Controlled Cars

In this game, you race the red Remote Controlled Car against the others in a 3, 5 or 7 lap race.



As the number of laps increases so does the difficulty as there are also hazards on the track to avoid. These hazards slow you down if you hit them.



3 Lap Race is the easiest as you just race round the track.

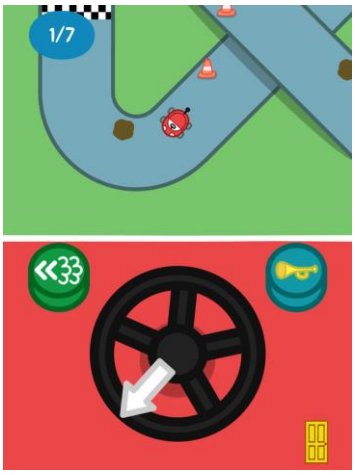


5 Lap Race has mud on the track that has to be avoided.



7 Lap Race has mud and traffic cones on the track that have to be avoided.

Touch the number of laps you want to race.



To steer the red Car, touch the **Steering Wheel** and turn it in the direction you want the red Car to go.

Touch the **Green Turbo Button** for a speed boost to go faster.

Touch the **Blue Horn Button** to sound horn.

If you select a race with hazards, you must steer round the mud splashes or the traffic cones. Hitting mud or a traffic cone slows you down.

The game is over when all the laps in the race have been completed and there is a winner.

☆Reward: Tokens are awarded for the position you gain in a race. A maximum of 5 tokens can be won.



Theme Park Shop

Use the tokens you have won to buy more stickers for your **Sticker Book** in the Theme Park Shop. You are automatically given 10 tokens when you start the game so you can always buy at least one sticker from the Theme Park Shop.

There are 15 stickers to purchase in the Theme Park shop but some are more expensive than others. Prices range from 10 – 40 tokens.



To view the stickers available to buy, touch the pink arrows on the screen to move left or right through the stickers on the shelves.



To buy a sticker, touch it to first move it onto the conveyor belt. Then touch the cash machine to complete the purchase. The cost of the sticker is automatically deducted from the tokens you have won and the sticker disappears and moves into your basket.

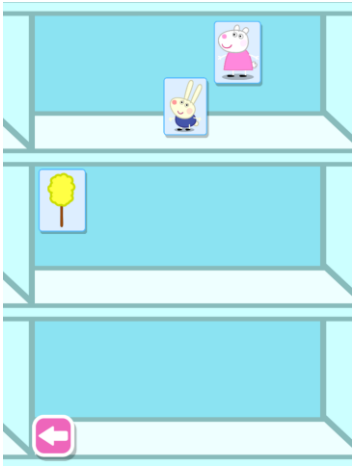
Only one sticker can be purchased at a time.

Any stickers that have been bought will be greyed out on the shelf.

If you change your mind and decide you don't want to purchase the sticker on the conveyor belt, touch the sticker to move it back onto the shelf.



To view the stickers that you have bought, touch the basket icon in the bottom left of corner of the screen.



Note: No reward is available for this activity.



Sticker Book

Backgrounds - there are 4 backgrounds to choose for your picture:



- Train station
- Musical Fountain
- Big wheel
- Ice Cream & Candy Floss stalls

To create your picture, touch the background you want to use.

Stickers - there are 25 stickers in total. Eight stickers are available at the start, so a picture can always be created.



To obtain more stickers, you must play the games to win tokens and use the tokens. The stickers automatically appear in the scrolling bar at the top of the screen when they are purchased in the Theme Park Shop.

To create a picture with your stickers, touch and drag the stickers from the scrolling bar at the top of the screen, onto the picture. Once you have placed a sticker, you can always change your mind and move it somewhere else. Just touch it and drag it to its new place.

Stickers can be increased and decreased in size once they have been placed on the background picture. To make a sticker bigger, place 2 fingers on the sticker and move them away from each other in a stretching movement. To make a sticker smaller, place 2 fingers on the sticker and move them towards each other, in a pinching movement.

There is no limit on the number of stickers that can be placed on a background.

To remove a sticker, drag it anywhere onto the scrolling bar at the top of the screen.

Backgrounds and stickers are saved automatically when the child exits the picture that they have created. If the child returns to a background, any changes are also saved automatically. Only the one picture image per background can be saved.

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