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Colin Hinson

In the village of Blunham, Bedfordshire, UK.

P A R K E R B R O T H E R S

A R C A D E / A C T I O N
S O F T W A R E

FROGGER™*

C A R T R I D G E F O R T E X A S I N S T R U M E N T S 9 9 / 4 A

U n d e r L i c e n s e f r o m S e g a E n t e r p r i s e s I n c .

FROGGER game graphics © 1983 Sega Enterprises, Inc.
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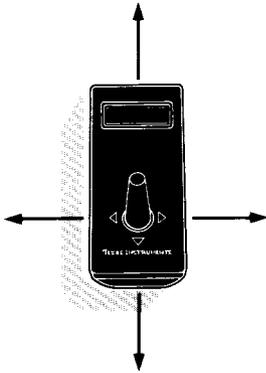
Leapin' Frogger! Home may look like it's only a hop, skip, and a jump away, but looks can be deceiving. First, there's a dangerous highway to hop across, full of cars and trucks. Then there's a swirling river to leap, full of frog-eating creatures. How's Frogger going to get home safely? By letting you hop him on his way. Guide Frogger safely through this perilous journey, and you'll hop for joy!

Object

The object of the game is to hop as many frogs to safety as you can—and to score the most points along the way!

Setting the Console Controls

1. Plug the joystick controller firmly into the jack on the side of the game unit. One joystick is for the first player; the other is for the second player.
2. Make sure the cartridge is placed firmly into the cartridge slot.
3. Turn the power switch on. You'll see the initial screen. Press any key to begin.
4. Press #2 for the FROGGER game.
5. When you see NUMBER OF PLAYERS?, press #1 for a one-player game; or #2 for a two-player game.

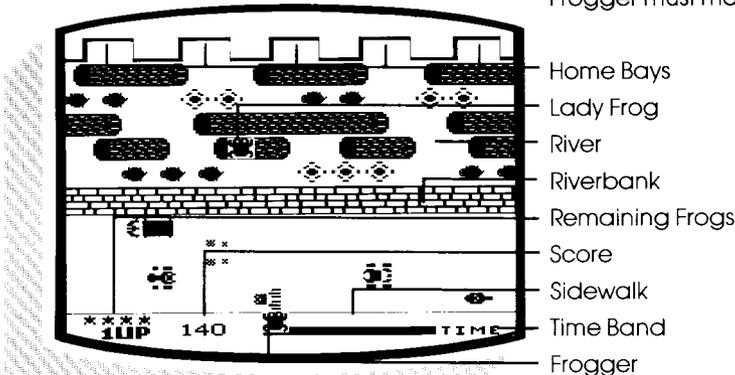


6. Now choose a game speed—either SLOW or FAST. Move the first player's joystick UP and you'll see FAST at the bottom of the screen. Move the joystick DOWN and you'll see SLOW at the bottom of the screen. Make sure the screen shows the appropriate number of players, too. Move the first player's joystick LEFT, and you'll see "1" at the bottom of the screen. Move this joystick RIGHT, and you'll see "2."

7. Press the fire button on the first player's joystick controller to begin playing.

Playing

This illustration shows the journey Frogger must make.



You'll start the game with 5 frogs. The first frog is shown on the sidewalk below the traffic. The remaining frogs are shown in the lower left-hand corner of the screen.

Time Band

The orange time band keeps track of time. You have approximately 30 seconds to hop Frogger home. If time runs out before you hop Frogger home safely, you'll lose him. If you hop Frogger home, however, BEFORE the time runs out, you'll score bonus points for the time you have remaining. This is shown on the screen as "TIME" with a number next to it.

From Sidewalk to Riverbank

You're ready to start Frogger hopping through four lanes of traffic as soon as the screen appears. But be careful! You'll lose Frogger if he touches any part of a vehicle or is run over.

From Riverbank across River

Because Frogger can't swim the river (the current is too strong), hop him forward or backward from one row of logs or turtles onto the next in order to cross the river. You can jump Frogger sideways on a log or row of turtles, but not off the end or you'll lose that Frogger. Be sure you jump Frogger off a river object BEFORE it reaches the left or right side of the screen. If you don't, you'll lose him.

And be careful with diving turtles! You can jump onto the back of a partially submerged turtle or onto one that is resurfacing—but you'll have to hop off before the turtle dives under water!

You can score bonus points by hopping Frogger onto the white “lady” frog in order to help her home, too.

Also, beware of alligators and snakes. You can jump Frogger onto the back of an alligator, but stay clear of its open jaws!

And then there are river otters. They’re very fast swimmers so keep Frogger as far away from them as possible so they can’t grab him!

From River to Home Bay

Successfully hop Frogger into a home bay, and he’s safe and sound. But watch for these things:

- 1. Jumping Home:** Hop Frogger into a home bay when he’s DIRECTLY in front of it. If Frogger hits any part of the green shrubbery on the sides of the home bay, you’ll lose him.
- 2. Occupied Home Bay:** Frogger can’t jump into a home bay that’s occupied by another frog.
- 3. Alligator’s Head:** If an alligator’s head is showing in a home bay, it’s not safe for Frogger to jump in. If the head is just beginning to show, however, Frogger won’t be harmed.
- 4. Fly:** If you hop Frogger into a home bay while a fly is showing, Frogger gets a free meal—and you score extra points.

Game Difficulty

Each time you bring five frogs home, the game will continue at a more difficult level with your remaining frogs. The speed and density of the traffic and floating objects will vary and alligators, snakes and otters will eventually appear.

End of Game

The game ends when no frogs are remaining.

To play the same game again, press the fire button.

To play at a different speed or to change the number of players, move the joystick UP for FAST, DOWN for SLOW, to the LEFT for one player, to the RIGHT for two players. Then press the fire button to begin.

Game Levels

FROGGER has four game levels. The level at which you're playing is indicated by the number of diamonds you see above the time band. Once you successfully complete all four levels, you repeat level 4, until you lose all your frogs. More than four diamonds indicates a repetition of the fourth level. A maximum of eight diamonds can appear on the screen.

Two-Player Games

Players alternate turns as each one loses a frog. The game ends once both players have no frogs remaining.

Scoring

Successfully jumping
Frogger forward 10 points
Successfully jumping
Frogger home 50 points
Successfully jumping
5 frogs home 1000 points
Reaching a
lady frog 200 points
Eating a fly 200 points
Extra points for
time remaining. 10 points
per remaining increment of time
Every time you score a total of
10,000 points, you'll get another
Frogger!

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