

Nintendo

GAME BOY[®] color

DMG-AFRE-USA-2

Frogger[®]

INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY COLOR AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1989, 1998 NINTENDO OF AMERICA INC.

THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

TABLE OF CONTENTS



Thank you for purchasing Frogger® for the Nintendo® Game Boy® and Game Boy® *COLOR* Systems.

Before starting, please read through this manual carefully, and keep this instruction booklet for future reference. The screen images in this manual are from the Game Boy® version.

Overview.....	2	Game Scoring.....	10
Getting Started.....	3	High Scores.....	11
Player Selection.....	4	Hopping Hints.....	13
Playing a Two-Player Game.	5	Caring for Your Game Pak.....	14
The Game Screen.....	6	Notes.....	15
How to Play.....	8	Warranty Information.....	16

OVERVIEW



Congratulations! You now own the classic arcade game, Frogger®. The goal of the game is simple, to safely maneuver 5 frogs across five lanes of busy traffic, a fast moving river, three lanes of treacherous logs, two lanes of swimming turtles, while avoiding snakes, alligators and crocodiles. Sounds easy? You'll need lots of skill, and a bit of luck, as you hop to victory, while trying not to become a highway statistic by leaving your "mark" on the roadway!

Good Luck!



© 1999 Hasbro Interactive, Inc. All Rights Reserved.

"KONAMI" and "FROGGER" are the trademarks of KONAMI Co., Ltd.

© 1981 KONAMI All rights reserved.

Developed by Morning Star Multimedia, Inc.

GETTING STARTED



To get started with Frogger®, please begin with the following:

1. Make sure that your Nintendo® Game Boy® System is turned off, then plug the Frogger® Game Pak into the Nintendo® Game Boy® or Game Boy® *COLOR* System.
2. Turn on your Game Boy® or Game Boy® *COLOR* System. In a few moments the *Logo Screen* should appear.

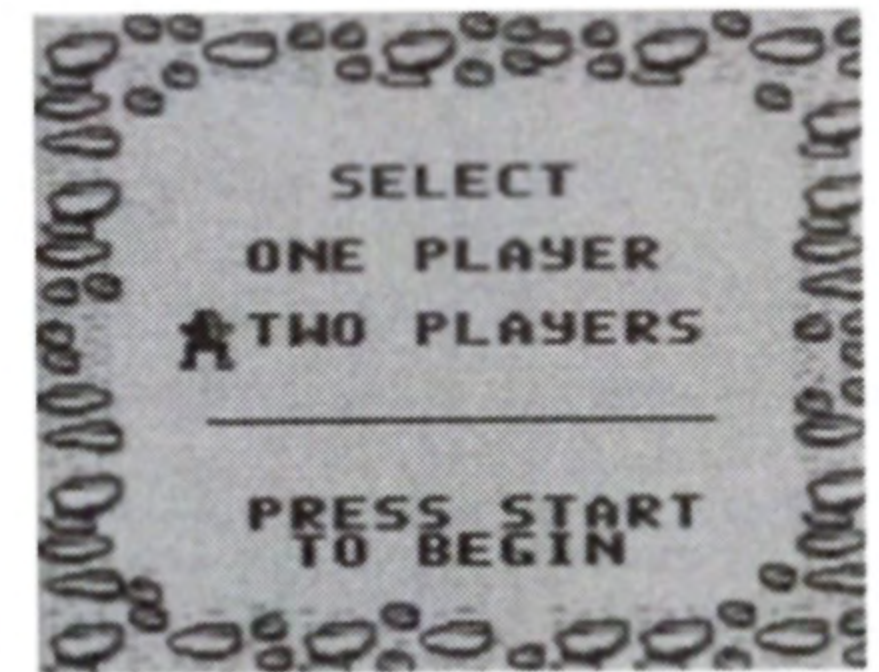
Note: If the screen remains black on your GameBoy®, adjust the contrast dial for the screen display.

PLAYER SELECTION



Once the Frogger® Title Screen has disappeared, you may press *START* to display the *Player Selection Screen*.

Once the *Player Selection Screen* appears, you may press the Control Pad Up or Down, or press *SELECT* to choose either a one or two player game. (For two players, read Playing a Two-Player Game.)



Player Selection Screen

When the frog icon is to the left of the desired player mode, press *START* to begin!

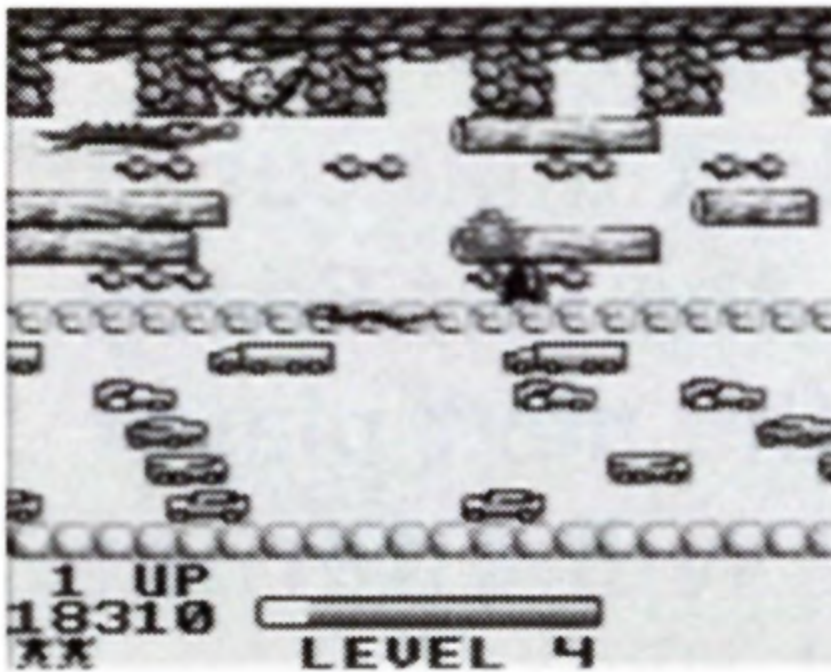
PLAYING A TWO PLAYER GAME



Get Ready To Hop!

When playing a two-player game, each player's turn will continue until they have lost their current frog. After the current frog is lost, the *Get Ready Screen* will appear indicating that the next player can begin by pressing *START*. Play will alternate until both players have lost all of their frogs.

THE GAME SCREEN



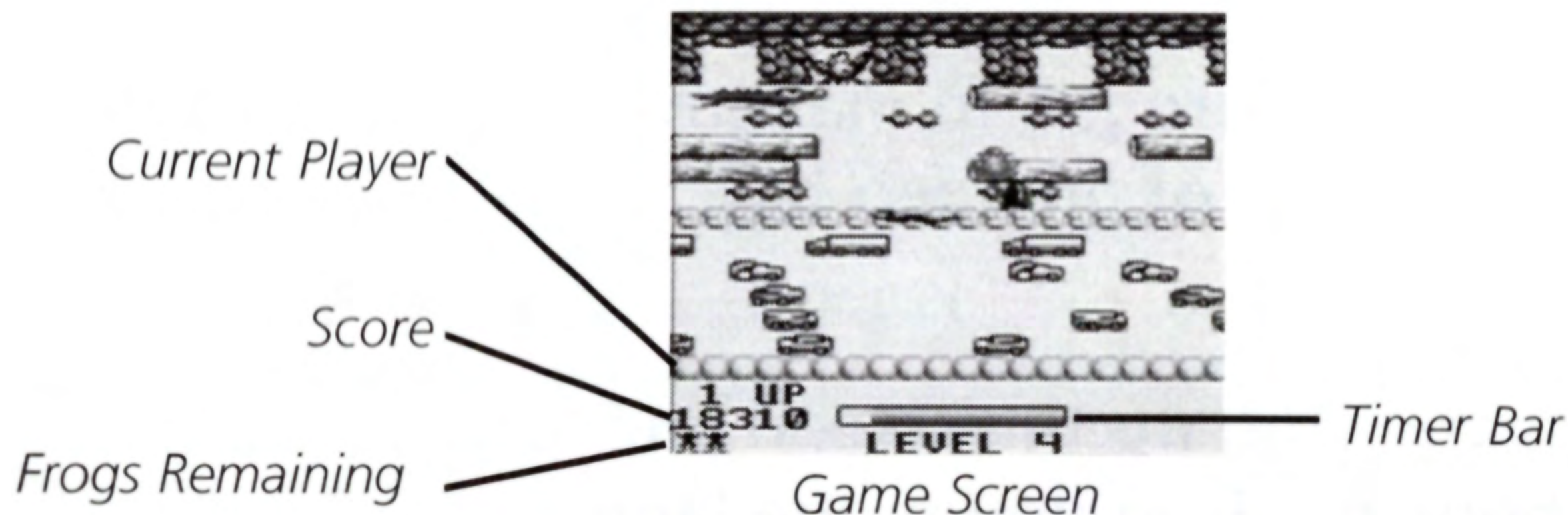
Game Screen

Most of the screen displays the Roadway and River Areas of the game. In the Roadway Area, which occupies the lower portion of the screen, you must maneuver the frog between the moving traffic. In the River Area, which occupies the upper portion of the screen, you must maneuver the frog into one of the five open bays located at the very top of the screen by way of the floating logs, turtles and crocodiles.

Current Player: This information displays which player (1 or 2) is currently playing.

Score: Displays the che current player's score.

THE GAME SCREEN



Frogs Remaining: This shows how many frogs the player has in reserve. When there are no more frogs displayed, the player is controlling their last frog.

Timer Bar: This indicates how much time the current player has to successfully maneuver their frog into an open bay. A warning sound will be heard when less than 8 seconds remains. If time runs out, the player will lose their current frog.

HOW TO PLAY



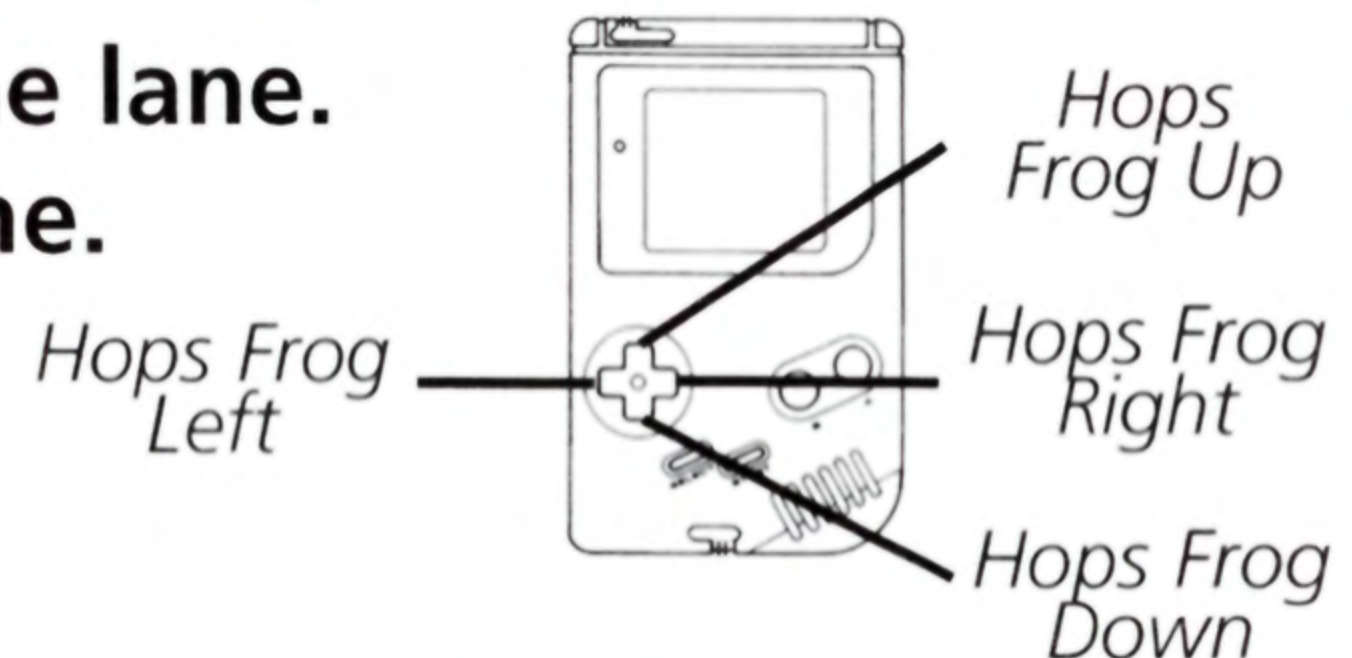
Each player starts with 5 frogs. To maneuver the frog from its starting position to the safety of an open bay, use the Control Pad as follows:

Pressing Up hops the frog up the screen one lane.

Pressing Down hops the frog down one lane.

Pressing Left hops the frog to the left.

Pressing Right hops the frog to the right.



Avoid collisions with all automobile traffic by hopping quickly between the moving cars and trucks. Once across the road, hop onto the logs, turtles, and crocodiles to safely maneuver into an open bay at the top of the screen.

HOW TO PLAY



Once you have successfully placed the current frog safely into an open bay, the remaining time on the Timer Bar will be added to your score. Then you will begin again with a new frog at the bottom of the screen and a full Timer Bar.

If at any time during play the current frog is hit by traffic, or falls into the water, the player will lose that frog and will need to begin at the bottom of the screen again with a new frog. If there are no more frogs remaining, the game is over.

Press *START* at any time during play to pause the game. Pressing *START* once again takes the game out of pause and resumes play.

GAME SCORING



During play, you may collect points in the following manner:

- | | | |
|------------------------------|-------|--------|
| • Jump into a new lane: | 10 | points |
| • Jump onto a log or turtle: | 10 | points |
| • Reach a bay: | 50 | Points |
| • Eat a fly: | 200 | points |
| • Deliver log frog to bay: | 200 | points |
| • Finish level (5 frogs): | 1,000 | points |

Win an extra frog every 10,000 points!

HIGH SCORES



When the game is over, the *High Score Screen* will appear. If the current player's score is higher than any score currently on the high score list, the player will be able to enter their name on the high score list by doing the following:



High Score Screen

HIGH SCORES



1. Press the Control Pad Up to move forward through the alphabet.
2. Press the Control Pad Down to move backward through the alphabet.
3. Pressing the A Button enters the currently displayed blinking letter and moves the cursor one space to the right. Press *START* at any time, to exit the Name Entry Mode.
4. Pressing the B Button erases the currently displayed blinking letter and moves the cursor one space to the left.

Note: Once the Game Boy® or Game Boy® COLOR unit is turned off, all of the player's high scores will be erased.

HOPPING HINTS



- Be sure to hop off the logs and turtles before reaching the left or right edges of the screen, if you don't... frog legs anyone?
- Be carefully of diving turtles, once they start to dive you better hop off, or else!
- Avoid the moving snake on the center wall at all costs, or else your hissssstory!
- It's safe to jump on the backs of the crocs and snakes, but not their heads!
- Collect flies that appear in the river bays for extra points, but watch out for the gator heads that appear, for you can only hop safely into a gator, when its head is not completely visible.
- Link up with the hopping log frog and deliver it to an open bay for extra points.

CARING FOR YOUR GAME PAK



1. Use your Frogger® Game Pak only in your Nintendo® Game Boy® or Game Boy® *COLOR* System.
2. Always make sure your Game Boy's power is off before inserting your Frogger® Game Pak.
3. Store your Frogger® Game Pak in its protective case when not in use.
4. Keep your Nintendo® Game Boy® System and Frogger® Game Pak free from dust, water, and dirt, and keep them safe from direct sunlight, high heat, and extreme cold.
5. Never touch the terminals of your Frogger® Game Pak.

WARRANTY INFORMATION



Majesco sales Inc. warrants to the original consumer purchaser that this Nintendo Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90 day warranty period, Majesco Sales, Inc. will repair or replace the PAK, at its option, free of charge.

To recieve this warranty service:

1. DO NOT return your defective game to the retailer.
2. Notify Majesco Sales, Inc. of the problem requireing warraty service by calling our Technical Support Department at (800) 826 0015, and leave a message.
3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAC, enclose your name, address and phone number, and return your PAK, FRIEGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sale slip or similar proof of purchase (LPC code) within the 90-day warranty period to :

Majesco Sales, Inc.
160 Raritan Center Parkway
Edison, N.J. 08837

This Warranty shall not apply if the PAK has been damaged by neglagence, accident, unreasonable use, modification, tampering, or other causes unrelated to defective materials or workmanship.

Repairs/Service after Experation of Warranty

If the PAK developes a problem requiring service after the 90 day period, you may contact the Majesco Sales, Inc. Technical Support Dept. at the phone number noted earlier. If the Majesco Sales Dept. is unable to to solve the problem over the phone, you may be informed of the approximate cost for Majesco Sales, Inc. to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Majesco Sales, Inc., and enclose a moneyorder payable to Majesco Sales, Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales, Inc. Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

Warranty Limitations

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PUPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL MAJECO SALES, INC. BE LIABLE FOR COSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

Distributed by Majesco Sales, Inc.
160 Raritan Center Parkway, Edison, NJ 08837 U.S.A.

PRINTED IN JAPAN