A VIDEO GAME CARTRIDGE FROM

PARKER BROTHERS

FROGGER® II THREEEDEEP!™

FOR THE COLECOVISION™ GAME SYSTEM

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Look who's resurfaced in an all new adventure. It's Frogger! Three distinctly different screens take our fearless frog on another homeward bound journey, but this time it's underwater, over water, *and* through the air! Frogger must swim against strong currents, whisk over whales and hippos, sidestep snapping barracudas, spring from cloud trampolines to high-flying birds, and so much more. So, Frogger lovers, kiss your lily pads good-bye and get set for some fast and frantic fun!

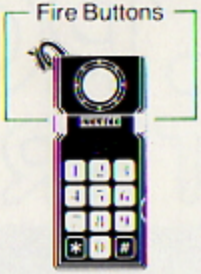
SETTING THE CONSOLE CONTROLS

1. Place the cartridge firmly into the cartridge slot.
2. Since this is a one-player game, plug a joystick controller into the #1 jack.
3. Press the ON/OFF button to ON.
4. Select a difficulty level by pressing #1 (easy) or #2 (hard). This selection starts the game.

At any time during the game you may start over again by pressing RESET.

THE JOYSTICK CONTROLLER

The joystick controls Frogger's movement forward, backward, left or right.



OBJECT

To get Frogger safely into the required number of home berths. Home berths are dispersed among the three different screens: **underwater, on the water's surface, and in the air**. In Level 1, for instance, there are five home berths; three in the underwater screen, and one each in the surface and air screens. **Frogger need not reach any of the home berths in one screen before he goes to the next**. As you'll see, Frogger may travel from one screen to another without loss of life. To advance to the next highest difficulty level, however, Frogger must fill all open berths in each of the three screens.

There are bonus points to be had in each screen, too. But you'll collect them only if you take Frogger to an open berth on that same screen!

PLAYING

In this game, Frogger has four lives. Remaining lives appear in the form of frogs at the bottom of the screen. Also at the bottom of the screen is a time band. If Frogger doesn't make it to a home berth by the time the band runs down, it's bye-bye, Frogger. Before this happens, however, you'll hear a warning sound.

When Frogger loses a life, he returns to the first screen with his remaining lives.

SCREEN I: UNDERWATER FROGGER

Deep down, Frogger knows he's got his work cut out for him on this first leg of the journey. Here's what Frogger should know as he tries to reach the log berths at the top of the screen:

Alligators and snapping barracudas. In a word, "deadly." Don't touch any part of them.

Floating off screen. Floating off screen will finish Frogger off in a flash, so be careful about drifting in the strong current.

Little fish. Little fish aren't nearly as nasty as their neighbors. They won't hurt Frogger, but they can make it a bit more difficult for him to reach the log berths.

Joe the diving turtle. Joe is pretty nice to frogs. When he gives Frogger a free ride on his back, Frogger is safe from everybody else. Also, when he's with Joe, Frogger can't be hurt by drifting off screen. The two of them will wrap around to the other side.

Bubbles. Catch the air bubbles that float up from the bottom, and you'll earn bonus points. Remember that the bonus points count only if Frogger gets home on this screen!

Larry the eel. In all levels except Level 1, Larry the eel appears from the ocean floor. Watch out because Larry can 'eeliminate' you!

Getting to the surface. Frogger can reach the next screen in two ways:

a) By jumping into a log berth that's already filled.
b) By jumping onto the ends or wooden underside of any log.

Remember: You do **not** have to fill **any of** the log berths in order to reach the next screen.

SCREEN II: SURFACE FROGGER

Frogger can't swim very well on the surface. So the only way he can make it to the life preserver berth is to hop from one creature or object in a row to another in the next row.

If Frogger falls into the water, he sinks all the way down to the bottom of the underwater screen without loss of life. Remember, however, he may lose valuable time!

Logs. Logs always make safe passage.

Lily pads. Lily pads are safe to pass on and you earn bonus points each time you do. (The bonus points count **only** when you take Frogger home on that screen.) The lily pad disappears when you leave it.

Alligators. Alligators are as harmless as logs.

Baby ducks and Mama Duck. Baby ducks are happy to give Frogger a lift. But don't let Mama Duck catch Frogger at it, or she'll come after him!

Hippos. Hippos mean well. They're perfectly safe to ride on, but in higher levels, they like to shake. If Frogger is on board when they start, it's into the drink for our fearless friend.

Whales. Take a ride on a whale. It's fun . . . and safe!

Sharks. In higher levels, sharks skim the lily pads. Frogs beware when you hear the shark warning!

Tugboat. Try not to hit the tugboat. It's the life preserver berth Frogger is heading for.

Floating off screen. Don't let this happen!

Getting into the air. The **only** way to get airborne is to jump onto Mama Duck who flaps her wings and flies Frogger there. Just remember that she won't do Frogger this favor when he's riding with her babies!

SCREEN III: AIRBORNE FROGGER

In this screen, our hero finds himself on a large cloud. This cloud has a lot of spring, so start bouncing Frogger up and down, holding the joystick UP to bounce higher and higher. Move the joystick LEFT or RIGHT to bounce sideways and DOWN to stop the bouncing. The trick is to hop onto a bird, then keeping hopping from row to row until Frogger reaches the cloud berth.

Butterflies. Yum! Frogger loves to eat butterflies and each time he does, he receives bonus points (and keeps them when he makes it home on that screen). He pays a certain price for it, though, because for each butterfly he gobbles, a hole opens up (or widens) in the cloud—a hole that Frogger might fall through!

Clyde the flying dragon. Because Clyde loves those pretty little butterflies, he stays close by to protect them. He doesn't do this for Frogger, so don't run into him.

Birds. All of the birds are glad to give Frogger a ride. If Frogger should miss a connection and fall, he may be caught by the cloud, unless, of course, he falls through a hole.

The Airplane. In higher levels, an airplane appears at the top of the screen. Stay away from it! Little frogs are not meant to ride airplanes.

The Stork. After completing two levels and 10,000 points, a stork appears at the top of the screen. If Frogger hops a ride with him, what does he get? Why, a baby frog, of course! The baby frog gives Frogger another chance to stay in the game. The stork appears every 10,000 points thereafter.

Flying or bouncing off screen. Don't let this happen!

Falling through a hole in the cloud. If Frogger falls onto a **log**, he ends up in the surface screen. If Frogger falls into the **water**, he ends up in the underwater screen.

DIFFICULTY LEVELS

As the game progresses from level to level, the speed and density of obstacles increase, making the game more and more challenging. There are six levels in all.

END OF GAME

The game ends when Frogger loses his last life.
To play again, press RESET.

SCORING

Reaching a home berth	1000 points
Advancing a row	15 points
Time remaining	2 points per tick
Bonus points:	
Jumping off a lily pad	100 points
Eating an air bubble	100 points
Eating a butterfly	100 points

Note: Bonus points are collected only when Frogger reaches a home berth on that same screen.

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