

IMPORTANT NOTE FOR game.com CLASSIC USERS:
Do not play Frogger with another cartridge inserted into the secondary cartridge port. Make sure that Frogger is the only cartridge in the game.com unit before turning game.com ON. game.com Pocket Pro users do not need to worry about this note.

1 INTRODUCTION

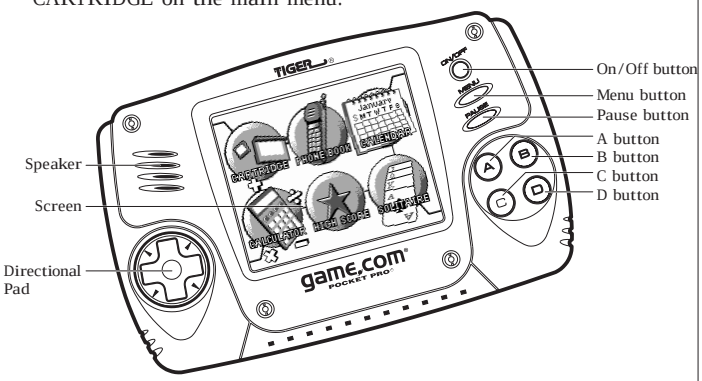
It's not easy being a frog. And it's even harder being an amphibian in FROGGER...unless YOU can guide him safely home. It won't be easy – there are vehicles ready to squash you, a river ready to drown you, and alligators ready to eat you. But with skill and a little luck, you can make it across the perilous terrain to safety!

2 GOAL

The goal of FROGGER is to maneuver as many frogs as possible to the opposite side of the screen and into a home bay. Once all five bays are filled, you will move on to a more challenging level. Along the way, you'll rack up as many points as you can.

3 STARTING THE GAME

To play the game, make sure your game.com system is OFF. Insert the FROGGER cartridge. Turn on your game.com and touch CARTRIDGE on the main menu.



After a brief animation, you'll see the main FROGGER screen. You may choose to PLAY the game, change the version of the GAME, change the number of players, FLIP THE SCREEN, open the OPTIONS screen, or view the CREDITS. To select, use the touch screen, or move the frog icon with the directional pad and press the A button.





Game
Choose between the classic arcade screen or the updated game.com screen. (The updated version contains higher-resolution graphics and is slightly more difficult.)

Players
Use the A button or the touch screen to choose from one to four players.

Credits
Choose this in order to see who created this version of FROGGER.

Flip Screen
Choosing this will flip the screen from top to bottom, allowing play with the direction pad on the right side of the unit.

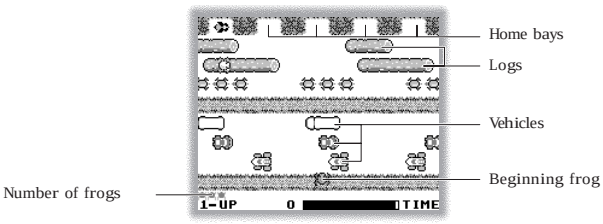
Game Options
Choosing this takes you to the options screen:
Difficulty: Choose HARD or EASY.
Lives: Choose between three and five lives.
Continue: Allows you to continue after you lose your final life.
Start Level: Start at level one or choose a higher (more difficult) level.
Play music and sound: Choose different music and sound effects. Use the stylus to cycle through and choose a number.
Go to main menu: Returns you to the previous menu.



4 PLAYING THE GAME

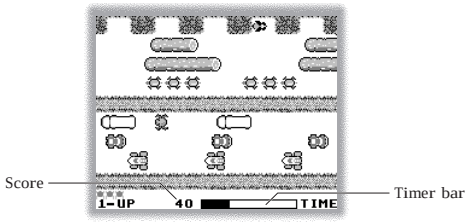
When you're ready to play the game, choose PLAY GAME from the main menu. All movement in FROGGER is controlled by the directional pad.

In FROGGER, you move your frog from the bottom to the top of the screen, avoiding danger along the way. You'll move across the roadway, dodging vehicles, and across the river, using logs and alligators as flotation devices. You begin the game with three frogs. The first frog will appear on the grass below the street. The number of frogs remaining is represented in the lower left corner.



Game Timer
You have a limited amount of time to move your frog to his home bay. The time is measured by the bar at the bottom of the screen. You have approximately 30 seconds to move your frog to a home bay. If you don't, you will lose a life. When there are 10 seconds left, you'll hear a warning sound. The word "TIME" will appear, and the timer bar will change color. If time expires before you reach a home bay, you'll hear a "splat" sound and see a skull and crossbones instead of your frog.

Scoring
Your score is displayed in the middle of the screen at the bottom.



Crossing the roadway
Your frog begins on the patch of grass near the bottom of the screen. You must first move him across the roadway. As soon as the music starts playing, the timer activates, so start hopping quickly! You may move up, down, right or left. Dodge the vehicles and make it through traffic to the sidewalk. If you touch any part of a vehicle or get run over, you'll be squished and lose a life.

Crossing the river
Once you've made it to the sidewalk, you'll need to cross the river to get to a home bay. But because the current is so strong, you need to hop on floating objects to get there. These include:

Logs:
You can jump from left to right on a log, but you can only jump up or down off the log onto another floating object.



Turtles:
You can jump on a turtle, or jump in between a group of turtles. As with logs, you may jump up or down to another floating object, but not from left to right.



Diving turtles:
These groups of turtles periodically dive underwater, taking your frog with them! If you see the group start to submerge, quickly jump to a safe location.



Other things to watch for:
When crossing the river, several things may happen that can either help or hinder you:

White frog:
Pick up the "lady" frog by hopping on her. Then try to get her safely to a home bay. If you do, you'll see the amount of bonus points in white numerals in the home bay.



Alligators:
Alligators make good flotation devices...as long as you jump on their backs! Jump on their jaws, however, and you're history.



Snakes:
As you progress, snakes will appear on logs and on the sidewalk. You'll lose a life if you touch a snake.



5 MAKING IT HOME

Move a frog into a home bay and he's home safe and sound. You must jump into an empty bay when you are directly in front of it; if you touch the shrubbery on the sides, you will lose your life. You cannot jump into a bay that is already occupied.

Alligator's head:
When an alligator's head is in a home bay, it is not safe to jump into that bay.



Bonus fly:
Catch the fly in a home bay and receive 200 bonus points.



Game difficulty:
When you get all five frogs into bays, you'll hear a short tune. The game will continue at a more difficult level using your remaining frogs. Traffic will speed up, fewer objects will appear in the river, and the presence of snakes and alligators will increase.

6 POINT ALLOCATION

Scoring in FROGGER is as follows:

Successfully jumping frog forward	10 points
Successfully jumping frog into a home bay	50 points
Successfully jumping five frogs home	1000 points
Rescuing a white "lady" frog	200 points
Eating a bonus fly	200 points
Reaching home before time is up	10 points

7 DEFECTIVE CARTS

If you find that your new FROGGER game.com cartridge is damaged or non-functional, DO NOT RETURN THE GAME TO THE STORE. The store will not have replacement cartridges. Instead write to us at:

Tiger Repair Department
1000 N. Butterfield Road, Unit 1023
Vernon Hills, IL 60061 U.S.A.

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to repair or replace your cart promptly.

8 90 DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.$12. Payments must be by check or money order payable to Tiger Electronics, Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Repair Department
1000 N. Butterfield Road, Unit 1023
Vernon Hills, IL 60061 U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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