

For all 8-BIT Atari computers
(DISK) REQUIRES 48K, Joysticks, and Atari Basic Cartridge for 400/800

Atari is a Trademark of Atari Corp.

SUPER FROGS™

by
ED SABO JR

THE 7 GAME ARCADE
WITH OVER 10,000 VARIATIONS

ENTERTAINMENT
SOFTWARE
BY

**ULTRA
BASIC™**



SUPERFROGS Copyright 1985 ULTRABASIC, INC.

48K (DISK)

PRICE \$10.00



INTRODUCTION

THE CREATOR

Although you never see him, THE CREATOR is always with you. He is the Supreme Guardian of the SUPERFROGS, NASTY Things, and other Living Creatures. THE CREATOR is in charge of all Games, Bonuses, and Playfields. He is also the Official Time and Score-keeper.

SUPERFROGS

These normal looking frogs have Super Powers. They are invulnerable to everything except NASTY TREES. Even though SUPERFROGS have Super Powers, they only have one life. BE CAREFUL, their life-like movements make them difficult to control.

NASTY MINES (Black)

The NASTY MINES contain a very high explosive. If your SUPERFROG runs into one, it will explode. Although not fatal the explosion is powerful enough to stun your SUPERFROG, causing time loss in all games and point loss in all games except (GAME-7) SPEEDLAP. ** (See HANDICAP, page 7) **. NASTY MINES are impossible to see during a NIGHT-TIME game unless an explosion is occurring.

NASTY GRASS (Light Green)

These innocent looking creatures are intelligent. If your SUPERFROG attempts to run into one, the NASTY GRASS will sense this and zap your SUPERFROG with a violent electrical charge. This will stun your SUPERFROG temporarily, causing double the time and point loss of NASTY MINES. ** (See HANDICAP, page 7) **. At this time the NASTY GRASS becomes LIFELESS GRASS (Dark Green).

NASTY TREES (Light Green)

Beware, the (TOPS) of these peaceful looking creatures are V-E-R-Y nasty and feared by the SUPERFROGS. They will not give you a second chance. They are so N-A-S-T-Y that THE CREATOR will not allow them in two of the games. The NASTY TREES are always accompanied by NASTY GRASS.

LIFELESS GRASS & TREES (Dark Green)

If your SUPERFROG bumps into one of these creatures or anything other than one of the three NASTY Things, he will make a croaky sound and lose three hops.

LOADING INSTRUCTIONS

You must have at least 48K of memory. Turn off your computer and all peripherals. If you have an Atari 400/800, insert the Atari Basic Cartridge into the proper cartridge slot. Turn on disk drive #1 and wait for the busy light to go out. Insert the SUPERFROGS disk with the label up. When you turn on your computer, the program will load.

The SUPERFROGS HALL OF FAME (high scores) is displayed during loading. The display continues until the entire program is loaded. If you desire to keep the high scores displayed longer than the normal loading time or plan to erase them, press any key before they are displayed. Then when they're displayed, you'll be prompted to "Press | E | to ERASE HIGH SCORES or Press | L | to LOAD PROGRAM".

ERASING HIGH SCORES

If you selected ERASE HIGH SCORES, you'll be asked "ARE YOU SURE YOU WANT TO ERASE HIGH SCORES? (Y/N)". If you press the | Y | key, all recorded scores will be erased and the program will continue loading. If you press the | N | key, you'll be returned to the previous prompt.

MENU INSTRUCTIONS

When the SUPERFROGS MENU appears, a SUPERFROG will give a short demo, displaying the names of each game. If you desire to abort the demo, press | SELECT |.

When the demo is completed or aborted, you can make your selections. Press | OPTION | to move the SUPERFROG down to the next option line. Hold down the | SHIFT | key and press | OPTION | to move the SUPERFROG up the option lines. Press | SELECT | to cycle through the games or options.

BONUS REQUIREMENTS

Games one through five contain a bonus. If you're entitled to a bonus, a red "B" will be displayed in the upper corner on your side of the screen. If a red "B" does not appear, you're not entitled to a bonus. A piece of grass missing to the right of an option line indicates that option is preventing your bonus. If you desire a bonus, cycle through the options until the grass appears. You must also meet the Bonus Requirements listed in the instructions of the game you're playing. If you're playing a TWO PLAYER GAME, you must have a score greater than your opponent. If you meet all of the Bonus Requirements, THE CREATOR will beam the losing player from the playfield.

RECORDING HIGH SCORES

Two high scores are recorded with your three initials for games 1 thru 6, one for DAY-TIME and one for NIGHT-TIME. (GAME-7) SPEEDLAP has two low elapsed times (E.T.) recorded for each of the 1, 5, and 15 lap races. One for DAY-TIME and one for NIGHT-TIME. When a U-CONTROL game is in progress, the high score for that game is displayed at the top of the playfield. To qualify for recording high scores, you must select the proper options. If so, a red "S" will appear in the upper corner on your side of the screen. A piece of grass missing to the extreme right of an option line indicates that option is preventing you from this feature. To record high scores to disk, your disk drive must be turned on with the SUPERFROGS disk in it.

STARTING THE GAME

When you have made all your selections, press | START | to begin. THE CREATOR will set up the playfield, beam the SUPERFROGS down to the playfield, set the timer, then begin the game. While a game is in progress, you can; press | SELECT | to return to the menu, press | START | to begin a new game, or press the | SPACE BAR | to pause the game. When the game is paused, "TIME-OUT" followed by a number will be displayed on the top of the playfield. This number indicates the amount of "TIME-OUTS" you have used during the game. You are allowed three "TIME-OUTS" per game. To resume play, press the | SPACE BAR | a second time.

.....GAME and PLAYER OPTION.....

GAME	1 PLAYER	2 PLAYERS	BONUS
<u>(GAME-1) STAR1000</u>	X	X	X
<u>(GAME-2) LOST-PIT</u>	X	X	X
<u>(GAME-3) MINE-009</u>	X	X	X
<u>(GAME-4) BUG-RAID</u>	X	X	X
<u>(GAME-5) GRASSBAT</u>	X		X
<u>(GAME-6) IT-N-RUN</u>		X	
<u>(GAME-7) SPEEDLAP</u>	X	X	

..... DAY or NIGHT OPTION

DAY-TIME! Light background, everything on the playfield is visible.

NIGHT-TIME! Dark background, NASTY MINES are not visible.

..... MINE and TREE OPTION

30 MINES 8 TREES! * (4 NASTY TREES and 4 LIFELESS TREES)

NO MINES 8 TREES! * (4 NASTY TREES and 4 LIFELESS TREES)

30 MINES NO TREES!

NO MINES NO TREES!

The border always contains four LIFELESS TREES, one in each corner.

*NOTE! In (GAME-6) IN-N-RUN & (GAME-7) SPEEDLAP, THE CREATOR does not allow NASTY TREES on the playfield. The NASTY TREES are replaced by LIFELESS TREES.

..... PLAYFIELD OPTION

There are five different playfields to select from in all games except (GAME-7) SPEEDLAP which has two RACETRACK OPTIONS.

PLACED MAZE! The NASTY GRASS is always placed in rows in the same location. If TREES or NASTY MINES are used, the TREES are always in the same location, and the NASTY MINES are placed randomly on the playfield.

In the following, if TREES or NASTY MINES are used, they are placed randomly throughout the PLAYFIELD or RACETRACK!

HIG <X> MAZE! The NASTY GRASS forms a large hollow "X".

SQUARE MAZE! The NASTY GRASS forms a square with 4 passages.

RANDOM MAZE! The NASTY GRASS is placed randomly in sets of 3.

< NO MAZE >! There is no NASTY GRASS MAZE on the playfield.

..... RACETRACK OPTIONS for SPEEDLAP

<I> RACETRACK! The NASTY GRASS forms an "I" shaped racetrack.

<O> RACETRACK! The NASTY GRASS forms an "O" shaped racetrack.

..... TIME or LAP OPTION

There are four different time options to select from in all games except (GAME-7) SPEEDLAP, which has three LAP OPTIONS.

1 MINUTE GAME, 2 MINUTE GAME, 3 MINUTE GAME,
and 5 MINUTE NO-BO (NO BONUS in 5 MINUTE GAME)

..... LAP OPTIONS for SPEEDLAP

1 LAP RACE, 5 LAP RACE, and 15 LAP RACE

.....CONTROL MODE.....

U-CONTROL: The SUPERFROGS are controlled with your joysticks (8 directions). At the end of the game, the players and their scores are displayed with the winner boasting his achievement. The display will continue until you press your joystick fire button or START to play again or press SELECT for the menu.

AUTOPLAY: The SUPERFROGS play the game and options you select. As in the U-CONTROL mode, the end display will continue until you return to the menu or play again. During AUTOPLAY, you may wish to place a "friendly wager" on your favorite SUPERFROG.

DEMO: The SUPERFROGS continuously play all 7 games. The DAY or NIGHT OPTION and PLAYFIELD OPTION are changed each game.

.....HANDICAP OPTION.....

Depending on your HANDICAP, THE CREATOR will penalize you for running into a NASTY MINE or getting zapped by a piece of NASTY GRASS. The following list shows the amount of points and time lost!

		(point loss)	(time loss)
<u>NO HANDICAP (NHC)</u> :	NASTY GRASS	300	12 hops
	NASTY MINE	150	6 hops
<u>SMALL HANDICAP (SHC)</u> :	NASTY GRASS	200	8 hops
	NASTY MINE	100	4 hops
<u>LARGE HANDICAP (LHC)</u> :	NASTY GRASS	100	4 hops
	NASTY MINE	50	2 hops

NOTE: There is no point loss for the above in (GAME-7) SPEEDLAP.

Other penalties and HANDICAPS are explained in each particular game. In the remainder of the instructions, the HANDICAP OPTIONS are referred to as (NHC), (SHC), or (LHC). If you have a (SHC) or (LHC), you will not be entitled to a Bonus or save high score feature.

--- (Game-1) STAR1000 ---

In STAR1000 the SUPERFROGS possess an additional SUPER POWER. They are able to build up energy and discharge it in the form of a PHOTON MISSILE. The object of the game is to score as many points as possible by blasting selected targets on the playfield (listed below).

To build up energy, you must press your joystick fire button with your joystick in the neutral position. Your SUPERFROG will bounce on his hind legs making an oscillating sound. The more energy you build up, the louder the oscillating sound will be, and your PHOTON will have a greater range when discharged. When the oscillating sound stops, you are almost at your maximum energy. At this point you must release your fire button. Be careful not to build up too much energy, or you will discharge your PHOTON on yourself. For this mishap THE CREATOR will deduct the following points from your score: (NHC) 1500 points, (SHC) 1000 points, or (LHC) 500 points.

To discharge your PHOTON properly, you must press your joystick fire button and simultaneously move your joystick in the direction desired (8 different directions). If you hit any of THE CREATOR'S bordering ALPHA-NUMERICS, he will deduct the following points from your score: (NHC) 900 points, (SHC) 600 points, or (LHC) 300 points. For a complete miss, he will deduct the following points from your score: (NHC) 150 points, (SHC) 100 points, or (LHC) 50 points. A hit on a NASTY TREE (TOP) will turn it into a LIFELESS TREE (TOP). The Rotating Red Star will appear every 10 seconds for approximately 2 seconds. For a hit on the following targets, THE CREATOR will award you at least the corresponding points:

ROTATING RED STAR	1000
DRONE - - - (ONE PLAYER GAME)	750
OPPONENT - - - (TWO PLAYER GAME)	500
NASTY TREE (TOP)	400
LIFELESS TREE (TOP)	200
NASTY GRASS	100
TREE BRANCHES	100
TREE TRUNK	100
BURNT TREE BRANCHES	50
BURNT TREE TRUNK	50
LIFELESS GRASS	50
NASTY MINE	50

In a ONE PLAYER GAME, THE CREATOR will place a SUPERFROG DRONE on the playfield as an additional target. Be careful, the DRONE maintains a constant supply of energy!

When a PHOTON is discharged, the power is "TOTALLY AWESOME", momentarily paralyzing all creatures. When a SUPERFROG is hit by his opponent's PHOTON, it will drain his energy below normal. When a SUPERFROG or DRONE is hit by his opponent's PHOTON, THE CREATOR will give him a PHOTON Protective Force Field (PPFF), turning him RED. He will retain his "PPFF" until he properly discharges a PHOTON. However, in a TWO PLAYER GAME he will retain his "PPFF", if his opponent's score is greater by 2000 points times the selected minutes of play. --CAUTION-- If you are next to a SUPERFROG or DRONE with a "PPFF" and try to blast him, your PHOTON will ricochet off his "PPFF" and hit you. For this mishap, THE CREATOR will deduct the following points from your score: (NHC) 1200 points, (SHC) 800 points, or (LHC) 400 points. Your photon will also ricochet off your opponent any other time he is red.

STAR1000 is not your average shoot-'em-up game. You should plan each PHOTON discharge wisely. Short range shots don't require a lot of energy. Energy build up takes time which is very valuable!

When the game is over, you will receive the STAR1000 Bonus IF you have met all BONUS REQUIREMENTS on page 4 and have at least one of the following corresponding scores!

1 MINUTE GAME	5000 points
2 MINUTE GAME	11000 points
3 MINUTE GAME	18000 points

***** STAR1000 (Bonus) *****

The STAR1000 Bonus contains one large scoring bonus level, called (STAR2000). Prior to the bonus, THE CREATOR will remove all NASTY GRASS, NASTY MINES, and NASTY TREES, then give you 200 bonus seconds. During the bonus, the Rotating Red Bonus Star appears every 5 seconds for approximately 2 seconds and is worth 2000 points. An adventurous player may find the secret of making this game more rewarding. Happy Hunting!

--- (Game-2) LOST-PIT ---

The object of the game is to score as many points possible by devouring the Flashing Snake. To accomplish this, you must move your SUPERFROG into the Flashing Snake's location. Each time you devour the Flashing Snake, THE CREATOR will award you 100 points. THE CREATOR will then place another Flashing Snake on the playfield in a new location.

When the game is over, you will receive the LOST-PIT Bonus IF you have met all BONUS REQUIREMENTS on page 4 and have at least one of the following corresponding scores!

	ONE PLAYER GAME	TWO PLAYER GAME
1 MINUTE GAME	1900 points	2800 points total
2 MINUTE GAME	3900 points	5200 points total
3 MINUTE GAME	5900 points	7600 points total

NOTE: During a TWO PLAYER GAME, the score for the bonus is based on the combined total of both players' scores. If a SUPERFROG is devoured by a NASTY TREE, the score required for the bonus will be based on a ONE PLAYER GAME.

*** LOST-PIT (Bonus) ***

The LOST-PIT Bonus contains 10 bonus levels. In BONUS-1 you receive 25 bonus seconds + (5 seconds times the original minutes of play). In each bonus level (2-9), you receive 30 additional bonus seconds. In each bonus level, you receive a selected amount of Bonus Snakes. You must clear the playfield of all Bonus Snakes before you proceed into the next bonus level. All Red Bonus Snakes are worth 200 points. The Flashing Bonus Snake is worth 200 points + (100 points times the bonus level). If you reach the tenth bonus level, you will find it slightly different and very rewarding.

BONUS 1, 3, 5, 7, and 9

Prior to each odd numbered bonus, THE CREATOR will revive all LIFELESS GRASS on the playfield and increase the speed of your SUPERFROG. For BONUS-1, THE CREATOR will place 1 Flashing Bonus Snake and 4 Red Bonus Snakes on the playfield. In BONUS 3, 5, 7, and 9, THE CREATOR will increase the amount of Red Bonus Snakes by 5 over the previous odd numbered bonus. Each time you devour the Flashing Bonus Snake, THE CREATOR will place another in a new location. Although Flashing Bonus Snakes are worth more points than Red Bonus Snakes, you have to decide which is more valuable--time or points. This decision could affect all your bonuses! In each odd bonus, when the last Red Bonus Snake is devoured, THE CREATOR will turn the Flashing Bonus Snake into a Red Bonus Snake.

BONUS 2, 4, 6, and 8

These bonus levels contain an exciting NEW type of adventure. You must locate and enter the Hidden Cavern. We hope you have a good memory --- this will be your only guide inside the Hidden Cavern. Next you must locate and enter the LOST-PIT, then devour a few dozen Red Bonus Snakes. If you devour all of the Red Bonus Snakes, THE CREATOR will prompt you to get out of the Hidden Cavern. Prior to BONUS 4, 6, and 8, THE CREATOR will revive all LIFELESS GRASS in the Hidden Cavern. We could give you more details, but it would spoil all the fun, mystery, and challenge of the LOST-PIT Bonus!

--- (Game-3) MINE-009 ---

In MINE-009, the SUPERFROGS are cursed with an unwanted power. The SUPERFROGS are constantly moving, and they leave a trail of NASTY MINES behind them; one for each hop. The only control you have is the 8 different directions the SUPERFROGS can move. THE CREATOR starts you with one of the following amount of points:

1 MINUTE GAME	2609 points
2 MINUTE GAME	4609 points
3 MINUTE GAME	6609 points
5 MINUTE NO-BO	20609 points

The object of the game is to retain the greatest amount of points possible by avoiding objects on the playfield. If you run into anything other than a NASTY TREE (TOP), NASTY MINE, or NASTY GRASS, you will "KER-BONK". You will know a "KER-BONK" when you hear it! When you "KER-BONK" into something, THE CREATOR will deduct one of the following points from your score! (NHC) 900 points, (SHC) 600 points, or (LHC) 300 points. Then THE CREATOR will remove all trailing NASTY MINES from the playfield and return the SUPERFROGS to their original starting positions. --CAUTION-- NASTY TREE (TOPS) don't know the meaning of "KER-BONK".

The SUPERFROG moves faster in this ONE PLAYER GAME. THE CREATOR makes this adjustment because two SUPERFROGS cover the same size playfield in a TWO PLAYER GAME. In a ONE PLAYER GAME, if you lose all of your points, the game will end. In a TWO PLAYER GAME, if you lose all of your points, you will be removed from the game and the other player will continue at the ONE PLAYER GAME speed.

When the game is over, you will receive the MINE-009 Bonus IF you have met all BONUS REQUIREMENTS on page 4 and have a score greater than zero.

MINE-009 (Bonus)

The MINE-009 Bonus contains 9 bonus levels. The name of the game will remain on the bottom of the playfield. The numbers will change during the bonus levels. The first number in "009" will indicate your bonus level. The second number will indicate the number of Bonus Stars on the playfield.

Before the bonus begins, THE CREATOR will remove all trailing NASTY MINES and NASTY TREES from the playfield. Then THE CREATOR will return you to your original starting position; place 9 Bonus Stars on the playfield, and give you 109 bonus seconds. The object of the bonus is to collect all or as many of the Bonus Stars possible. To collect a Bonus Star, you must move your SUPERFROG into the Bonus Star's location. Each time you collect a Bonus Star, THE CREATOR will award you 500 points.

If you collect all 9 Bonus Stars within a single bonus level, THE CREATOR will award you an additional (900 points times the bonus level) + (500 points times the original minutes of play). If you "KER-BONK" before you collect all 9 Bonus Stars, THE CREATOR will deduct 900 points from your score.

If either of the above occur, THE CREATOR will remove all trailing NASTY MINES from the playfield, return you back to your original starting position, and replenish the Bonus Stars back to 9, for the next bonus level. You will continue to advance into the next bonus level unless you utilize all your bonus time or you have played your ninth bonus. The higher the bonus level, the faster your SUPERFROG will move.

--- (Game-4) BUG-RAID ---

The object of the game is to eat all the Bugs that land on the playfield. To accomplish this, you must move your SUPERFROG into the Bug's location. Following is the amount of Bugs/point value for each game!

	ONE PLAYER GAME	TWO PLAYER GAME
1 MINUTE GAME	2 sets of 34 Bugs	2 sets of 83 Bugs
2 MINUTE GAME	4 sets of 36 Bugs	4 sets of 87 Bugs
3 MINUTE GAME	6 sets of 38 Bugs	6 sets of 91 Bugs
5 MINUTE NO-BO	10 sets of 42 Bugs	10 sets of 99 Bugs
	(50 points for each Bug)	(35 points for each Bug)

Each time you clear the playfield of a set of Bugs, you receive the next set of Bugs. In the TWO PLAYER GAME, if one of the SUPERFROGS is devoured by a NASTY TREE, each set of Bugs thereafter including their point value will be based on a ONE PLAYER GAME.

When all of the Bugs from the last set are eaten, you will receive the BUG-RAID Bonus IF you have met all BONUS REQUIREMENTS on page 4 and have at least one of the following corresponding scores!

1 MINUTE GAME	3250 points
2 MINUTE GAME	6900 points
3 MINUTE GAME	10950 points

If you have time remaining and no bonus, you'll receive extra Bugs.

*** BUG-RAID (Bonus) ***

The BUG-RAID Bonus contains 10 bonus levels. Prior to each odd numbered bonus, THE CREATOR will revive all LIFELESS GRASS on the playfield and increase the speed of your SUPERFROG. In each bonus level (1-9), you receive 20 additional bonus seconds, and the following amount of Bonus Bugs; 15 Bugs + (1 Bug times the original minutes of play) + (2 Bugs times the bonus level). The bonus level is displayed on the bottom of the playfield. The Bonus Bugs are worth 50 points times the bonus level. You must clear the playfield of all the Bonus Bugs before you proceed into the next bonus level. The tenth bonus level is slightly different and very rewarding.

--- (Game-5) GRASSBAT ---

ONE PLAYER GAME ONLY

Are you quick enough to catch the Fluttering GRASSBAT? You better be! Remember, bats have radar! Just when you think you have him, away he goes. The GRASSBAT is always on the move, flying at low altitudes to annoy you.

The object of the game is to catch the GRASSBAT as many times as possible in the time selected. To accomplish this, you must move your SUPERFROG into the GRASSBAT'S location. Each time you catch the GRASSBAT, THE CREATOR will award you 500 points. THE CREATOR will then remove the GRASSBAT from your clutches and place him in a new location. The number of times the GRASSBAT is caught will be displayed in the upper right hand corner of the playfield.

When the game is over, you will receive the GRASSBAT Bonus IF you have met all BONUS REQUIREMENTS on page 4 and have at least one of the following corresponding scores:

1 MINUTE GAME	5000 points
2 MINUTE GAME	10500 points
3 MINUTE GAME	16000 points

*** GRASSBAT (Bonus) ***

The GRASSBAT Bonus contains 5 bonus levels. The bonus levels are played just like the game. However, THE CREATOR will award you 500 points + (100 points times the bonus level) for each Bonus GRASSBAT. Before each odd bonus begins, THE CREATOR will revive all LIFELESS GRASS. The following list shows the amount of bonus seconds you receive for each bonus level and the minimum amount of GRASSBATS you must catch to advance into the next bonus level!

BONUS-1	150 seconds	25 GRASSBATS
BONUS-2	120 seconds	20 GRASSBATS
BONUS-3	90 seconds	15 GRASSBATS
BONUS-4	60 seconds	10 GRASSBATS
BONUS-5	100 seconds	ALL YOU CAN!

--- (Game-6) IT-N-RUN ---

TWO PLAYER GAME ONLY

Player NOT "IT"!

The word "GO" will appear in the lower corner of your side of the playfield. You receive 200 points each time you make 20 hops while your opponent is "IT". If you become "IT" before making 20 hops, no credit is given. Your objective is to avoid being tagged by or running into your opponent. If this happens, you're "IT". Also avoid running into other objects on the playfield. If you run into anything other than a piece of NASTY GRASS or a NASTY MINE, THE CREATOR will make you "IT". Be careful around the NASTY GRASS and NASTY MINES. If you get zapped by a piece of NASTY GRASS or run into a NASTY MINE, your opponent could tag you very easily while you are momentarily stunned.

Player that's "IT":

The word "IT" will appear in the lower corner of your side of the playfield. Your objective is to tag your opponent in as little time possible. Your SUPERFROG will blink continuously. Each time your opponent makes 20 hops, the word "IT" will appear in your SUPERFROG'S location. When this happens, you will lose one hop. This makes the chase more challenging! When you tag your opponent, you will receive 500 points if he was hopping, 100 points any other time. You will not receive any points if your opponent runs into you.

The first time you play the game, the player on the left starts out being "IT". In each game thereafter, the player starting out as "IT" will alternate.

In IT-N-RUN, THE CREATOR does not allow any NASTY TREES on the playfield. Only LIFELESS TREES are allowed.

NOTE! IT-N-RUN in the NIGHT-TIME option with NASTY MINES will be unlike any other tag game you have ever played.

--- (Game-7) SPEEDLAP ---

The object of the game is to complete the amount of laps selected in the least amount of time. To complete a lap, you must move your SUPERFROG around the track counterclockwise (the direction of the arrows) and pass over the start/finish line which is the first set of arrows on the bottom of the playfield.

If you move your SUPERFROG in the wrong direction, you will only go back as far as the start/finish line. At this point, you will no longer be able to move in the wrong direction.

In SPEEDLAP, THE CREATOR does not allow any NASTY TREES on the racetrack. The NASTY TREES are replaced by LIFELESS TREES. THE CREATOR will not deduct any points for running into a NASTY MINE or if you are zapped by a piece of NASTY GRASS, only valuable time will be lost. ** (See HANDICAP-(time loss), page 7) **.

SPEEDLAP contains a low elapsed time (E.T.) which is recorded with your three initials for each of the 1, 5, and 15 lap races in both the DAY-TIME and NIGHT-TIME options.

If you do not complete the amount of laps selected within 999 seconds, the game will end.

NOTE: SPEEDLAP in the AUTOPLAY mode should be of interest to those who enjoy the TRACK!

INDEX

	page
BONUS REQUIREMENTS	4
BONUSES	
BUG-RAID	14
GRASSBAT	15
LOST-PIT	11
MINE-009	13
STAR1000	9
CONTROL MODES	
AUTOPLAY	7
DEMOS	7
U-CONTROL	7
GAMES	
BUG-RAID	14
GRASSBAT	15
IT-N-RUN	16
LOST-PIT	10
MINE-009	12
SPEEDLAP	17
STAR1000	8
HIGH SCORES	
RECORDING	4
ERASING	3
INTRODUCTION	2
LOADING INSTRUCTIONS	3
MENU	
INSTRUCTIONS	3
RETURN TO See (STARTING THE GAME)	4
OPTIONS	
DAY and NIGHT	5
GAME and PLAYER	5
HANDICAP	7
MINE and TREE	5
PLAYFIELD	6
TIME and LAP	6
RESTARTING See (STARTING THE GAME)	4
TIME-OUT See (STARTING THE GAME)	4

LIMITED WARRANTY

ULTRABASIC, INC. will replace this diskette free within 90 days of purchase if defective in material or manufacture, provided it is returned POSTPAID with the proof of purchase to ULTRABASIC, INC. This warranty shall not apply if this diskette has been subjected to misuse, damage, excessive wear, or has been modified by anyone other than ULTRABASIC, INC.

Following the 90 day warranty period or if the diskette has been subjected to misuse, damage, or excessive wear, ULTRABASIC, INC. will replace the defective diskette for a replacement fee of five dollars (\$5.00), provided the defective diskette is returned POSTPAID with proof of purchase to ULTRABASIC, INC.

NOTICE

All ULTRABASIC Programs are sold on an "AS IS" basis without warranty of any kind. ULTRABASIC, INC., its authorized dealers and distributors shall have no liability or responsibility to any person or entity with the respect to any liability, loss, or damage caused or alleged to be caused, directly or indirectly, by computer programs and/or related informational materials.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

ULTRABASIC, INC. reserves the right to make improvements in this manual or the product described in this manual at any time without notice.

This product is copyrighted, all rights reserved. No part of this manual or the product described in this manual may be copied or reproduced without the prior written consent of ULTRABASIC, INC. Copyright 1985 ULTRABASIC, INC.

SUPER FROGS™

7 DIFFERENT EXCITING GAMES
1 AND 2 PLAYER OPTIONS
DAY AND NIGHT OPTIONS
4 TREE AND MINE OPTIONS
5 PLAYFIELDS AND 2 RACETRACKS
4 TIME OPTIONS AND 3 LAP OPTIONS
3 HANDICAP OPTIONS (EACH PLAYER)

OVER 10,000 VARIATIONS

ALSO INCLUDES:

A SAVE HIGH SCORE FEATURE, PLUS AN AUTOPLAY AND DEMO MODE

*THESE SEVEN GAMES CONTAIN
SPEED, GREAT GRAPHICS AND SOUND EFFECTS
AMAZINGLY WRITTEN IN 100% BASIC LANGUAGE !!!!!!!*

SUPERFROGS is a trademark of ULTRABASIC, INC.

ULTRA BASIC™