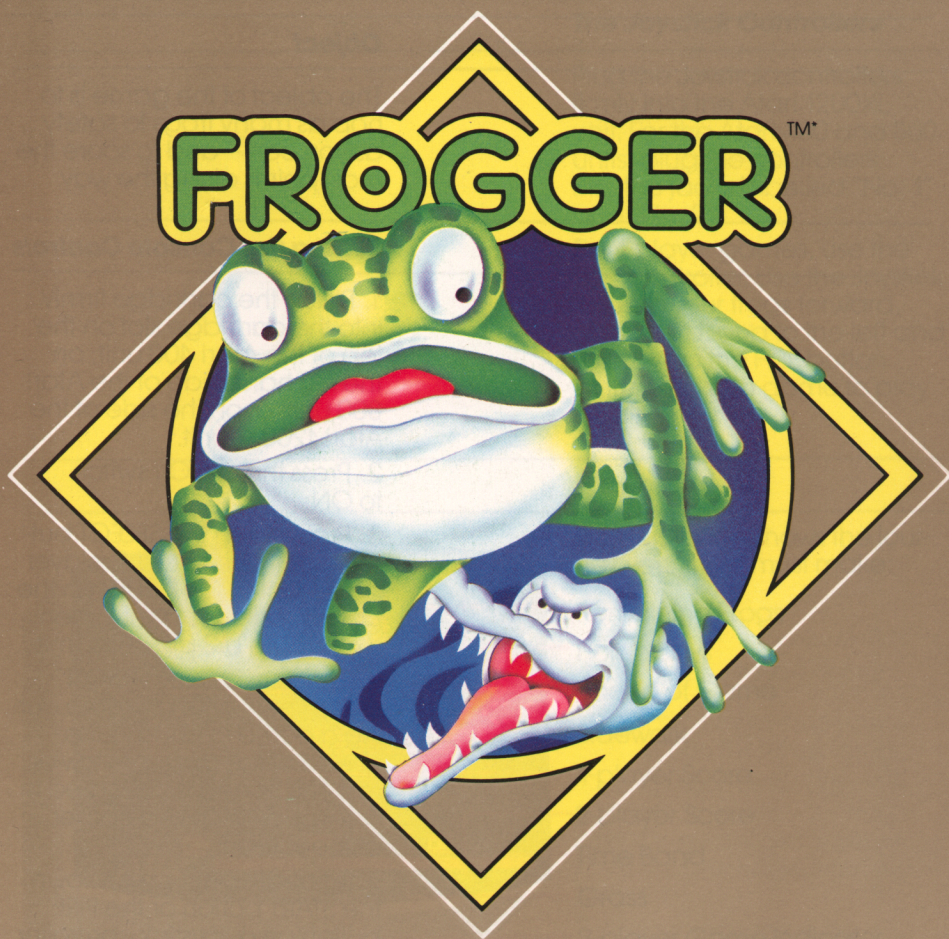

P A R K E R B R O T H E R S

ARCADE/ACTION
S O F T W A R E



CARTRIDGE FOR ATARI® HOME COMPUTERS

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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. Place the cartridge firmly into the cartridge slot on the top of the Atari 400 unit; on the left-hand side of the Atari 800 unit; or on the side of the Atari 1200XL unit.
2. Press the ON/Off switch to ON.
3. Press down the SELECT button to choose a 1- or 2-player game. You'll see "2 UP" on the bottom center of the screen to indicate a 2-player game.
4. Press down the OPTION button now or at any time during a game to choose the speed of the game—slow or fast. The speed is indicated in the upper left-hand corner of the screen.
5. To begin play, press down the START button or the FIRE button on a Joystick controller.

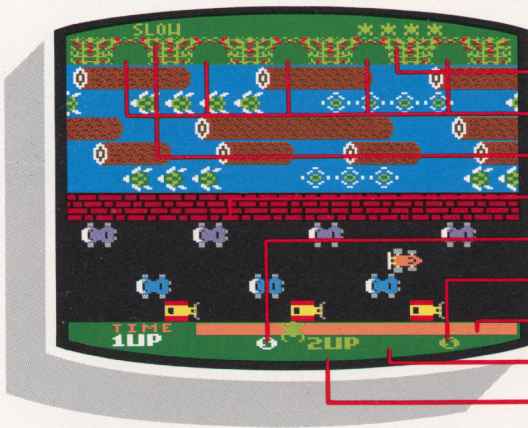
The Joystick Controllers

Plug the Joystick controllers firmly into the Atari 1200XL unit. For the Atari 400 and 800 units, plug the controllers into the jacks labelled "No. 1" and "No. 2."

For 1-player games, use the LEFT controller. Use the Joystick to jump your frogs forward, backward, and to the left and right. Press the FIRE button at the end of a game to play again.

Playing

This Illustration shows the journey your frogs must make:



Remaining Frogs

Home Bays

Speed of Game

Sidewalk

1-player Score

2-player Score

Time Band

Grass

2-player Game Indicator

Start the game with 5 frogs. The first frog is on the grass; the remaining frogs are shown on the upper right-hand corner of the screen.

Time Band

You have approximately 30 seconds to get a frog home. The time band—located next to the word “TIME” at the bottom of the screen—keeps track of the time. When you have only a few seconds to get a frog home, you’ll hear a warning sound. If time runs out before you get a frog home, you’ll lose that frog.

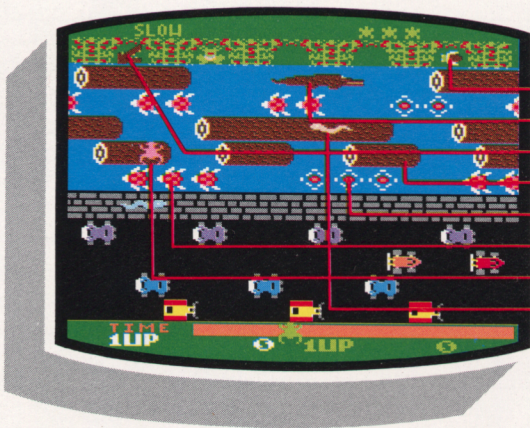
From Grass to Sidewalk

When the music begins, so does the time band—so start hopping! But you’ll lose your frog if it touches any part of a vehicle or is run over.

From Sidewalk to River

Hop your frog forward or backward onto the logs or turtles on the river. You can jump sideways on a log or row of turtles, but you’ll lose your frog if you jump sideways off the end of a log or row of turtles. Be sure you jump your frog off a river object *before* you reach the left or right side of the screen. If you don’t, you’ll lose your frog.

Be careful of the diving turtles. It’s okay to jump onto the back of a partially submerged turtle, but you’ll have to hop off before the turtle dives.



While crossing the river, you can score bonus points by hopping your frog *exactly* onto the pink "lady" frog and taking her home. But watch out for the alligators and snakes. It's okay to jump on the back of an alligator or snake, but not on their heads.

- Bonus Fly
- Alligator
- Alligator Head
- Logs
- Diving Turtles
- Turtles
- Lady Frog
- Snakes

From River to Home Bay

When leaping into a home bay, watch for these things:

- 1. Jumping Home:** Hop into a home bay when your frog is *directly* in front of it. If your frog hits the sides of the bay, you'll lose him.
- 2. Occupied Home Bay:** A frog can't jump into a home that's occupied by another frog.

3. Alligator's Head: When an alligator's head shows, it's not safe for your frog to jump in.

4. Bonus Fly: When you hop into a home bay that has a fly in it, you score bonus points.

Game Difficulty

After you bring 5 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 snakes will appear on the sidewalk and logs.

To Play Again

Press the FIRE button to play again. To change the game's speed or number of players, refer to "SETTING THE CONSOLE CONTROLS."

Two-Player Games

The left player goes first; players then alternate turns after a player loses a frog. The left player's score is on the bottom left side of the screen; the right player's score is on the bottom right side of the screen.

Scoring

Successfully jumping a frog
forward 10 points
Successfully jumping a frog
into a home bay . . . 50 points
Successfully jumping five frogs
home 1000 points
Rescuing a pink "lady"
frog 200 points
Eating a bonus fly 200 points
Taking a frog home before its
time is up 10 points
per remaining second

Strategy Tips and Service Information

If you would like tips on Frogger game play strategy or have any questions or comments about Frogger or other Parker Brothers software, write to the Consumer Response Department in the location nearest you:

In the U.S.A.: Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

In Australia and New Zealand: Toltoys Pty. Ltd., 104 Bourke Road, Alexandria, N.S.W. 2015.

In the United Kingdom: Palitoy Company, Owen Street, Coalville, Leicester, LE6 2DE England.

If you should have any difficulty operating or playing FROGGER, call our Electronic Service Department at these toll free numbers:

In Massachusetts 1-800-892-0297

All other states (except
Alaska, Hawaii, or Canada) 1-800-225-0540

Lines are open 8:30 a.m. to 4:30 p.m. (EST) Mon.-Fri.
(excluding holidays).

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