

Frogger

INSTRUCTION

1. THE STORY "HE'S BACK!"

The original Frogger is ready to retro hop his way into dot matrix Pen Game action. You must carefully guide the tongue-lashing amphibian past a congested highway where one wrong move means instant road kill. Once you clear the highway it's on to the riverbed where you must piggyback logs and turtles to get Frogger home safe. The pressure is high and the action is fast so don't croak!

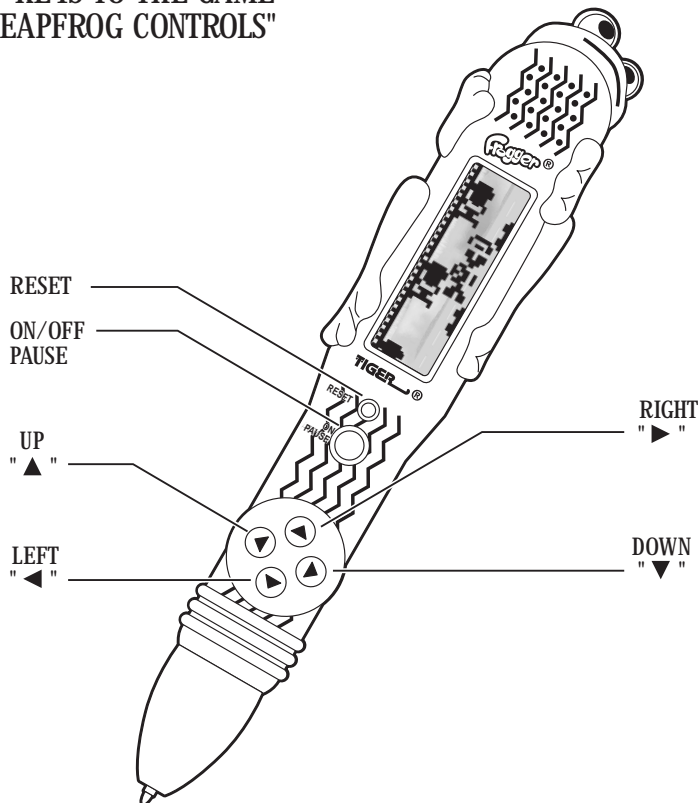
2. THE OBJECT OF THE GAME "TIME TO HOP TO IT!"

The objective of the game is to guide Frogger past traffic and across a river to his five home locations. You can move Frogger left, right, up, and down to avoid all the dangers. The game will end when your last Frogger has died.

The playing field is broken up into two main sections. The first main section is a busy highway. The second section is a river filled with logs, turtles, and sometimes alligators. You must move Frogger past the lanes of speeding cars and a river of moving logs, turtles and alligators to get to his five home locations. Once you successfully get to all five home locations the difficulty of the playing field will increase.

The game starts with one Frogger on the playing field, plus 2 additional Frogs in reserve. When you lose a Frogger in battle, the next Frogger is taken from your reserve. If you lose all the Frogs, it's GAME OVER. Additional Frogs are earned every 10,000 points scored.

3. KEYS TO THE GAME "LEAPFROG CONTROLS"



ON/OFF AND PAUSE

- to turn on the game.
- hold the button down for 2 seconds to turn the game off.
- to start the game.
- to confirm sound, music, and level selection.
- to pause the game during play.

"▲"

- to move Frogger up.

"▼"

- to move Frogger down.

"◀"

- to move Frogger left.
- to turn the sound to the on position.
- to turn the music to the on position.
- to cycle through the level selection.

"▶"

- to move Frogger right.
- to turn the sound to the off position.
- to turn the music to the off position.
- to cycle through the level selection.

RESET

- to reset the game if your unit malfunctions.

4. HOW TO PLAY

Press the START button to turn on the game. The Frogger logo will first appear and the high score will be displayed.

To begin play or restart, press the START button. This will first bring up the sound On/Off option, then the music On/Off option, and the level selection. After you have confirmed your level selection the game will start.

Direct Frogger past busy rush hour traffic and across a riverbed to his five home locations.

Use your control buttons to help you:

- "▲" --to move Frogger up.
- "▼" --to move Frogger down.
- "◀" --to move Frogger to the left.
- "▶" --to move Frogger to the right.

Your Frogger Pen Game also has a built in toy mode. If you press any of the four direction buttons you will hear a sound effect from the game.

TRAFFIC SECTION.

When the game starts, Frogger will appear at the bottom of the screen just before the highway. This is a safe point. There won't be any oncoming cars so you can move left or right to set up his first forward jump into the first lane of traffic. The Traffic section itself is made up of four lanes of cars moving in opposite directions. As the game progresses the cars will travel at different speeds and the flow of traffic will increase. Frogger will lose a life if he gets hit by one of the oncoming cars. If you're able to get Frogger past the highway it's on to the river section.



ONE WRONG MOVE AND YOU'RE INSTANT ROAD KILL.

RIVER SECTION

The river section is made up of logs, turtles and alligators moving left and right in the riverbed. You must guide Frogger on top and past the various floating items to get to each of the five home locations. If you're riding on top of a log or turtle too long and they touch the edge of the screen, you will instantly lose a life. Sometimes the turtles will dive underwater for a few seconds. If you're riding on the turtles when they dive underwater you will lose a life. You will also lose a life if you don't time the jumps perfectly and land in the water.



DON'T RIDE ON THE TURTLES TOO LONG, UNLIKE THE TURTLES FROGGER CAN'T SWIM.

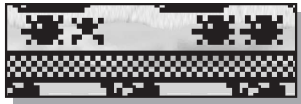
HOME LOCATION

You must get past the river section to each of the five home locations. Each home location will be evenly spaced across the entire top section of the screen. The first home will be in the upper left-hand corner of the screen and the last home will be in the upper right hand corner of the screen. The center three home locations will be evenly spaced between the first and last home. Once you get into one of the home locations a large frog icon will appear in that home and that you must now get into the other four homes. Please Note: Frogger can't go into the same home location twice. Once you have gotten Frogger into all five locations the game will start at over and the difficulty and speed of the objects will increase.



YOU MUST TIME YOUR JUMPS PERFECTLY IF YOU WANT TO GET FROGGER HOME.

At the start of the second level, alligators will randomly appear in one of the five home locations. When the alligator is in the home location, you can't score in that location. If you attempt to jump into that home location it will result in instant death.



WATCH OUT FOR THE ALLIGATORS GUARDING THE HOME LOCATIONS.

5. SCORING " FROG IT OVER"

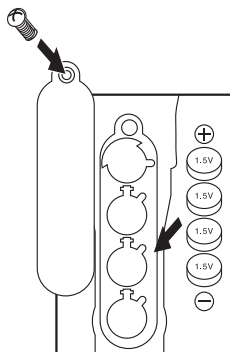
A running score is kept throughout the game. Points are awarded:

- 1) 20 points/ reaching median row (this number increases by 5 for each level, #1- 20 points, #2- 25 points, #3- 30 points.....etc.).
- 2) 500 points/ getting Frogger in one of the five home locations (this number increases by 50 for each level, #1-500 points, #2- 550 points, #3- 600 points.....etc.).
- 3) 4000 points/ level completed (this number increases by 500 for each level, #1-4000 points, #2- 4500 points, #3- 5000 points.....etc.).
- 4) 1000 bonus points/ level completion without loss of life.

A high score screen displays the highest score reached, with a default high score of 500 points. If the player has set the new high score, the high score window will appear immediately after the game.

6. INSERTING THE BATTERIES

To insert the batteries, have an adult open the battery compartment cover at the back of the game. (Remove the screw holding the battery door onto the back of the game unit and remove the door.) Insert 4 x LR44 OR G13A battery or equivalent (Battery included) as shown.



WARNING:
CHOKING HAZARD - SMALL PARTS.
NOT FOR CHILDREN UNDER 3 YEARS.

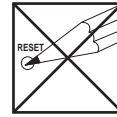
TO ENSURE PROPER FUNCTION :

- DO NOT MIX OLD AND NEW BATTERIES.
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
- BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
- NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE).
- RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT (IF REMOVABLE).
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY.
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED.

CAUTION/DEFECT OR DAMAGE



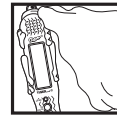
High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the RESET switch. Use a ball-point pen.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Clean only with a piece of soft dry cloth.

Replace battery at the first sign of erratic operation.

If a part of your NABOO ESCAPE is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. 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 expedite your return promptly.

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.\$9.00. 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 Electronics, Ltd. Repair Dept.
980 Woodlands Parkway, Vernon Hills,
Illinois 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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