

FROG POND

ATARI GAME PROGRAM INSTRUCTIONS



ATARI

CX 2665

COMPLETE
GAME PLAY
INSTRUCTIONS

ONE AND TWO-
PLAYER GAMES

1. A CALM DAY IN THE POND

What could be better? A beautiful sunny day, some lily pads, and PLENTY of yummy bugs! When the bugs approach, you set yourself up and JUMP to catch a snack with your long tongue. As the day goes by, the bugs are wise to your tricks. Be careful, the dragonflies are not easy to catch. Miss too many bugs and its goodnight pond!

2. GAME PLAY

The object of the game is to catch as many bugs as you can and score the highest possible points. Different insects are worth different scores. The bugs will stay and fly around for a short time after they arrive, but must be eaten before they disappear into the distance. The game is over when the player misses a determined number of bugs. In the two-player game, the frog with the highest score is crowned Top Frog.

3. CONTROLLING YOUR FROG

Use your joystick controller with this ATARI Game Program cartridge. Be sure to plug the controller cables firmly into the jacks at the back of your Video Computer System. Hold the controller with the red fire button to your upper left toward the television screen. Use the LEFT CONTROLLER jack for one player games. See Section 3 of your owner's manual for further details.

Use the joystick to move the frog left and right on the screen. Use the red controller (fire) button to make your frog jump into the air and catch bugs with his tongue.

Up and down are not used in this game.

4. CONSOLE CONTROLS

GAME SELECT SWITCH

To select a Frog Pond game, press down the game select switch. The game number and the number of players appears at the top of the screen. The game number is on the left; the number of players is on the right.

GAME RESET SWITCH

Once you have selected a game number, press down the game reset switch. Each time the game reset is pressed, the game starts over. After the game starts, the score appears at the top of the screen.

DIFFICULTY SWITCHES

Frog Pond has two difficulty levels, a and b. The b level is normal game play for beginning players. The a level offers a bigger challenge with more aggressive insects and shorter times to catch them.

TV TYPE SWITCH

The TV TYPE SWITCH is not used in this game.

5. SCORING

Points are determined by the insect you eat. Points are scored as follows:

Slow Fly	1 POINT
Mosquitoes	2 POINTS
Moths	4 POINTS
Gnat Swarm	8 POINTS
Fast Fly	8 POINTS
Dragonflies	16 POINTS

6. GAME VARIATIONS

Games 1 and 3 are single player games. Games 2 and 4 are for two players. In games 1 and 2, you may only miss 6 insects, while in games 3 and 4 you may miss up to 9 before the game ends.

7. HELPFUL HINTS

Practice in game 3 and master the angle of the jump needed to catch an insect. Once you have mastered the proper space and timing, try your skills on game 1. You will not see all of the insects at first; keep playing. The insects start to anticipate your moves and will jump out of reach. Be ready, and go get them!



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