

THE OFFICIAL

FROGGER™

by **SEGA**®

IBM VERSION
BY
OLAF LUBECK

THE GAME

SIERRA VISION™

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...SWOOOOOOOOSH... "Oh good grief!!! Did you see that?!", he uttered between gulps to no one in particular.

"That one barely ...SWOOOOOOOSH... missed me; I'll never make it even to the curb," he blurped, while the red 12 wheeler streaked past him.

"What madness, I WANT MY LILYPAD. HELP!!!," he shrieked, "Somebody get me home, FAST; just follow the directions below."

TO BEGIN PLAY

DISK

1. Be sure the monitor is connected to the computer with the cable.
2. Insert the disk into the disk drive.
3. Turn on the power to the computer and the monitor.

PRESS ◀F10▶

or

PRESS ◀SPACE▶ BAR

For the Options Menu

To start game using keys
set by program

OPTIONS MENU (Option keys on left of keyboard)

- F1 Redefine keys
- F2 Joystick Select
- F3 Skill level: Normal, Advanced or Expert
- F4 Display High Scores
- F5 Pause during game; Press any key to resume
- F6 Background color select during game
- F7 Toggles sound on and off during game
- F10 Displays Option Menu

DEFAULT KEYS

If you did not go to the Option Menu, the keys defined by the program are:

 = Up;  = Down;  = Left;  = Right.

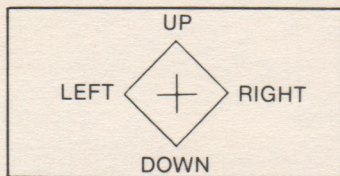
CONTROLS

KEYBOARD (Option F1)

Screen will ask you to define the keys for "up", "down", "left", "right".

JOYSTICK (Option F2)

The joystick must be plugged into the port adapted to your computer if you desire to use one. Directions on how to use your joystick will appear on the screen.



Adjust your joystick
until cross is centered
in the diamond.

You cannot use the joystick and keyboard at the same time.

SKILL LEVEL (Option F3)

Select your level of skill and speed of game: Normal, 5 Frogs; Advanced or Expert, 3 Frogs.

PRESS ◀ANY KEY▶

(To start)

HOW TO PLAY FROGGER

1. Move frog vertically or horizontally using joystick or selected keys on the keyboard.
2. Object is to safely maneuver frog to his home within the allotted time (120 beats of the timer).
3. Cross the highway without getting run over, and cross the river without falling in.
4. Avoid traffic, deadly snakes, otters, crocodiles, and the treacherous diving turtles.

SCORING

Forward Jump	10 Points
Home Safe	50 Points
Beating Timer	5 Points
(Per beat)	

BONUS POINTS

Escorting Lady Home	200 Points
Gobbling Insect	200 Points
Getting All 5 Home	1000 Points

An extra frog every five levels.

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