

GAME BOY [®] **COLOR**

Nintendo[®]

CGB-BH2E-USA



INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

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EVERYONE

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THIS GAME PAK WILL WORK ONLY WITH THE GAMEBOY® COLOR VIDEO GAME SYSTEM.



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Thank you for purchasing Frogger® 2 for the Nintendo® Game Boy® System.

Before starting, please read through this manual carefully, and keep this instruction booklet for future reference.

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Introduction

FROGGER® 2 for the Nintendo® Game Boy® COLOR System hops into action where the best selling **FROGGER®** left off. Now, journey with Frogger and his friend Lillie Frog deep beneath the surface of the Earth on a quest to rescue their Lost Baby Frogs! With multiple scrolling levels of play and numerous adventure-style puzzles to solve, **FROGGER® 2** will keep you hopping back for more fun every time!



Getting Started

To get started with Frogger® 2, please begin with the following:

1. Making sure your Nintendo® Game Boy® COLOR System is turned off, plug the FROGGER® 2 Game Pak into the Nintendo® Game Boy® COLOR System.
2. Turn on your Game Boy. In a few moments the Hasbro Interactive Logo Screen should appear.
3. When you see the FROGGER® 2 Title Screen, press START until the Player Selection Screen appears.

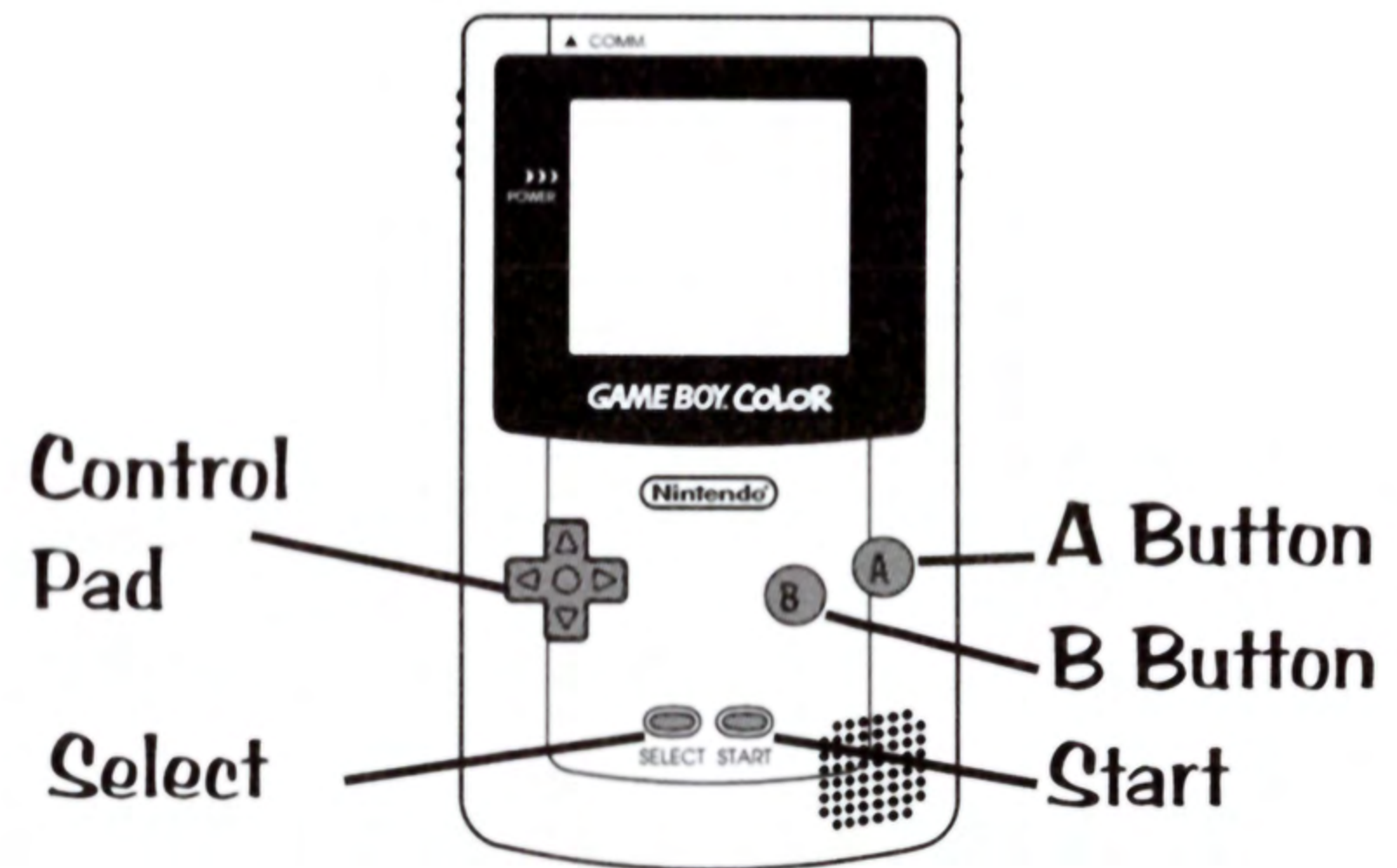


Title Screen

Controller Functions

The following details the basic controller functions for FROGGER® 2:

- * Control Pad UP
 - * Control Pad DOWN
 - * Control Pad LEFT
 - * Control Pad RIGHT
 - * START
 - * A/B Button
- Hops Frogger or Lillie Frog up
 - Hops Frogger or Lillie Frog down
 - Hops Frogger or Lillie Frog towards the left
 - Hops Frogger or Lillie Frog towards the right
 - Pause / unpause game / Select Options
 - Display Game Tips



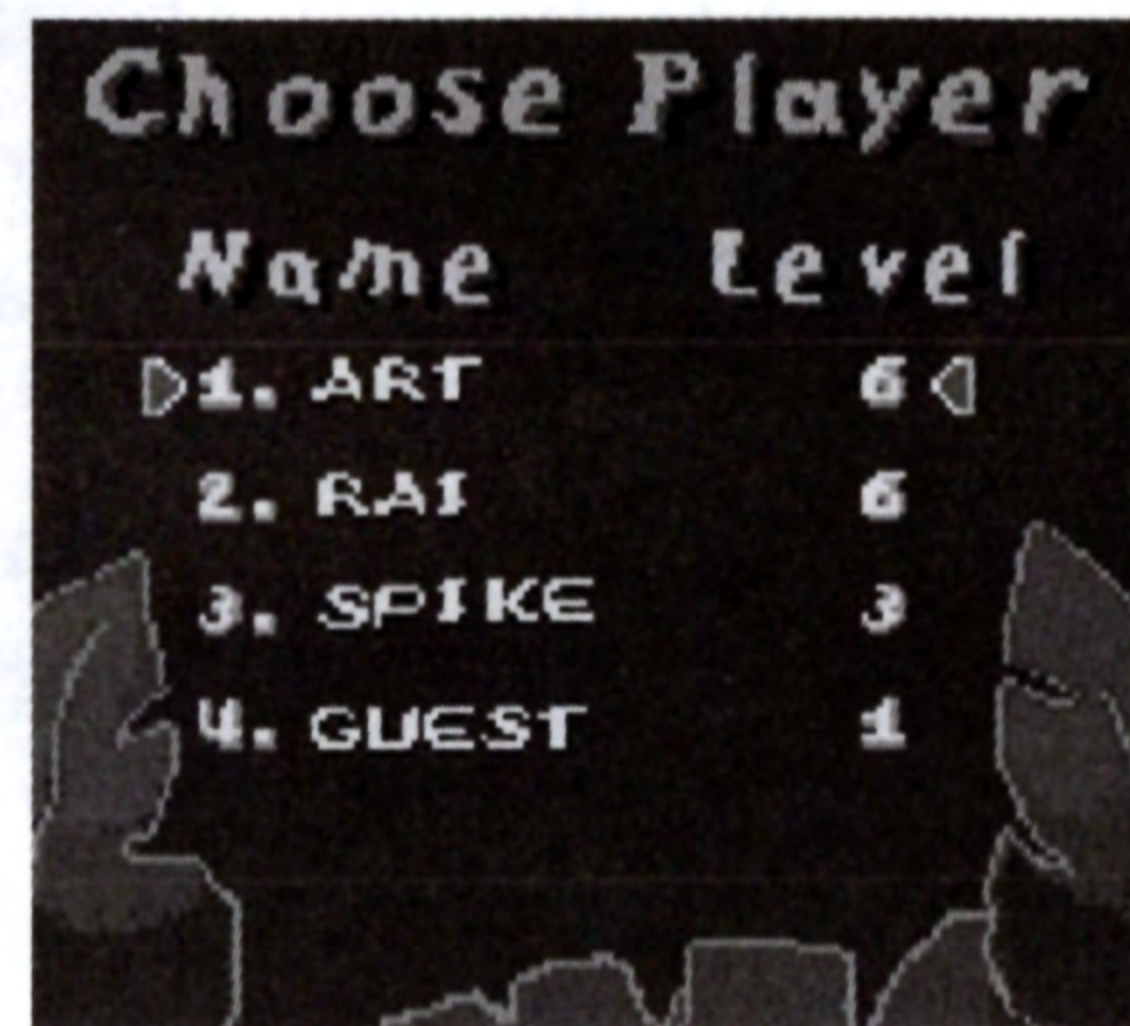
Player Selection

On the Player Selection Screen, you can select to play a previously saved game, or start a new game. FROGGER® 2 allows you to save up to three different games at one time. Each of these saved games is stored in one of three "Memory Slots." As the game progresses, information pertaining to your current game is automatically stored in the selected Memory Slot. The Level number following the Name information indicates the Level at which play will resume.

If the Name and Level information for a given memory slot is blank, that Memory Slot is empty.

Selecting it will cause it to become filled with information pertaining to the game about to be played.

Selecting "Guest Player" allows the game to be played without altering any saved game information in the three Memory Slots.



Player screen

- * Press UP/DOWN on the Control Pad to highlight either Option.
- * Press START to select the desired Option.

Name Entry

On the Name Entry Screen, you can enter your name for use on the High Score Screen.

- * Using the Control Pad, move the on-screen box icon to the desired character.
- * Press the A Button to enter the selected character onto the Name Entry Line.
- * Select the "Left Arrow" character to move the cursor one position to the left.
- * Select the "Right Arrow" character to move the cursor one position to the right.
- * Select the "End" character to enter the desired name.



Name Entry

Main Options

On the Main Option Screen, you can choose from a variety of options. Depending upon when this screen appears, not all options will be available.

- * Press UP/DOWN on the Control Pad to highlight each Option.
- * Press START to select the desired Option.

Play

Selecting this option begins the game. If a previous game was selected from one of the three Memory Slots, the game will begin at that game's last Continue Point. If an empty Memory Slot or the "Guest Player" Option was selected, the game will begin at Level 1.

Options

Selecting this displays the Game Options Screen. (Please refer to the GAME OPTIONS section of this Instruction Booklet.)

Records

This option allows you to view the Records Screen. (Please refer to the RECORDS section of this Instruction Booklet.)



Main Options

Visit Level

This option allows you to revisit any previously completed Level.

Edit Name

Selecting this option allows you to edit the name associated with the chosen memory slot. (Once the Name Entry Screen has appeared, please refer to the **NAME ENTRY** section of this Instruction Booklet for details on editing the current name.)

Erase Data

Selecting this displays the Erase Data Screen. (Please refer to the **FROG DATA** section of this Instruction Booklet for details on erasing data.)

New Game

Selecting this option begins a new game.

Game Options

On the Game Option Screen, you can choose from a variety of additional options.

- * Press UP/DOWN on the Control Pad to highlight each Option.
- * Press RIGHT/LEFT on the Control Pad to view the available option choices.
- * Press START to select the desired Option.



Game Options

Sound

This option allows you to turn on and off the game sounds effects.

Music

This option allows you to turn on and off the game music.

Visit Lives

This option allows you to select the number of lives you will start with when revisting a Level by way of the Visit Level Option.

Character

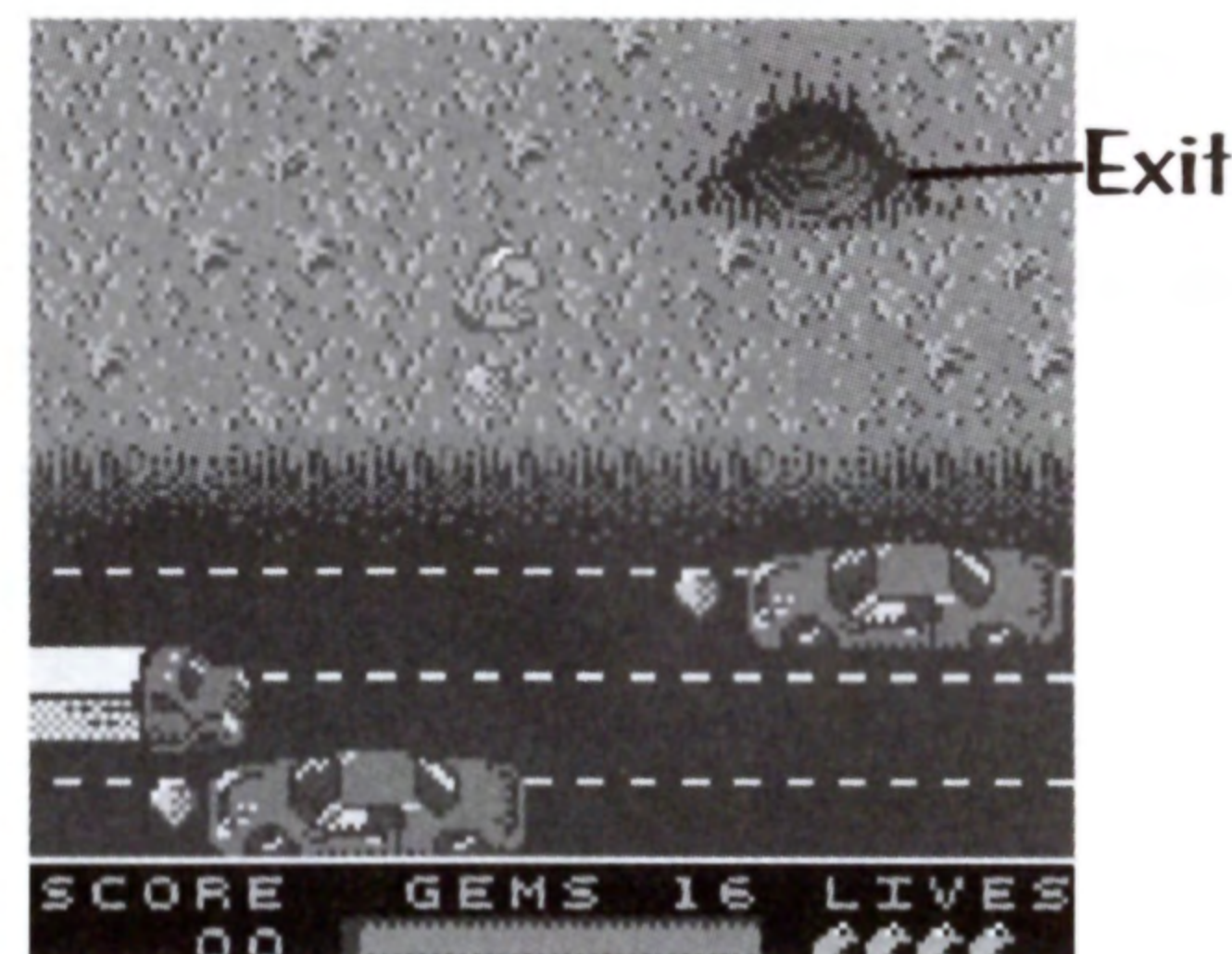
This option allows you to choose Frogger or Lillie Frog.

Playing the Game

The goal of each Level is ultimately to maneuver either Frogger or Lillie Frog into the safety of the exit located at the end of each Level. Once you have successfully maneuvered your frog into the exit, the remaining time on the Timer Bar will be added to your score and you will advance to the start of the next Level or World.

If at any time during play your frog is hit by traffic, falls into the water, falls off a ledge or is otherwise killed, you will lose that frog and will begin at the location of the last Checkpoint or at the start of the current Level. If there are no frogs remaining, the game is over.

Press **START** at any time during play to pause the game. Press **START** once again to take the game out of pause and resume play.



Game Screen



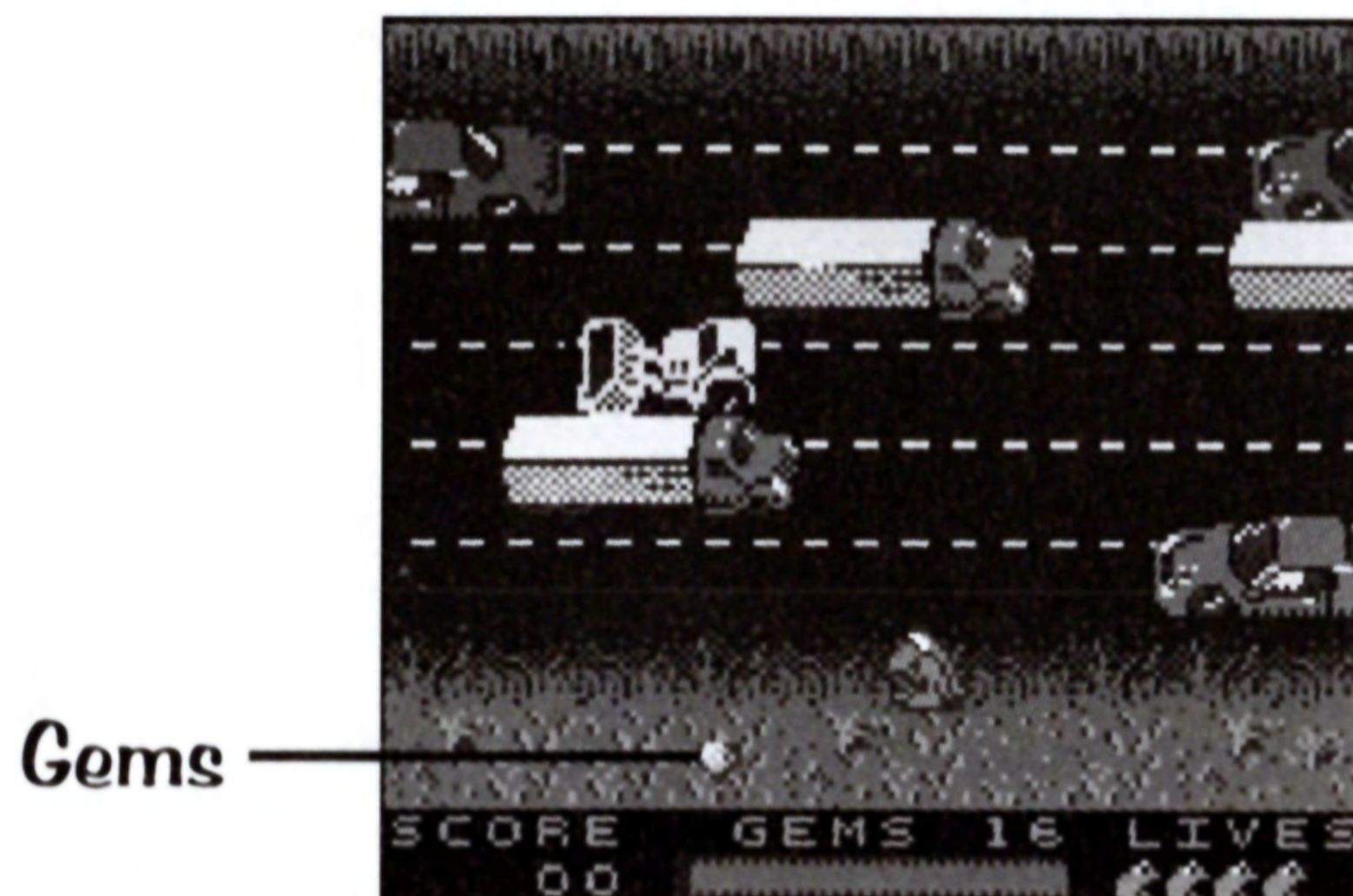
At the bottom of the Main Game Screen is the Status Area. Here, you can keep track of the following information:



- * **Score:** This represents your current score.
- * **Lives:** This indicator represents the number of lives you have in reserve.
- * **Gems:** This indicator represents the number of gems remaining in the current Level.
- * **Timer Bar:** This indicates how much time you have to successfully complete the Level. If time runs out, you will lose your current frog.

Collecting Gems

While searching for the lost Baby Frogs, you may collect Gems along the way. These collectibles, scattered throughout each Level, can reward you with additional time, a higher score, and the location of the lost Baby Frogs.



Game Screen



In FROGGER® 2, you must successfully journey through the following five (5) Worlds of play in order to rescue all five Baby Frogs:

The Pond

In The Pond, avoid all automobile traffic by hopping quickly between the moving cars and trucks. Once across the roads, hop onto the logs, turtles, and lily pads to make it to safety. Beware of slippery oil spills, sinking turtles, and slithering snakes.

The 'Gator King's Lair

In The 'Gator King's Lair, avoid rolling boulders and the heads of hungry gators while solving the mysteries of the floating stones.



The Gator King's Lair

The Ice Caves

In The Ice Caves, seek the way across sheets of slippery ice while avoiding freezing water and jumping fish. Use the floating blocks of ice and lounging penguins to transport you to safety.



The Ice Caves

The Lava Pits

Here deep underground, avoid rolling lava boulders and giant insects. Carefully maneuver the perilous mazes as you journey onward. Use the cooled lava rocks to cross the molten rivers.

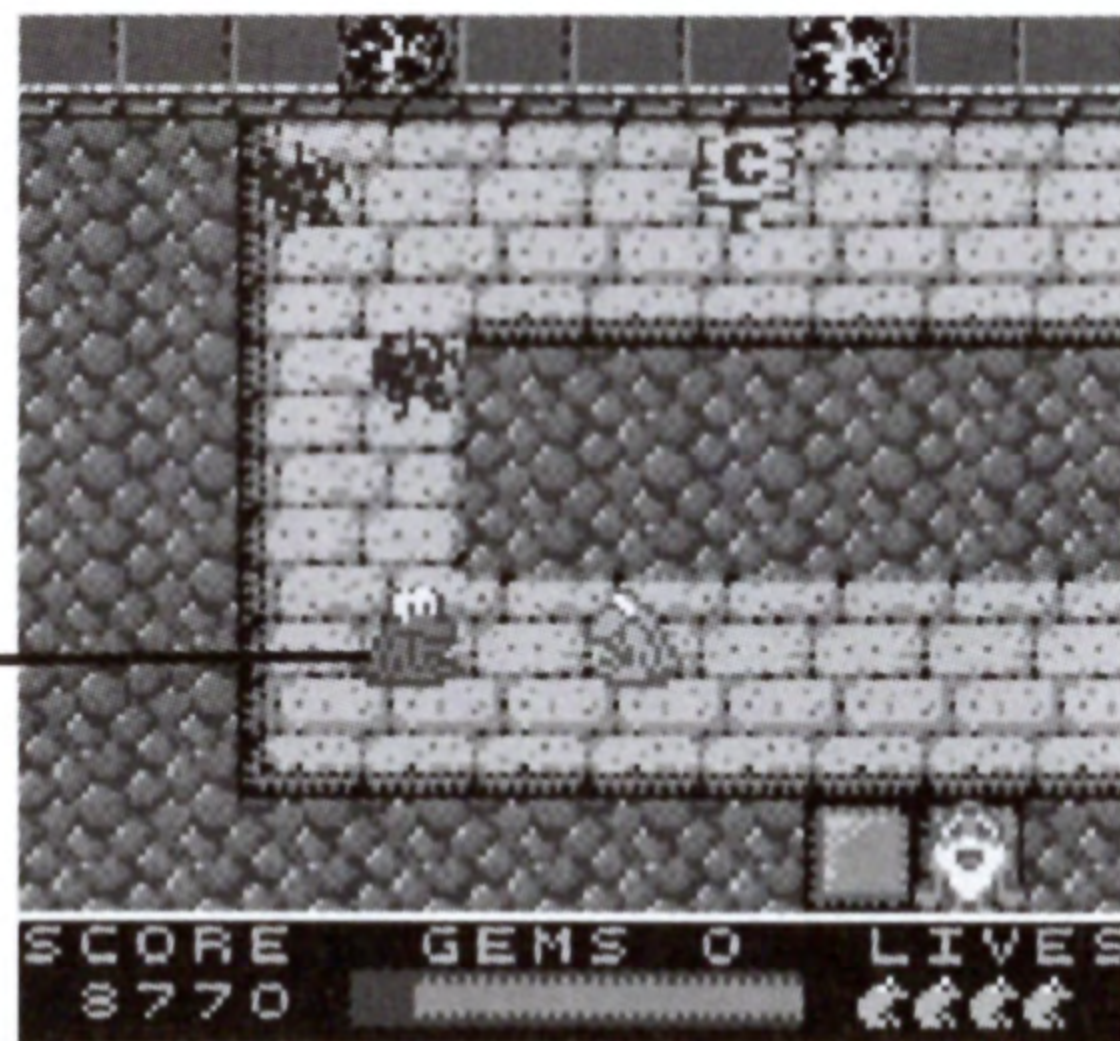


The Lava Pits

The Lost Mines

In this, the final World, ride in moving mine cars, upon flying birds, and maneuver through numerous mazes while searching for the last Baby Frog. Also, avoid journeying off the brick pathways.

Treasure Rooms



Treasure room

Baby Frog

At the end of each World, you must successfully complete one of five (5) Treasure Rooms. In here, you must collect all of the Gems to reveal the missing Baby Frog. Once revealed, the Baby Frog will be located somewhere within the Treasure Room. To collect the Baby Frog, simply maneuver your frog to the location of the Baby Frog. Use the moving conveyors to help transport you to various sections of the Treasure Room. Watch out, one wrong step off the safety of the path and your history!



Continue Points



 Located through the Levels are Continue Points. Picking up one of these indicates the Level at which the player will return when resuming play.

Note:

When resuming play, you will return to the Level where you collected your last continue point.



Checkpoints



Located through the Levels are Checkpoints. These Checkpoints mark the current location where either Frogger or Lillie Frog will return to after losing a life. To activate a Checkpoint, simply maneuver Frogger or Lillie Frog to its location. If a Checkpoint has not been activated, Frogger or Lillie Frog will return to the start of the current Level when losing a life.



Power-Ups

To use one of the following Power-Ups, simply maneuver Frogger or Lillie Frog to its location:



Hourglass

Collecting this rewards you with additional time on the Timer Bar.



1 Up

Collecting this rewards you with an extra life.



Hints



Throughout the game, Tadius Frog will appear from time to time to give you hints. To receive a hint from him, simply maneuver Frogger or Lillie Frog onto his current location and press the A Button. The screen will then scroll up to reveal his hint.

Records

The Records Screen allows to view your success at completing each Level, as well as allows you to revisit a previously played Level. When visiting a Level, simply use the Control Pad to maneuver the pointer to the desired Level and press **START**. Each square slot on the screen denotes one Level. The eight possible icons for each Level are:

-  **Blank**
A blank square indicates that the Level has not yet been successfully completed, or has been completed without attaining certain requirements to obtain a Record icon.
-  **Frog**
This icon indicates that the level has been visited, or completed without attaining certain requirements to obtain a Record icon.
-  You are awarded these based upon how well you played.
-  20



Silver Gem

This icon indicates that all the Gems have been collected.



Gold Gem

This icon indicates that the player has collected all the Gems without losing a life.



Silver Trophy

This icon indicates that the previous record time for completing the Level has been beaten and all the Gems have been collected.



Gold Trophy

This icon indicates that the previous record time for completing the Level has been beaten and all the Gems have been collected without losing a life.

Watch



This icon indicates that the previous record time for completing the Level has been beaten.



The Erase Data Screen allows you to modify various saved information.

- * Press UP/DOWN on the Control Pad to highlight each Option.
- * Press START to select the desired Option.

Don't Erase

Selecting this option returns you to the Main Menu Screen without altering any data.

Erase This Player

Selecting this option deletes all the information associated with the current memory slot.

Reset Record Times

This option resets the record times back to the original setting for all the Levels.

Reset High Scores

This option resets all the high scores on the High Score Screen.



Credits

Executive Producer
Dan Kitchen

Producer
David Walls

Design and Programming
David Lubar

Graphics
Frank Lam
Tom Tobey
Eric Kinkead
Adam Hreha

Audio
Scott Marshall

Testing
Rai Iodice

Director OEM & Licensing
Kim Schillinger

OEM & Licensing Coordinator
Jo Ann Goldsmith

Senior Product Manager
Mark Goodreau

Product Manager
Matt Collins



Note

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2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Department at (800) 826 0015, and leave a message.
3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, freight prepaid and insured for loss or damage, together with your sale slip or similar proof of purchase (LPC code) within the 90-day warranty period to :

Majesco Sales, Inc.
160 Raritan Center Parkway (Suite 1)
Edison, N.J. 08837

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Repairs/Service after Expiration of Warranty

If the PAK develops a problem requiring service after the 90 day period, you may contact the Majesco Sales, Inc. Technical Support Dept., at the phone number noted earlier. If the Majesco Sales Dept. is unable to solve the problem over the phone, you may be informed of the approximate cost for Majesco Sales, Inc. to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Majesco Sales, Inc., and enclose a money order payable to Majesco Sales, Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales, Inc. Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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