



### DISKETTE

- Remove cartridges from slots.
  - Jonnect joystick.
- 3) Place diskette in Drive 1.
- 4) Power up system.
- 5) Press "start" key to begin game.

ATARI VERSION BY JOHN HARRIS

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#### CASSETTE

- 1) Remove cartridges from slots.
- 2) Load cassette into recorder.
- 3) Press play button.

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- 4) Turn computer on while pressing start button.
- 5) After 1 beep, press return.

### DIRECTIONS

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

## SCORING

or each forward jump	. (10 pts)
fely arriving home	(50 pts)
Beating the timer	t saved)

# **BONUS POINTS**

Escorting home a lady frog	. (200 pts)
Gobbling an insect	. (200 pts)
Getting all five frogs home	(1000 pts)

## SPECIAL FEATURES

- Toggle music (not sound) select key Replay game - start key Fast/Slow - option key
  - extra frog every five levels.
    und control is through the monitor.

music and otters not available on cassette version.



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