

extreme chain games™

TIGER
ELECTRONICS, LTD.

Model 65-135
Ages 7 & up

Frogger®

INSTRUCTION

651350001IWTI-01

HE'S BACK!

The original Frogger is ready to retro hop his way into Extreme Chain 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!

TIME TO HOP TO IT!

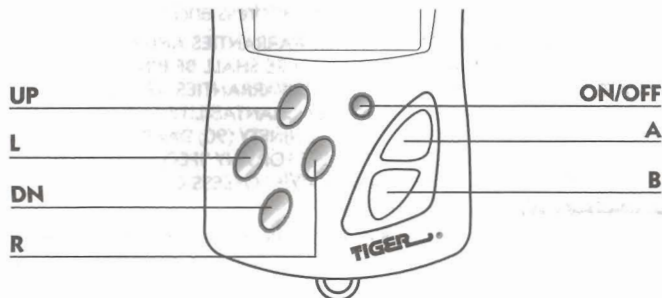
The objective of the game is to guide Frogger past traffic and across a river to his five home locations. You can move Frogger left, right, up, and down to avoid all the dangers. The game will end when your last Frogger has died.

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 and turtles. You must move Frogger past the lanes of speeding cars and a river of moving logs and turtles to get to his five home locations. Each time you start a mission there is a 60-second time limit. You must successfully guide Frogger to each of the five home locations without getting hit and before time runs out. Each time Frogger gets into one of his five home locations at the top of the screen, the time will reset back to 60-seconds and Frogger will start at the bottom of the screen again. 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 gained at the 10,000/ 30,000, then every 50,000 points.

LEAPFROG CONTROLS



- ON/OFF** — to turn on the game.
- to turn off the game.
- UP** — to move Frogger up.
- DN** — to move Frogger down.
- L** — to move Frogger left.
- R** — to move Frogger right.
- A (SOUND)** — to turn the sound on.
- to turn the sound off.
- B (PAUSE)** — to start the game and pause On/Off.
- RESET** — to reset the unit if your unit malfunctions.
- (RESET button is on the back of the game unit)

HOW TO PLAY

Press the **ON/OFF** button to turn on the game with an "On" beep. The high score will be displayed.

To begin play or restart, press the "**B**" button. This will start the game.

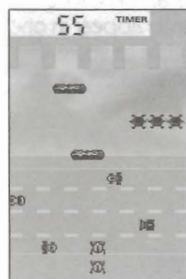
Direct Frogger past busy rush hour traffic and across a riverbed to his five home locations.

Use your control buttons to help you:

- "**UP**" to move Frogger up.
- "**DN**" to move Frogger down.
- "**L**" to move Frogger to the left.
- "**R**" to move Frogger to the right.
- "**A**" to turn the sound On/Off.
- "**B**" to start and pause On/Off.

TRAFFIC SECTION

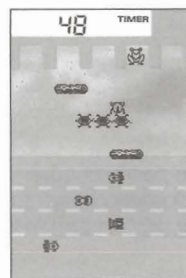
When the game starts, Frogger will appear at the bottom of the screen just before the highway. This is a safe point. There won't be any oncoming cars so you can move left or right to set up his first forward jump into the first lane of traffic. The Traffic section itself is made up of four lanes of cars moving in opposite directions. As the game progress 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.

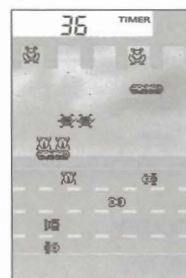
RIVER SECTION

The river section is made up of logs and turtles moving left and right of 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 to 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. A flashing turtle indicates it is about to dive underwater. 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 TO LONG, UNLIKE THE TURTLES, FROGGER CAN'T SWIM.

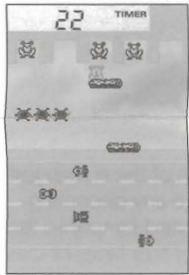
Sometimes a baby frog will appear on one of the passing logs. If you jump to that log and touch the baby frog it will then piggyback Frogger. If you're able to get to a home location with the baby frog you will score an extra 200 points.



GRAB THE BABY FROG FOR EXTRA POINTS.

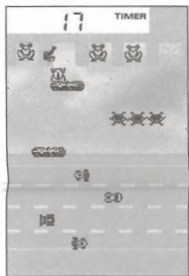
HOME LOCATION

You must get past the river section to get 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. This will let you know you have successfully gotten Frogger into 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. Sometimes a fly will randomly appear in one of the five home locations for a few seconds. If you're able to score into that home location while the fly is there you will score an extra 300 points.



WATCH OUT FOR THE ALLIGATORS GUARDING THE HOME LOCATIONS.

FROG IT OVER

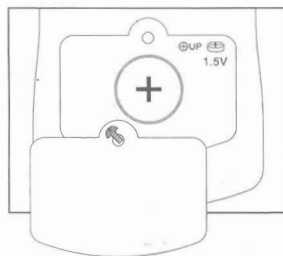
| | |
|---------------------|-----------------|
| FORWARD JUMP | 100 points |
| BABY FROG CATCH | 200 points |
| FLY HOME CATCH | 300 points |
| HOME LOCATION SCORE | 500 points each |

INSERTING THE BATTERIES

To insert the battery, 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 1xG13A OR LR44 battery or equivalent (battery included) as shown.

TO ENSURE PROPER FUNCTION :

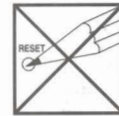
- BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
- NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE).
- RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVABLE).
- ONLY BATTERIES 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 FROGGER KEYCHAIN 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 Electronics, Ltd. Repair Center
980 Woodlands Parkway, Vernon Hills,
Illinois 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.\$6.00. 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.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

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