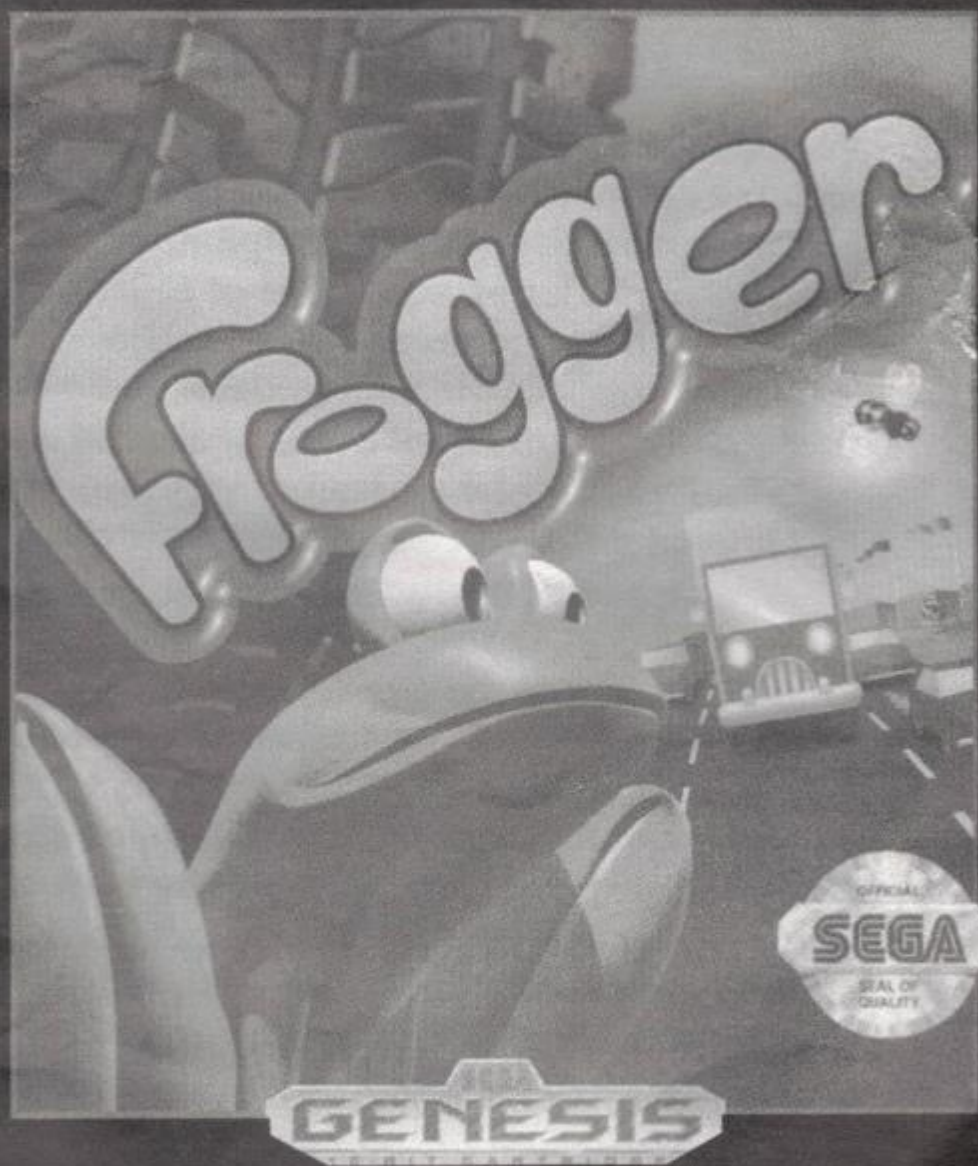


MAJESCO SALES, INC.



**INSTRUCTION  
BOOK**





**WARNING: READ BEFORE USING  
YOUR SEGA™ VIDEO GAME SYSTEM**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

# HANDLING YOUR CARTRIDGE



The SEGA™ GENESIS™ Cartridge is intended for use exclusively with the SEGA™ GENESIS™ System. Do not bend it, crush it, or submerge it in liquids. Do not leave it in direct sunlight or near a radiator or other source of heat. Be sure to take an occasional recess during play, to rest yourself and the SEGA™ Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ system.

# CONTENTS



Thank you for purchasing Frogger® for the SEGA™ GENESIS™ Game System.

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

## TABLE OF CONTENTS

---

Getting Started	4
Player Selection	5
Playing a Two-Player Game	6
The Game Screen	7
How to Play	9
Game Scoring	11
Hopping Hints	12
Warranty Information	13

© 1997 Hasbro, Inc. © Hasbro Interactive, Inc. All Rights Reserved. "KONAMI®" and "FROGGER®" are trademarks of KONAMI CO., LTD © 1981 KONAMI All Rights Reserved. © 1998 Majesco Sales, Inc. All Rights Reserved.

# GETTING STARTED



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

Make sure the power switch of your SEGA™ GENESIS™ Game System is OFF.

Insert the Frogger®, cartridge into the SEGA™ GENESIS™ unit as described in your GENESIS™ instruction manual.

Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge, and try again.

The SEGA™ logo will appear, followed by the *Title Screen*.



©1996 MAJESCO SALES, INC.  
©1997 HASBRO, INC.  
©1981 SEGA

**TO START:** Push the **START BUTTON** on the game controller.

*Frogger Title Screen*

# PLAYER SELECTION



Once the *Frogger*® Title Screen has appeared, you may press the START BUTTON to display the *Player Selection Screen*.



*Player Selection Screen*

Once the *Player Selection Screen* appears, you may press the controller D-PAD UP or DOWN to choose either a one or two player game. (For two players, read *Playing a Two-Player Game*.)

When the frog icon is to the left of the desired player mode, press the START BUTTON to begin!

## **PLAYING A TWO PLAYER GAME**



When playing a two-player game, each player's turn will continue until they have lost their current frogs. After the current frog is lost, the words "PLAYER UP" will appear in the middle of the screen indicating the next player is starting.

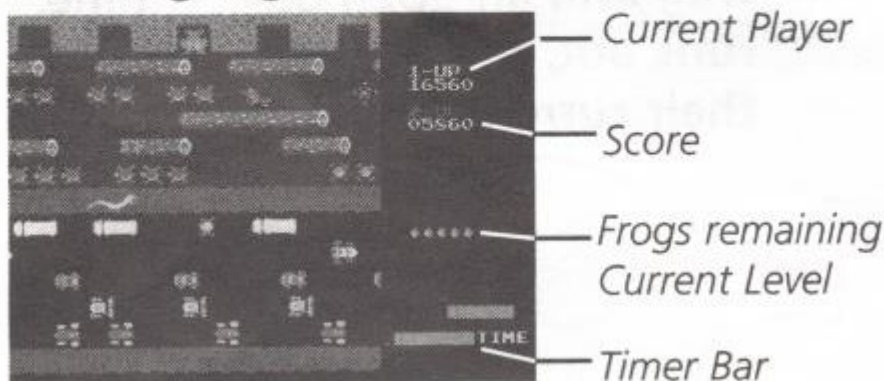
Play will alternate until both players have lost all of their frogs.



# THE GAME SCREEN



Most of the screen displays the Roadway and River Areas of the game. In the Roadway Area, which occupies the lower portion of the screen, you must maneuver the frog between the moving traffic. In the River Area, which occupies the upper portion of the screen, you must maneuver the frog into one of the five open bays located at the very top of the screen by way of the floating logs, turtles and crocodiles.



The right side of the screen displays information regarding:

**Current Player:** This information displays which player (1 or 2) is currently playing.

**Score:** The current score.

**Frogs Remaining:** This shows how

# THE GAME SCREEN



many frogs the player has in reserve. When there are no more frogs displayed, the player is controlling their last frog.

**Level Indicator:** This shows the current player's level.

**Timer Bar:** This indicates how much time the current player has to successfully maneuver their frog into an open bay. If time runs out, the player will lose their current frog.

# HOW TO PLAY



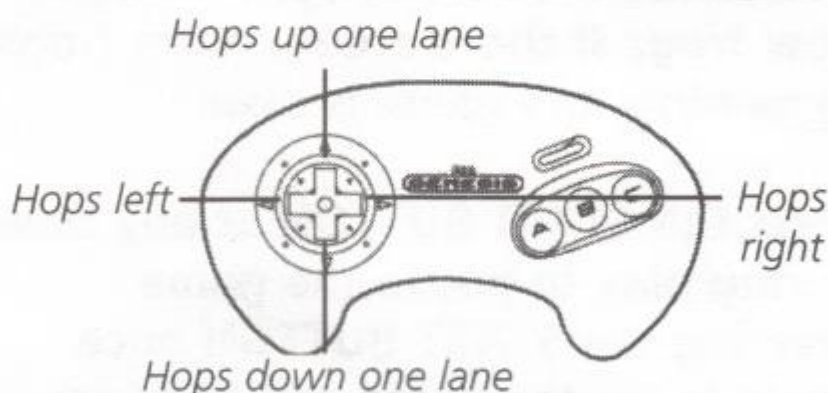
Each player starts with 5 frogs. To maneuver the frog from its starting position to the safety of an open bay, use the D-PAD as follows:

Pressing UP hops the frog up the screen one lane.

Pressing DOWN hops the frog down the screen one lane.

Pressing LEFT hops the frog to the left.

Pressing RIGHT hops the frog right. Avoid collision with all automobile



traffic by hopping quickly between the moving cars and trucks. Once across the road, hop onto the logs, turtles, and crocodiles to safely maneuver into an open bay at the top of the screen. Once you have

# HOW TO PLAY



successfully placed the current frog safely into an open bay, the remaining time on the *Timer Bar* will be added to your score and you will begin again with a new frog at the bottom of the screen and a full *Timer Bar*.

If at any time during play the current frog is hit by traffic, or falls into the water, the player will lose that frog and will need to begin at the bottom of the screen again with a new frog. If there are no more frogs remaining, the game is over.

Press the **START BUTTON** at any time during play to pause the game. Pressing the **START BUTTON** once again takes the game out of pause and resumes play.

# SCORING



During play, you may collect points in the following manner:

- Jump into a new lane: 10 points
- Jump onto a log or turtle: 10 points
- Reach a bay 50 points
- Eat a fly: 200 points
- Deliver log frog to bay 200 points
- Finish level (5 frogs) 1,000 points

Win an extra frog every 20,000 points!

# HOPPING HINTS



1. Be sure to hop off the logs and turtles before reaching the left or right edges of the screen. If you don't? Frog legs anyone?
2. Be carefully of diving turtles, once they start to dive you better hop off, or else!  
Avoid the moving snake on the center wall at all costs, or else your hissssstory!
3. It's safe to jump on the backs of the crocs and snakes, but not their heads!
4. Collect flies that appear in the river bays for extra points, but watch out for the gator heads that appear, for you can only hop safely into a gator filled river bay when its head is not completely visible.
5. Link up with the hopping log frog and deliver it to an open bay for extra points.

**Good Luck!**

---

## Limited Warranty

Majesco Sales Inc. warrants to the original purchaser that this Sega Genesis Cartridge will be free from defects in materials and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media have not been subject to misuse, damage or excessive wear.

Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect, and your return address.

Majesco Sales Inc. does not warrant that the Sega Genesis Cartridge will meet the purchaser's specific requirements.

ANY STATEMENTS MADE CONCERNING THE UTILITY OF THE SEGA GENESIS CARTRIDGE ARE NOT TO BE CONSTRUED AS EXPRESS OR IMPLIED WARRANTIES. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES, INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE EXCLUDED.

IN NO EVENT WILL MAJESCO SALES INC. BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND IN CONNECTION WITH THE GENESIS CARTRIDGE.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence to: Majesco Sales, Inc., 244 Fernwood Ave. Edison, NJ 08837, or call 800-826-0015.

**Majesco Sales, Inc.**  
244 Fernwood Avenue  
Edison, N.J. 08837

© 1998 Majesco Sales, Inc. All Rights Reserved.

© 1997 Hasbro, Inc. © Hasbro Interactive, Inc. All Rights Reserved.

"KONAMI"® and "FROGGER"® are trademarks of KONAMI CO., LTD. © 1981  
KONAMI All Rights Reserved.

Printed in  
the USA