



NTSC U/C

PlayStation®

He's Back!

# Frogger®



## WARNING

### READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE

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, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously 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.

### WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise it may permanently damage your TV screen.

### HANDLING YOUR PLAYSTATION™ DISC

- This compact disc is intended for use only with the PlayStation™ game console.
- 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 rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

## CONTENTS

GETTING STARTED.....	4
CONTROLLING FROGGER®.....	5
INTRODUCTION.....	6
STARTING YOUR GAME.....	7
SINGLE PLAYER GAME.....	8
MULTI-PLAYER GAME.....	10
FROGGER® POWER-UPS.....	12
LOADING & SAVING.....	14
HIGH SCORE TABLES.....	14
CREDITS.....	15
LEGAL NOTICE/LIMITED WARRANTY.....	17
TECHNICAL SUPPORT.....	18
WARRANTY.....	19

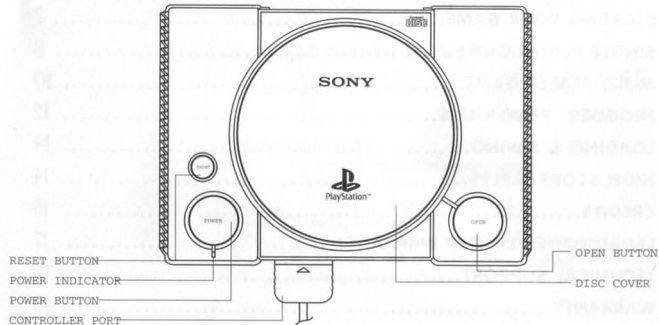
## GETTING STARTED

Do not insert or remove peripherals or memory cards once the power is turned on.

**Note:** You will need a memory card to save your games.

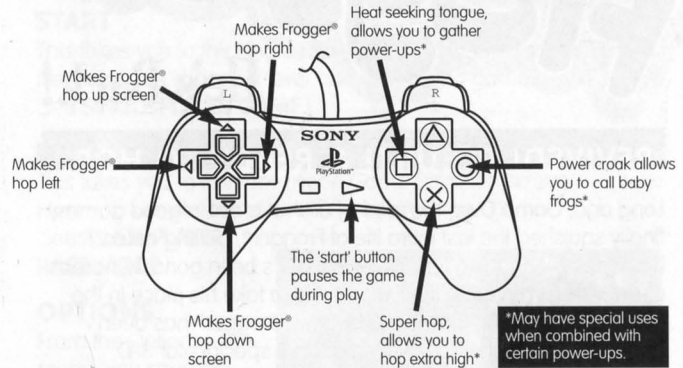
1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual.
2. With the power OFF, open the disc cover and insert the Frogger® disc.
3. Insert a memory card into the memory card slot if you wish to load or save information during play.
4. Close the disc cover before turning the power ON.

**Note:** You will not be able to save your progress if you don't use a memory card. Make sure there is at least one free block on your memory card before beginning your game. You are not able to swap memory cards during play and you must leave the memory card in the memory card slot for the duration of play. You must insert the memory card in the first slot of your Sony Multi Tap if you are using one.



4

## CONTROLLING FROGGER®



### YOU MAY ALSO ROTATE THE CAMERA WITH THE FOLLOWING BUTTON PRESSES (OPTION NOT ALWAYS AVAILABLE):

- R2** Rotate the camera clockwise by 90 degrees
- L2** Rotate the camera anti-clockwise by 90 degrees

**Note:**

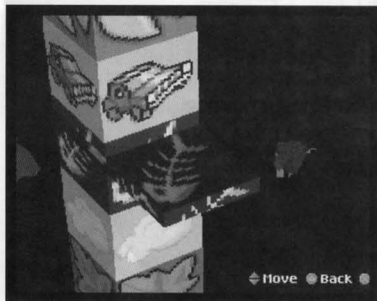
- You may also choose other controller configurations in the options menu.
- You may reset the game by holding the 'select' button, then pressing the 'start' button for 2 seconds.
- See "Special Level" on page 10 for an exception to the typical controls.

5



- Save Frogger® Data (for use only with a memory card);
- Change the configuration of the controller to customize the buttons for your own games;
- Adjust music volume;
- Adjust sound effects volume.

## SINGLE PLAYER GAME



Collect five baby frogs in each level to advance through the Frogger® levels, within the time-limit.

## SELECTING A SINGLE PLAYER GAME

- In the Level Select screen you can scroll up and down the level stack by using the UP and DOWN directional buttons.
- There are nine different worlds, or zones, with multiple levels in each. (**NOTE:** Not all of the levels or worlds are available at the start of a new game).
- Levels that are available to play are highlighted in color; locked levels will be in black and white.
- To select a game level, highlight the level and press the **X** button. A graphic and the top three best scores/times for that level will appear. The best time is the shortest time it's taken anyone to complete that level.
- To undo your selection, press the "triangle" button.
- To enter the level, press the **X** button again.

## LEVEL COMPLETE

When you complete a level, the next level in the zone will be opened up and you will be prompted to enter the next level, or select a new level to go into. (This is a great way to build high scores.) If you want to continue from where you left off, the next time you play Frogger®, you must go to the Options screen and "**Save Frogger® Data**" before turning off your PlayStation™. (See **LOADING & SAVING**.)

## SPECIAL LEVEL

Once you unlock the Caves Zone, you will discover a special level called "Frogger Goes Skiing". This is the only level where you can't 'Superhop', the □ button will activate your heat seeking tongue, and the ○ button will activate your power croak. You figure out the rest...

## ZONE COMPLETE

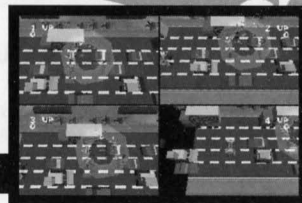
After completing a zone you will be sent back to the Game Selection screen where you can see your progress and choose which level you'd like to enter next. Your total score will continue to accumulate until you lose your last life.

## GAME OVER

If you lose all of your lives at any point in the game, your game is over. You may, however, continue as many times as you like, by just reselecting a level to play from the Game Selection screen.



**REMEMBER:** YOU MUST USE A MEMORY CARD AND SELECT "SAVE FROGGER DATA" FROM THE OPTION SCREEN, IF YOU WANT TO SAVE YOUR PROGRESS AND HIGH SCORES.



## MULTI-PLAYER GAME

Up to four players can simultaneously race different colored baby frogs in five specially designed levels in split screen. If playing with more than two players, be sure that the Multi Tap is inserted. Be sure a controller is always inserted into controller port 1-A and other controllers are plugged into the multi-tap sequentially (e.g., 1-A, 1-B, 1-C & 1-D). If using a memory card and Multi Tap, you must have the card inserted into the memory card port above controller 1-A. If the Multi Tap is being used, all controllers must be plugged into the Multi Tap, and not into the spare controller port in your PlayStation™.

## STARTING A MULTI-PLAYER GAME

- Select race from the START/RACE/OPTIONS screen
- Each player should press the X button on their controller
- 1 player will be prompted to begin the game by pressing START.

## RULES FOR MULTI-PLAYER

- The winner is the first player to collect the best of five flags.
- If there is a tie, there will be a playoff... the first to the flag wins!

- If you are squished, you will be sent back to the beginning of the level.
- Hop onto your opponents to slow them down... this works great in traffic!
- Don't forget your power croak!

## FROGGER® POWER-UPS



Increases the amount of time that you have remaining to complete the level. The amount of time depends on the color of the fly.

**Red** 2 seconds • **Silver** 5 seconds • **Gold** 10 seconds



Gives a score bonus (which will appear on screen) depending on the type of fly you catch.



Catch the butterfly to receive a small score bonus, depending on the type of butterfly. Watch out for the special butterflies, which give other, bigger, bonuses.



Reduces your score by 500 points.



Increases the speed at which the timer counts down.



Gives an extra life up to a maximum number (nine lives).



Holding down the hop button causes Frogger® to travel as fast as possible. This power-up lasts for 10 seconds, during which time Frogger® 'hops' on the spot.



Frogger's tongue grows to twice the size allowing him to grab pick ups which would otherwise be out of his reach. This power-up lasts for 15 seconds. (His tongue color cycles, while this power-up is active.)



Frogger® jumps and hops in half the time which means he can travel twice as fast. This power-up lasts for 8 seconds.



When Frogger® grabs the firefly he is given a special glow which will help him maneuver through dark areas.

## LOADING & SAVING

You must have a memory card inserted in your PlayStation™ prior to saving or loading a game.

The memory card(s) will also save your High Scores and Controller Configurations. You must save your game by selecting "Save Frogger Data" from the Options menu.

## HIGH SCORE TABLES

Go for the highest score by grabbing score bonus power-ups and collecting baby frogs, as quickly as possible. There is a general high scores table that records the top ten Frogger® high scores. There are level high scores as well, that show the best score and time for each of the individual levels.

## CREDITS

### Frogger® Development Team-SCEE Cambridge

**Project Leader**  
Kevin Mullard

**Lead Programmer**  
Tim Closs

**Lead Artist**  
Marcus Broome

**Programmers**  
Martin Kift  
William Bell  
Gary Richards

**Artists**  
Barry Scott  
Jason Evans  
Leavon Archer

**Level Design**  
Ian Saunter  
Jon Double  
Dave Holloway  
Chris Down of Hasbro  
Interactive

**Mapping**  
Jon Double  
Dave 'Bobby Dazzler'

Holloway  
Andrew Ostler

**Development Assistant**  
Lindsay Pollard

**Executive Producer**  
Ian Saunter

### Audio and Video

**AV Manager**  
Pete Murphy

**Music**  
Andrew Barnabas  
Paul Arnold  
Pete Murphy

**Sound Effects**  
Paul Arnold

**Video Post Production**  
Tom Oswald

### Quality Assurance

**Lead Tester**  
Alex Sulman

**QA Supervisor**  
Sarah-Louise Lloyd

### Testers

James Butt, Paul Brodie,  
Nathan Bliss, Dan Smith  
Nick Oswald, Simon Miller,  
Jon Quarrie,  
Jo Pearce, Stuart Harvey

### Technologies Group

**Technologies Group  
Manager**  
Mike Ball

**Technologies Developers**  
Dean Ashton, Tim Closs,  
Julian Rex, Andrew Ostler,  
Matt Johnson, Ian Elsley,  
Mark Stamps

**IT Department**  
Steve Loughran  
Dean Miller

### Special Thanks To

Katie Lea, Colin Swinbourne,  
Colin Galloway, Craig  
Sullivan, Gillian Henderson,  
Millennium Interactive



## CREDITS

### **Hasbro Interactive Frogger® Team**

#### **Visionary**

Tom Dusenberry

#### **Producers**

Chris Down  
Andrei Nadin

#### **Additional Design**

David Walls

#### **Management Team**

Kevin Buckner  
Barry Jafrato  
Tony Parks

#### **Creative Directors**

Clive Robert  
John Sutyak

#### **Executive Producer**

"BIG" Mike Glosecki

#### **US Product Coordinator**

Jeff Buccellato

#### **Worldwide Marketing**

Gary Carlin, Mary Miller,  
Debra Shlens, Olivier  
Salomon, Liz Morgan,  
Thomas Jaepel, Torsten  
Opperman, Gale Steiner,  
Jean-Michel Coletti

#### **Creative Services**

Steve Webster  
Jennifer Brackett

#### **Localization**

Sam Baker

#### **Website Support**

James Sheahan

#### **Public Relations**

Dana Henry

#### **Intro Animation**

Medialab

#### **Hasbro Quality Assurance Management**

Roger Carpenter  
Michael Craighead

#### **Lead Tester**

Richard Alexander

#### **Testers**

Thomas Allen, Neall  
Campbell, Yaw Diabah,  
Christine Fisher, Jeff  
Kingston, Darryl Shaw, Stuart  
Thody

#### **Manufacturing Coordination**

Richard Lever

#### **Special Thanks**

Kevin Gillespie, Kim  
Hannaway, Whitney Grimm,  
John Lamond  
Lee McLaughlin, Tony  
Moreira, Bob Sedacca  
Kellie Rice, Mike Constantas,  
Janet Oakes  
Alka Patel, Ron Parkinson,  
Louise McTighe, Tracy  
Kureta, Sales Team HIW

## LEGAL NOTICE/LIMITED WARRANTY

### **LIMITED LICENSE**

You are entitled to use this product for your own use, but may not sell or transfer reproductions of the software or manual to other parties in any way. You may use one copy of the product on a single PlayStation game console.

### **HASBRO INTERACTIVE'S LIMITED NINETY-DAY WARRANTY**

Hasbro Interactive warrants for a period of ninety (90) days following the original retail purchase of this copy of the Frogger® PlayStation game that the program is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation. This policy applies to the initial purchaser only.

If you believe you have found any such error or defect in the program during the warranty period, call Hasbro Interactive's Technical Support Department at **(410) 568-2377**, between the hours of 8:00 a.m. and 12:00 a.m. Monday through Friday (Eastern Time) and 8:00 a.m. to 8:00 p.m. Saturday and Sunday, holidays excluded. Our technical personnel will attempt to help you correct any problem that may occur. If you have a problem resulting from a manufacturing defect in the CD-ROM, Hasbro Interactive will replace your compact disc with a corrected version. For problems resulting from your system software or hardware, Hasbro Interactive will suggest technical solutions to help you avoid the problem.

This warranty gives you specific legal rights, and you may also have rights which vary from state to state.

### **DISC REPLACEMENT POLICY**

If this product fails within ninety (90) days of purchase for any reason other than accident or misuse, please return the defective disc together with a dated proof of purchase to Hasbro Interactive Software Consumer Returns, 1027 Newport Avenue, Pawtucket, RI 02862, for a free replacement. This policy applies to the original purchaser only.

### **LIMITATIONS ON WARRANTY**

Unauthorized representations: Hasbro Interactive warrants only that the program will perform as described in the user documentation. No other advertising, description or representation, whether or not made by a Hasbro Interactive dealer, distributor, agent or employee, shall be binding upon Hasbro Interactive or shall change the terms of this warranty.

Implied warranties limited: EXCEPT AS STATED ABOVE, HASBRO INTERACTIVE MAKES NO OTHER WARRANTY, EXPRESSED OR IMPLIED, REGARDING THIS PRODUCT. HASBRO INTERACTIVE DISCLAIMS ANY WARRANTY THAT THE SOFTWARE IS FIT FOR A PARTICULAR PURPOSE, AND ANY IMPLIED WARRANTY OF MERCHANTABILITY SHALL BE LIMITED TO THE NINETY (90) DAY DURATION OF THIS LIMITED EXPRESS WARRANTY AND IS OTHERWISE EXPRESSLY AND SPECIFICALLY DISCLAIMED.

No consequential damages: HASBRO INTERACTIVE SHALL NOT BE LIABLE FOR SPECIAL, INCIDENTAL, CONSEQUENTIAL OR OTHER DAMAGES, EVEN IF HASBRO INTERACTIVE IS ADVISED OF OR AWARE OF THE POSSIBILITY OF SUCH DAMAGES. This means that Hasbro Interactive shall not be responsible or liable for lost profits or revenues, or for damages or costs incurred as a result of loss of time, data, or use of the software, or from any other cause, except for the actual cost of this product. In no event shall Hasbro Interactive's liability exceed the purchase price of this product.

Some states do not allow exclusions or limitations on how long an implied warranty lasts, so the above limitations may not apply to you.

## TECHNICAL SUPPORT

If you are having technical difficulties with the Frogger® PlayStation game, and need to call Technical Support, please have the the correct name of the game available (and be ready to take notes).

For telephone technical support, please call **(410) 568-2377**. Support hours are from 8:00 a.m. to 12:00 a.m., Eastern Standard Time, Monday through Friday, and from 8:00 a.m. to 8:00 p.m., Eastern Standard Time, Saturday and Sunday, holidays excluded. No game hints will be given through this number.

You may communicate with our technical support directly from the Internet or through popular commercial online providers, such as America Online, Prodigy, and CompuServe. Direct any E-mail questions concerning the Frogger® PlayStation game to: **HI@hasbro.com**

To find out more about the Frogger® PlayStation game visit:

**<http://www.frogger.com>**

For information on any other Hasbro Interactive game, visit:

**<http://www.hasbro-interactive.com>**

©1997 Hasbro, Inc. ©1997 Hasbro Interactive, Inc. All rights reserved.

©1997 Sony Computer Entertainment Europe (a Division of Sony Electronic Publishing Limited). All rights reserved.

Frogger is a trademark of KONAMI CO., LTD. ©1981 Konami. All rights reserved.



# Frogger®

# Also on the PlayStation game console...

## JEOPARDY!

The popular, thought-provoking game show that keeps you coming back for more!



- Featuring Host Alex Trebek
- Over 3500 challenging answers
- Unique point-of-view puts players "on the set"
- Video Daily Doubles
- Play Classic or Speed versions
- 1-3 Players



## WHEEL OF FORTUNE

Be an actual contestant on Wheel of Fortune! Give the wheel a spin and see if you can solve a variety of clever puzzles, specially written by the TV show's producers. Don't just sit at home and watch — be there and play!



- Special Fantasy Prizes
- On-Location Settings
- Hosted by Vanna White
- Over 2,000 Puzzles to Solve
- Play Classic or Solo Version
- One to Three Players



KONAMI and FROGGER are trademarks of KONAMI CO., LTD. ©1981 KONAMI. All Rights Reserved. JEOPARDY! is based upon the television series produced by Jeopardy Productions, Inc., a unit of Sony Pictures Entertainment. © 1998 Jeopardy Productions, Inc. All Rights Reserved. Wheel of Fortune is based upon the television series produced by Calton Productions, Inc., a unit of Sony Pictures Entertainment. Visit our website at [www.sony.com](http://www.sony.com). Wheel of Fortune is a registered trademark of Calton Productions, Inc. © 1998 Calton Productions, Inc. All Rights Reserved. Developed by Mass Media. © 1998 Hasbro Interactive, Inc. © 1998 Hasbro, Inc. All Rights Reserved. Hasbro Interactive, Inc., 50 Dunham Road, Beverly, Massachusetts 01915 USA



Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

