

Disk Version
Cat. No. 26-1959

The popular arcade game now available for the TRS-80® Models I and III.

REQUIREMENTS:

- Radio Shack TRS-80 Mod III 48K with at least one drive
- Radio Shack TRS-80 Mod I 48K with at least one drive

OPTIONAL EQUIPMENT:

- Amplifier for music (recommended Radio Shack amplifier part number 277-1008)

THE GAME

INTRODUCTION

This documentation will provide you with the necessary information to help you play and enjoy FROGGER. The basics of FROGGER are easily understood, but in order to master the game you must master its subtleties. This can best be accomplished by:

- 1) Thoroughly reading the documentation and
- 2) Practicing the game.

HOW TO LOAD FROGGER

Turn on your computer. When the red LED light is off, insert your diskette label-side-up into Drive 0. Press the reset button on your computer. The copyright screen appears with three options displayed.

- (L) LOAD GAME
- (R) RESET HIGH SCORES
- (B) BACKUP DISK

Option "(B)" Backup Procedure, is described below.

BACKUP - Making An Extra Copy Of Your Diskette

The BACKUP Function allows you to make ONE copy of your FROGGER diskette. Since you will only have one opportunity to create an extra copy, carefully follow the screen instructions. IMPORTANT! The user should not format a diskette prior to making the backup. Make sure you have a blank diskette on which to backup FROGGER before you begin the BACKUP procedure. Also: (1) Do not attempt to use TRSDOS® or any DOS to read or write to this diskette. FROGGER does not contain a standard DOS, but instead works with a special "Mini-DOS"; (2) A BACKUP made on a Model III will run on a Model I, but not vice-versa; (3) Make sure that your master and blank diskettes are not write protected during the BACKUP procedure. The disk should not be write protected ever, otherwise option "R" will be obsolete.

Option "(L)" will load the game and bring you to a screen with the following options.

- (Enter) TO PLAY
- (Clear) FOR DIRECTIONS
- (Break) FOR SCORES

Once the user has played a game this screen displays the highest score plus the score made in the last game and the level of the game the score was made at.

After pressing (ENTER) to play, answer the prompt, HOW MANY PLAYERS? with: either 1 or 2. Answer the prompt, SKILL LEVEL? with an answer from: 0 through 4. Answer the prompt, DO YOU WANT MUSIC? with: Y or N. (If Yes, see the section on "MUSIC".)

Option "(R)" will reset the High Score Screen.

HIGH SCORE ON THE DISK VERSION

Your score will be saved to diskette at game's end if the score meets the "Minimum High Score" requirements. Make sure that your diskette remains in Drive 0 during play. The scores are saved for the first 10 games, from then on they are replaced.

MUSIC

FROGGER features some of the best computer generated music heard on a TRS-80. To hear the music, load FROGGER, and then con-

nect the large grey AUX plug on the Cassette Interface Cable to a compatible amplifier. (Recommended: Radio Shack amplifier, Part Number 277-1008.)

OVERVIEW

If you are familiar with the original FROGGER coin-operated game, you will notice that the game play of the computer version is faithful to the original. FROGGER for the TRS-80 will bring the arcade challenge to your home or office.

As the player, you use your keyboard to control the movement of your Froggy Friends. The object of which is to maneuver a series of Frogs across the roadway, safely moving them into their Pads on the other side of the river.

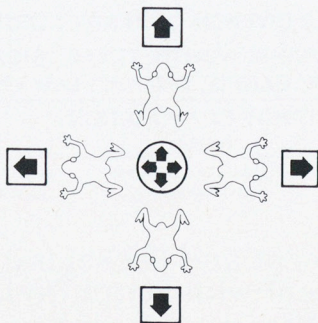
It's a tough world out there for your Frog. He must avoid oncoming cars, trucks and dune buggies on his way across the road. Once across, the screen will scroll vertically and your Frog will face the challenge of the river. Ahead of him moves turtles, logs and crocodiles. Your Frog must hop onto the backs of the floating objects as a means of getting to the top of the screen and his Pad.

When your Frog is close enough to one of his Pads, jump forward to successfully bring him home. Avoid the crocodiles which randomly appear on a Pad. If you mistakenly try to land on a crocodile occupied Pad, you are his lunch. Insects occasionally appear on an unoccupied Pad. If you bring your Frog home to a Pad that has an insect on it, you get a bonus!

When the player starts the game a frog appears at the edge of the road, and two "X's" appear next to the current score, representing two more frogs. As long as the player's frog gets to a lily pad without being destroyed, he receives another frog, once a frog is destroyed another frog appears and an "X" is deducted. Once reaching 10,000 points the player receives an extra frog.

MOVING YOUR FROG

The control of your Frog is quite easy. He can move in four directions:

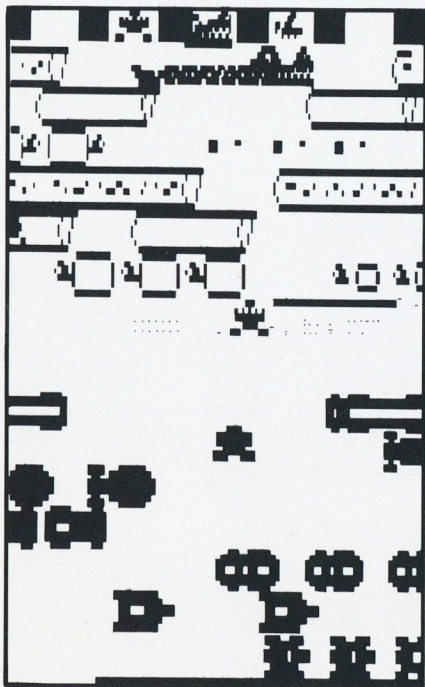


Each jump of the Frog forward or back moves one lane.

Across the bottom of the screen is a time bar which counts down from 60 "beats" of time. For each "beat" of time remaining after successfully bringing your Frog to rest in a Pad, you will be awarded extra points. Your frog must reach his destination before the time bar disappears, or he will be destroyed. Below the time bar the screen displays the score, the skill level for the game, the number of frogs left (displays an "X" for each frog,) and the highest score.

FROG CONTROLS

Motion	Press Key:	(Optional Key:)
Jump Forward	Up Arrow	A
Jump Back	Down Arrow	Z
Jump Right	Right Arrow	L
Jump Left	Left Arrow	K
Game Play Control	Press Key(s):	
End Game	(Clear) (Break)	
Freeze Game	(Clear) (Enter)	
Resume Play	(Enter)	



THE PLAYING FIELD

The play area consists of a starting zone at the bottom of the screen, followed by seven lanes of vehicles moving both left and right. Your Frog must avoid the oncoming traffic, or become a fatality. After successfully negotiating the traffic your screen will scroll vertically and your Frog will face the river ahead. From here, make your Frog jump onto the back of floating turtles and moving logs. Avoid hungry crocodiles! At the top of the screen are five "Home Pads" into which you are trying to place your Frog.

Periodically, in the advanced levels of the game, a snake may appear which will try to eat your Frog. You can avoid being lunch by moving in any direction away from Mr. Snake.

BONUS POINTS!

In the world of arcade games, one of the marks of a Game Master is the ability to acquire extra points in Bonus situations. In FROGGER there are several ways for you to maximize your score.

- Your Frog can get extra points by jumping on a Lady Frog which randomly appears. By carrying her with your Frog to one of the Pads, your score gets a bonus!
- Another bonus is added if you land your Frog in a Pad that is occupied by an insect.
- At the lower right is a time bar which counts down from 60 "beats" of time. For each "beat" of time remaining after successfully bringing your Frog to rest in a Pad you will be awarded extra points.

SCORING!

For every beat left on the time bar when a Frog lands on its Pad:	10 points
Moving your Frog (any direction):	10 points
Safely guiding your Frog to a Pad:	50 points
Jumping on an insect in a Pad:	200 points
Carrying a Lady Frog to a Pad:	200 points
Completing the Screen, 5 Frogs in 5 Pads:	1000 points

WINNING WAYS

At the beginning of the game wait for an opening in the traffic before jumping off. You may move sideways to place yourself in a safe position to jump forward. Remember that in the early rounds you have plenty of time (60 beats) to get your Frog to his Pad. Patience is a key in surviving the beginning rounds.

If your Frog comes in contact with any of the cars or trucks, it is destroyed. Be cautious! Make sure you leave enough space between vehicles when jumping. If your Frog is in jeopardy you may always side step or step backwards to safety.

The most difficult Pad to go home to is on the extreme left. This is because you must be to the left of this pad in order to jump successfully from the moving log. Timing and spacing are the most important aspects of landing in this pad. If you can't make it to the Pad or are in danger of going off the screen, jump to a safe log or turtle.

Good luck, and we hope you enjoy your game!

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