M NETWORK

FROGS AND FLIES TM

I N S T R U C T I O N S
(For 1 or 2 players)

The object of the game is to make frogs catch flies. Points are won by manipulating a frog so that he jumps off a lily pad and scoops up flying insects with a flashing tongue. Jump him too late and you'll miss. Jump him too far and he'll land in the pond. you'll have to wait for him to swim back before trying again. Day & night action. Catch more flies than an opponent. Or beat your own top score!

For Your Atari* Video Game System

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THE GAME

With TV set turned on, SWITCH ON the console and press RESET.
Swamp scene will appear. Press the red button on either joystick. As the action starts, different color frogs sit on side-by-side lily pads. Use the joystick to make your frog jump up and catch flies by touching them with his flashing tongue. Two points for each catch! Scores in contrasting colors at the top of your screen. As the game continues, Day will gradually turn into NIGHT. Game time lasts about three minutes. At the finish, frogs leap off the screen and a title "THE END" will crawl across the sky.

THE CONTROLLERS

Use the joystick controllers with this game. Be sure the controller cables are securely plugged into the back of your game console. Each player holds the controller so that the RED BUTTON is to the upper left.

DIFFICULTY SWITCHES

In the two player game, both players DO NOT have to play at the same difficulty (skill) level. Adults can give little kids a break by selecting the HARDER level.

DIFFICULTY can be changed at any time - before or during a game.

Push SWITCH to position B for the EASY GAME...

* Moving the joystick will cause the frog to jump in a fixed arc every time from one lily pad to the other. Frog will not fall in the water in the EASY game.

* In the easy game frog's tongue can be automatic. As soon as frog gets close enough tongue will flash out by itself and catch the fly.

(However, you can ALSO make the tongue flash with the RED BUTTON.)

Push SWITCH to position A for HARDER GAME...

* Joystick will control how frog jumps - high or low, left or right. No fixed arc.

* Red button must be pushed to make the frog's tongue flash. Just getting close to the fly won't do it. You must Use the red button.

NOTE: If either player is in the EASY game mode (B position), flies will stay in a fairly narrow path at the top of your screen. Flies will be easier to locate & catch. In the HARDER mode (A position) flies will cover a much larger screen area.

Whenever either joystick controller is not used for 15 SECONDS, computer will take over and jump frog automatically. Automatically controlled frog will jump every couple of seconds. Tongue flash is also automatic.

JUMPING THE FROGS

FULL CONTROL (Harder "A" game). Joystick moves frog in 8 directions.

TOP
Steep angle
jump

LEFT (top)
Steep angle
Jump

RIGHT (top)
Steep angle
Jump

LEFT (middle)
Medium angle
Jump

RIGHT (middle)
Medium angle
Jump

LEFT (bottom)
Shallow angle
jump

RIGHT (bottom)
Shallow angle
jump

BOTTOM
Shallow angle
jump

* TOP or BOTTOM positions make frog jump the SAME way he is facing already.

* Left or right move of the Joystick jumps frog that way, left or right.

* How HIGH frog jumps depends on how LONG you hold the Joystick.

* QUICK release on the Joystick makes frog take a short jump. HOLDING on a second makes frog take a long jump.

REMEMBER: In the HARDER game just getting close to a fly won't catch him! You MUST work the RED BUTTON. Make frog's tongue flash.

TO START A NEW GAME...Depress RESET control. Swamp will go back to daytime, score will return to zero.

WINNING TIPS

DONT FALL IN the pond! Your frog will be out of business. You'll have to WAIT until he swims back to the pad before you can try for another score.

In the "B" EASY GAME, the automatic tongue is most effective when frog isn't on the way up or down. Time your jumps so that frog gets closest to fly at the highest or lowest point in his jump.

WATCH THE TIME. Game time is three minutes. Watch for the changing sky - from daylight to sunset and darkness. Change to black of night means scoring time is running out!

REMEMBER: an inactive frog won't stay inactive! In the one player game, the computer COULD BEAT you by working the other frog automatically. And whenever any frog is not moved for 15 seconds, computer will take over.

90 DAY LIMITED WARRANTY

[information deleted]

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Video Game Advantage WWW manual archive -- http://www.io.com/~vga2000