



MANUAL

<http://sfrog.cjb.net/>

ENGLISH

SUPERFROG ... ALMOST A FAIRY TALE

Hi there and a warm welcome to magic land.. former home of the magic Prince and his lovely bride to be. All was peace and harmony until the wicked witch lived up to those fabled danish fairy-tales and predictably turned the poor old Prince into nothing more than a little green frog.. But.. it was only a matter of a few hours beside the river-bank (being Prince's far-less-stately new home) when a strange bottle floated past.. intrigued, he grabbed it and drank from the bottle and the rest is history.. or at least it will be sooner or later.

RECCOMENDATIONS

Superfrog is controlled from the joystick in port 2, the gameport next to the one where the ouse is usually located. Turn any auto-fire off before play as the game will not function correctly with auto-fire enabled.

Hooking your Amiga's sound output through an amplifier or your HIFI will result in even further enjoyment of the excellent music during the game.

Your Superfrog disks carry on-disk protection and cannot be backed up. So long as you treat them with care and keep them write-protected they will give you trouble-free operation. Keep them away from strong magnetic sources such as the top of TV's/Monitors and Speakers.. if your disks do become faulty then please refer to the Returns guide.

LOADING INSTRUCTIONS

Turn your Amiga OFF at the power-supply and wait 10 seconds.. turn it back on again and continue the instructions as laid out below - this ensures your system is clear of all other data.

When the usual insert-disk prompt appears you can insert either the Story-Disk or Game-Disk 1.

Inserting Game-Disk 1 will load the game straight away, missing out the introductory animation.

If, after a short while, nothing has appeared on screen or the insert disk prompt still remains then repeat the instructions once more and consult the Troubleshooting guide for further help and information.

MAIN MENU

When the game has loaded and the Superfrog character is on screen, pressing your button will reveal two selections; Start Game and Options.

GAME OPTIONS

You can move through the various selections with the joystick, using fire to toggle the various options. When you are satisfied you can return to the main menu and start the game.

LIVES

Selectable between 1, 3 or 5 [Default is 3].

SKILL LEVEL

Easy or Normal. Easy gives you a slightly slower type of control, more game-time etc. [Default is normal]

SAVE HIGH SCORES

You can save your high scores to a data-disk to keep a permanent record of your achievement. You should **NOT** use your Superfrog disks for this purpose.

LEVEL CODES

During the game you will be given codes to restart at various levels, these can be typed in here.

START GAME

If you have one of the LEVEL-CODES as described earlier, you may jump into the game at a later level, so there's no need to cover old ground (unless you feel that you need the practice or a big score!) otherwise you start at the beginning, in the magic-woods as Superfrog sets off in his quest to vanquish his froggy curse, get back his girl and teach that old witch a lesson or two!

GAME PLAY

The game is divided into worlds, of

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which there are six major ones, in each world there are a number of levels and you must complete all the levels in order to advance through that world and onto the next.

MONEY MAKES THE WORLD GO AROUND

To complete a level you must collect a certain number of coins, which acts as a toll fee (even in magic-worlds, bills must be paid, appearance fee's met and so on..) - this is shown on the large coin in the bottom right hand corner of the screen. When all the coins have been collected, the exit will be open and you can progress further.

THE TIME ELEMENT & BONUS AWARDS

You will also notice that when you start, a timer begins to count down ... this represents the time you have left before your super-powers run out and you turn into a normal frog once more.. which in effect means that the game is over. To counter this effect, Superfrog must find and drink bottles of Lucozade to maintain this super-energy.. in the first few worlds there is plenty of Lucozade scattered about, but as you progress it becomes increasingly rare and this means that you have to move quicker and be more thoughtful in your approach.

Collecting Fruit gives you points and also counts towards the super bonus award at the conclusion of each of the games levels. You are awarded credits for the amount of time left (increased by collecting more Lucozade), the number of fruit collected and also the number of coins collected (including all the hidden ones). You are then given the chance to change these credits into points, or gamble them on the bonus game. (See bonus game)

SPECIAL ITEMS

You will also find a number of special powers scattered around for your use, these are detailed below;

WINGS

Enables you to fly by quickly pressing your button when in the air, this helps perform greater leaps. You cannot stay airborne forever though and sooner or later you'll drop back down to earth.

DESTRUCTO-SPUD

This little green blob does your dirty work, you can throw him at airborne enemies and knock them to the ground. To fire spud, hold down your joystick button when you are stood still (it will not work in the air). You can also fire Spud upwards and to the side by pressing the relevant direction whilst holding fire down.

INVISIBILITY PILL

This little red pill renders our hero invisible to his enemies for a short term, which obviously has it's advantages..

SPEED PILL

These come in two forms, SPEEDUP (Green) and SLOWDOWN (Red) and are obvious as to what they do. Speed pills are usually placed in a position where speed is either necessary or useful and not in places where going fast would be a hindrance, such as a particularly tricky jumping section.

LUCOZADE

This prolongs your super-energy and also acts to boost your bonus award at the end of each level. The more Lucozade you get, the more time you will have, the better score you will achieve. It pays to find those golden bottles!

RESTART PILL

This red pill with a large "R" on it enables you to re-start at this point should you lose a life. On the early worlds, these pills are pretty frequent, enabling you to get further into the game more quickly.

OTHER ITEMS

Other special items, such as Jewels, Crowns and so on, can be found in particular worlds and levels. These add greatly to your score and are well worth seeking.

You are awarded an extra frog every 200,000 points.

CONTROLLING SUPERFROG

The controls have been made as simple as possible, allowing precision and comfort on the joystick.

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Pushing left/right will move the frog left/right. Pushing up will make Superfrog jump, pushing up and keeping the joystick up will make him jump a little higher.

Pressing the fire-button has no effect unless he has collected a special item such as Wings or he is carrying his friend Spud. (See special items).

When in flight you can move Superfrog right/left and manoeuvre him over dangerous obstacles and enemies. If you tap the joystick in the opposite direction, he will drop straight down, allowing you to control where he will land/drop.

You can attack various enemies from the air, such as the snails and blue blobs on world one.. this will "splat" them and enables you to clear the world and collect a fruit bonus in the process. Some enemies, the bird and hedgehog in world one for example, cannot be destroyed and it is for you to discover which in other worlds.. the best way to find out is to get an invisibility pill and try jumping on the enemies! Airborne enemies such as the bats and wasps can be jumped on or blasted by SPUD.

It's common sense to avoid things like fire, spikes and so on.. frogs, even super-ones are generally soft, gooey creatures that do not enjoy such contact.

LEVEL ONE HINTS

To get you started, you should note that level 1 has two hidden sections and that the Blobs, Snails and Wasps can all be squashed by jumping on them.

BONUS GAME - FRUIT MACHINE

After the super-award at the end of each level, you are given credits which you can turn into points, or use on the Fruit Machine. In the Fruit Machine you can try and win level codes, extra lives and massive point advances (all numbers shown mean thousands of points). Playing the machine is simple enough and can be done with either the joystick or mouse.

In general, whenever something is lit on the far right, you have won that amount (in thousands) and you can either COLLECT it, or opt to GAMBLE IT, where the outcome could be either of the other two flashing squares above and below it. The HI-LO feature enables you to gamble on the spin of a number (1-10) and progress through the features on the right side.

The jackpot (gained by gambling, through the HI-LO feature or by getting three Lucozade cans) rewards you with points for remaining credits, a hefty score bonus and the code to start at the next level whenever you play again!

GAME OVER

After each contact with an enemy, you lose one unit of energy. When you lose five units of energy, a life is lost.

The game ends when your supply of lives is spent or you run out of super-energy time (which shouldn't happen as there is plenty of Lucozade on each level to enable it to be completed comfortably).

TROUBLESHOOTING

If you should encounter any problems with your Superfrog disks, please follow the instructions to the letter and check all connections and that you are inserting the correct disks. After that, call our Helpline number for advice on UK 0924 201846 Mon-Fri 10am-4pm. Our staff will only be too happy to help you.

Should you need to return your disks, send the disks **ONLY**, in a suitable padded bag to the address on the back of the manual/box, marked for the attention of the returns department.

RETURNS DEPT

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