

MATTEL ELECTRONICS®
Intellivision® Intelligent Television

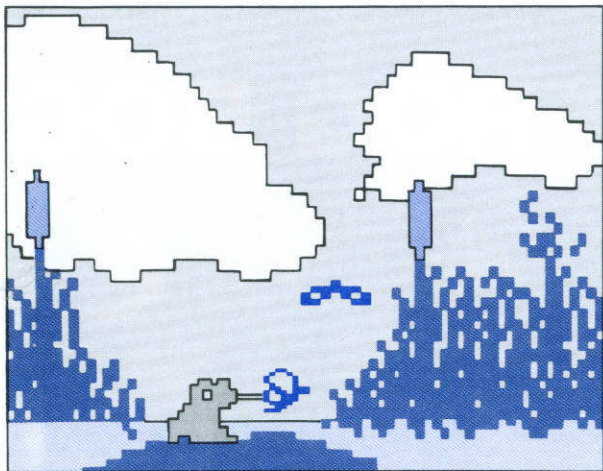
CARTRIDGE INSTRUCTIONS
(FOR 1 OR 2 PLAYERS)

FROG BOG™



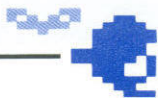
FOR COLOR TV VIEWING ONLY

For ONE or TWO players. Play for top score. Or play against somebody else.



OBJECT OF THE GAME

Go for high score by making a frog jump off a lily pad and catch insects with his flashing tongue! Flying critters float across, high or low, anywhere on your TV screen. They even reverse direction! Jump your frog too late and you'll miss. Jump him too far and he lands in the pond. You'll have to wait for him to swim back to the pad before trying again. Day or night action. May the best "croaker" win!

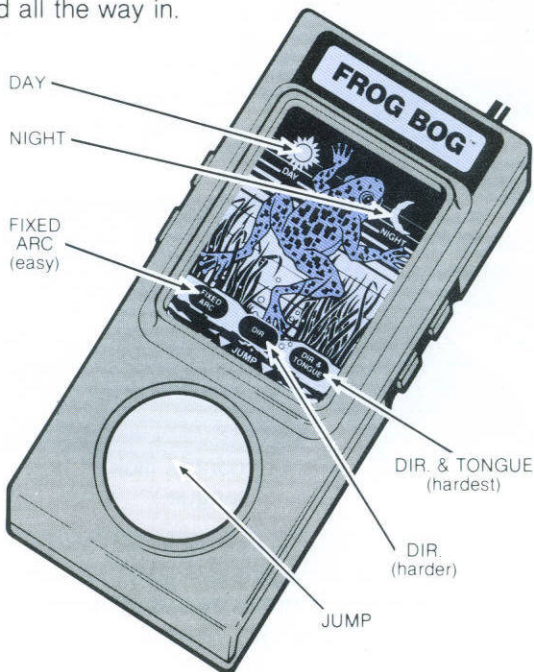


PRESS RESET BUTTON
TITLE APPEARS ON TV SCREEN

Find the "FROG BOG" keypad overlays in the cartridge package with this booklet.

Remove two Hand Controllers from the console.

Insert overlay as shown. Make sure it is in tight and all the way in.

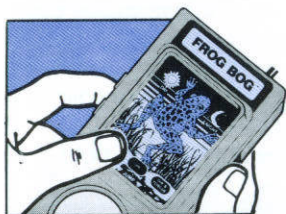


Side action buttons used with DIR. & TONGUE mode only.



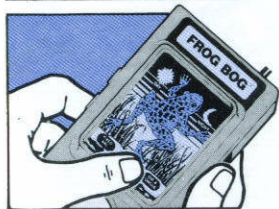
SELECT SKILL LEVEL

3 SKILL LEVELS:



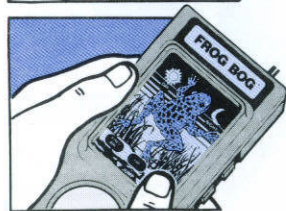
EASY...

frog will jump the same way (in a fixed arc) every time.



HARDER...

YOU control direction (arc) frog will take.



HARDEST...

YOU control BOTH direction (arc) and when frog's tongue will flick out to catch bug.

(Use SIDE BUTTONS to control flick of frog's tongue.)

NOTE: In the two player game, both players do NOT have to use the same skill level. Adults can give little kids a break by selecting one of the two harder (CONTROL) levels.

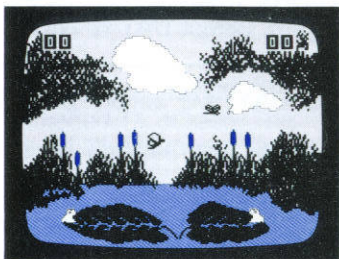
SKILL LEVEL may be changed after a game begins. (More than one change if you like.)

SELECT GAME

2 SCENES:

DAY...two frogs, side-by-side on lily pads. Game continues until sundown. As the sun sets, you're running out of scoring time.

Game's over when sky goes black and all bugs have gone away. Stars come out. Frogs "sleep" (won't move). Croaking sound.



NIGHT...same two frogs and lily pads. Bugs twinkle like fireflies. Scoring time continues so long as the moon shines.

Game's over when stars come out and frogs "sleep." Croaking sound.

(Each game lasts 3 MINUTES — Day or Night.)

LET'S PLAY!

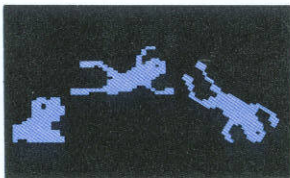
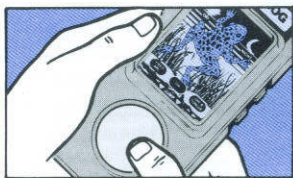
1. Press RESET (Title appears). 2. Select DAY or NIGHT. (Begin game). GAME'S OVER, press reset **again**. Select DAY or NIGHT. (New game.)

For DAYTIME action...press DAY on keypad overlay.

You will automatically be in the EASY skill level game.

GAME STARTS at once. Stay alert! Insects will begin to fly across your TV screen. They'll come high or low, anywhere at random.

PRESS DISC to make frog jump, catch bugs! When you get your frog close enough to catch a bug, tongue will flash out **automatically**. Frog will "swallow" bug, earning points.



Press **edges** of Disc for right or left movement.

Frog will always jump from one lily-pad to the other each time you press the Disc. (Same arc.)

When frog jumps too far, he lands in the water. You **MUST WAIT** for him to swim back to his pad, before trying another jump. (No jumps from the water.)

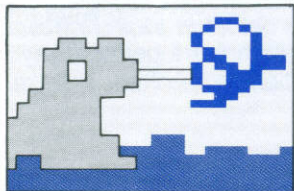
For NIGHTTIME action...press NIGHT on keypad overlay.

You will automatically be in the HARDER mode. You CONTROL the frog's direction as he jumps. (Tongue is still automatic.)

GAME STARTS at once. Stay alert! Insects will begin to fly across the darkened TV screen. The bugs will sparkle like fireflies. They'll come high or low, anywhere at random.

PRESS DISC to control how the frog jumps. (Tongue is still automatic.)

- Press Disc edges for right or left jumps. Frog will **not** always travel in the same arc from one lily pad to the other.
- How FAR frog jumps depends on **how long** you hold down the Disc. Tap the Disc, your frog will jump only a short distance. Hold Disc down and frog will jump for distance.
- With practice, you should be able to jump your frog across the screen to catch a far-ranging bug, or just make him turn around where he is and catch a low-flying bug. (He can't catch flies with the back of his head!) You have full directional control. (Tongue is automatic.)



Maneuver your frog as close to as many bugs as you can before the moon goes down and the stars come out. (Game time is up after 3 minutes.)

CHANGING SKILL LEVELS

At **any time** after a game begins you can **CHANGE** the skill level. (One player or both players, individually.)

Press **FIXED ARC** on your keypad for the **EASY** game.

Press **DIR.** on your keypad for the **HARDER** mode. (Full directional control).

Press **DIR. & TONGUE** on your keypad for **HARDEST** game of all. (Full direction control **AND** control of frog's tongue.)

Use **DISC** to control frog's jumps.

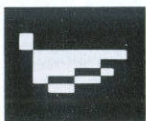
Use **ANY** side action button to control exactly when frog will flick out his tongue to catch and swallow a bug.

SCORING

There are 4 different kinds of bugs. Each has a **different** point value.



5 POINTS



10 POINTS



15 POINTS



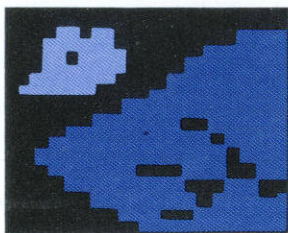
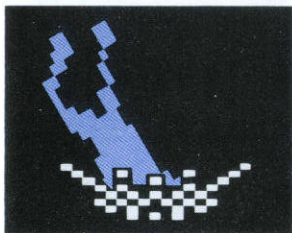
35 POINTS

Harder to catch bugs are worth extra points. They fly faster and change direction more often. They're the small bugs.

Running score totals at the top of your screen in contrasting colors.



WINNING TIPS



DON'T GO IN THE WATER. Your frog will be out of action (can't score) if he falls in the pond. Before you can try again, you **MUST WAIT** until he swims back to the pad.

AUTOMATIC TONGUE works best when frog **isn't** on the way up or down. In other words, time your jump to get close to the bug at the highest or lowest part of the jump.

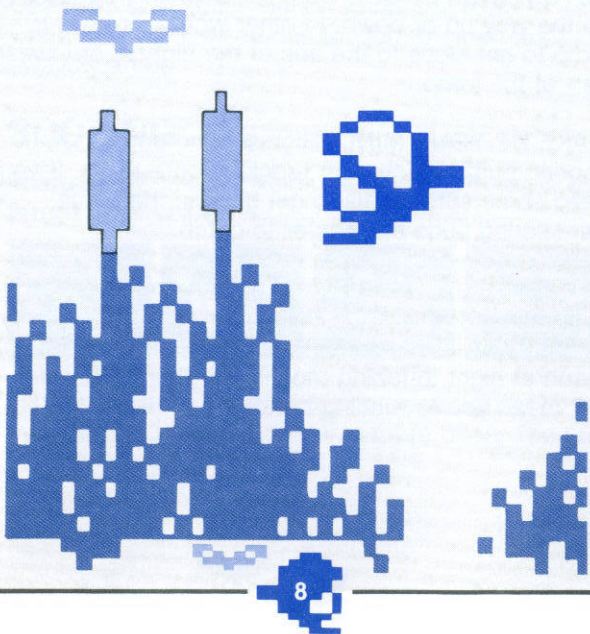
MAKE UP YOUR MIND. High-scoring bug or low-scoring bug? Watch your running score totals. If you need some sure points to get back in the game, low-scoring bugs are **easier** to catch.

WATCH YOUR TIME. Day or night, game time (scoring) time is 3 MINUTES. Watch for the changing sky — from daylight to sunset and darkness — from full moon at night to fading moonlight. Changes in the sky mean you're running out of time.

MAYBE YOU'RE **NOT** ALONE!

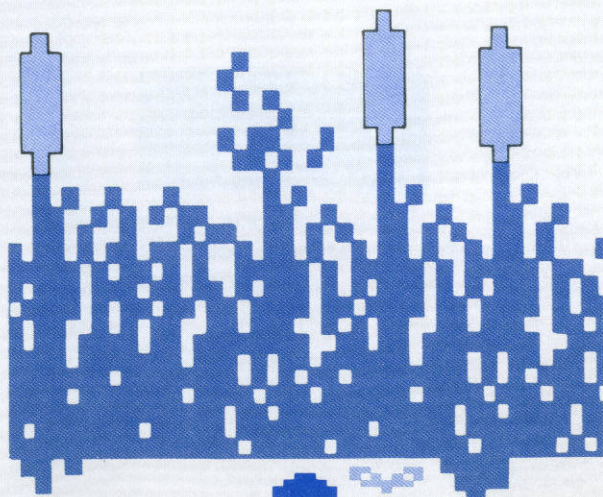
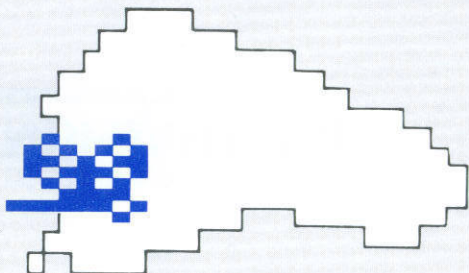
In the ONE PLAYER game, the computer CAN BEAT you by working the frog you're not using automatically. A second set of score totals will appear.

Wherever a frog is NOT jumped for 10 seconds at the start of a game or 20 seconds during a game, computer will TAKE OVER and jump the frog automatically!

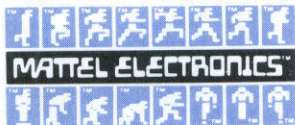


FINAL REMINDER

When a game is OVER (after 3 minutes) you MUST press RESET button to bring back the title frame. Select DAY or NIGHT next and new game begins.



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Other electronic games
available from Mattel Electronics.
Look for them!