

GAME BOY ADVANCE



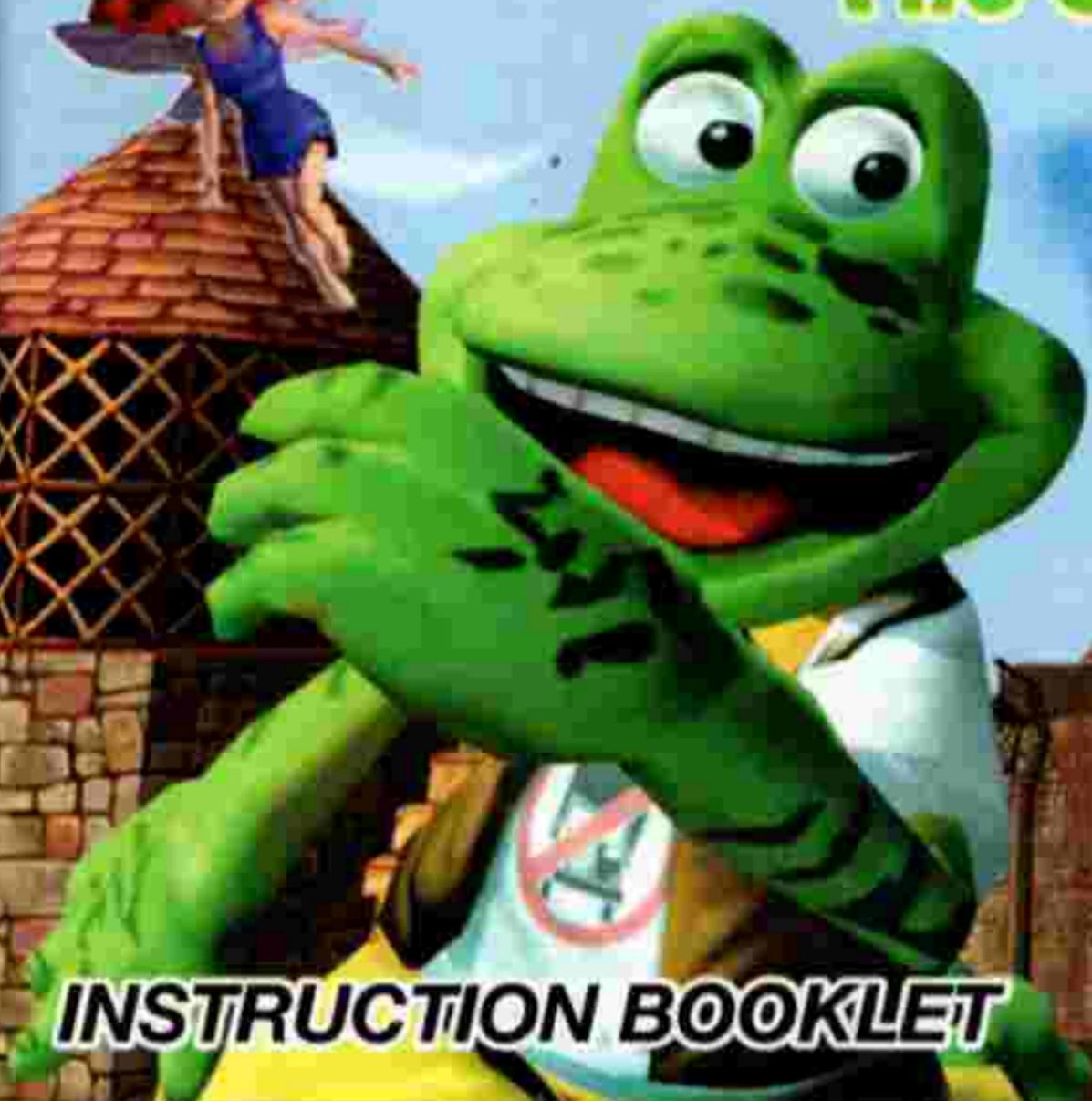
®

Frogger

Advance

The Great Quest™

AGB-AFQE-USA



INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

 **WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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Thank you for purchasing FROGGER® Advance: The Great Quest. To get the most from your gaming experience, please read this manual before starting play. Additionally, please keep it in a safe place so you can refer to it easily. (Note: Konami does not reissue manuals.)

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INTRODUCTION

One night, Frogger overhears two boys talking about a frog who, when he was kissed by a princess, was magically turned into a handsome prince. Full of courage and excitement, he makes a wish on a falling star to find the Princess of his dreams.

His Fairy Frog Mother hears his wish and promises to help him find the Princess. With her advice and support, Frogger sets off in search of his princess. However, Frogger knows little of the powerful forces at work in the world, and will face many tests along the way. On his journey, he will encounter strange Humans, Fairies, sinister Goblins, and a host of other unusual creatures. Some will try to help Frogger, while others will attempt to send him off track or even eat him! For Frogger, this is the beginning of the most exciting and perilous quest of his life.

CONTROLS



The controls below show the basic movement, action, and menu commands. More specialized commands are required as you progress through the different levels of the game.

MENU CONTROLS

- Control Pad Highlight menu items
- A Button Confirm a selection
- B Button Cancel a selection/Previous page

GAME CONTROLS

- R Button View Collectibles (see page 16)

CONTROLS CONT...

SELECT.....View Backpack Menu (see page 17)

START.....Pause Game (see page 17)

ON LAND

Control Pad.....Walk, run, crouch, climb, and look up/down

A Button.....Jump

B Button.....Attack

L Button.....Throw Stones (see page 14)

UNDERWATER

Control Pad.....Swim left/right, up, down

B Button.....Attack

A Button.....Swim fast (in advanced stages)

L Button.....Drop Stones (see page 14)

STARTING UP

Insert the FROGGER® Advance: The Great Quest Game Pak into your Game Boy® Advance and turn it on. The opening Frogger story scene appears.



Use the A Button to progress through each page of the story or press START to advance to the Title Screen.



MAIN MENU

At the Title Screen, press START to display the Main Menu. Use the Control Pad to highlight, then press the A Button to select.

STARTING UP CONT...

START

Choosing **START** begins Frogger's quest. If this is your first time playing this is the correct choice, but if you have already started a game you can continue with a Password if you have saved one.

PASSWORD

Restart a game from a password. See Restarting on page 22. Use the Control Pad to move the cursor and change the character to set a password then press the A Button to accept, or the B Button to cancel.



OPTIONS

Here you can turn Sound Effects and Music on or off. Use the up/down Control Pad to highlight the different options, and press left or right to change the current setting. Press the A Button to confirm your choice and return to the previous menu. Use the B Button to cancel and restore the previous settings.



HOW TO PLAY

Frogger starts off at the beginning of a level. By following the Gold Coins Frogger will take the easiest path through to the end of the level. On his way to the end of the level, Frogger will encounter many side paths that lead to secret items. The paths marked by Silver Coins are the hardest, but will lead Frogger to hidden gems that he needs to earn a good grade. Red Coins often lead to other bonus items, but the path is often very rough.

GETTING A GRADE

Frogger's performance in each Chapter is graded on how many coins he collects, the number of gems he finds and how many lives he loses while attempting to beat the Chapter. Frogger gets a grade for each of the 3 items and an average for his final Chapter Grade. At the end of the game, after beating all 3 chapters he is given his final Total Grade Average. Who know what secrets will unlock if Frogger finishes with the coveted A+!

GAME PROGRESSION

Frogger Advance: The Great Quest features 4 Chapters. Each Level has a Training Level, 3 Game Chapters, 1 Boss Level and a Bonus Level.

The Training Level

In the Training Level, Frogger is given the chance to practice his new skills. As Frogger advances through the training level, messages will appear to help him. Frogger can skip the training level by pressing START.

HOW TO PLAY CONT...

Game Levels

The Game Levels are where Frogger must prove his skills. In each level there is the Gold Coin Path leading him to his goal, as well as many other side paths leading to all sorts of hidden goodies. Frogger will have to explore all the levels in their entirety if he wishes to get a truly good grade.

Boss Levels

In the Boss Levels Frogger is faced with a specific challenge and he must rise to the occasion. There are 4 bosses each one harder and stronger than the last.

Bonus Levels

All Bonus Levels can be accessed only by completing a Level with an A or A+ grade. The first time Frogger completes a Bonus Level within the time limit his health meter will increase by 2 health bubbles.



HOW TO PLAY CONT...

ADVANCED CONTROLS

Frogger possesses an array of useful maneuvers. Master each technique to survive the numerous perils found in the world of Frogger.



Move

Use the Control Pad to move Frogger in any direction on the ground, or while leaping through the air.

Run

Press and hold the B Button while using the Control Pad or double tap the Control Pad left to make Frogger run.

HOW TO PLAY CONT...

Climb

Press Up or Down on the Control Pad when you are near a ladder to descend or climb.



Crouch

Press Down on the Control Pad while standing to avoid low flying enemies.



Look

Press and hold up/down on the Control Pad to look up or down while Frogger is standing.

HOW TO PLAY CONT...



Jump

Press the A Button to jump. Pressing the A Button when Frogger is not moving results in a standing jump, but if he's moving left or right, he will perform a longer jump. Pressing the A Button while running produces an even longer jump that is really useful for hard to reach places.



Frog Tongue

Press the B Button to attack with Frogger's tongue. Frogger uses his tongue to attack enemies on the ground, in midair, or underwater. While standing, Frogger can attack left, right, or straight up. While crouching he can attack left or right. In the air he can use his tongue left, right, or straight up. When underwater, Frogger can attack up, down, left, or right. An additional power-up makes Frogger's tongue more powerful.

Frogger can also use his tongue to collect various items, such as coins, gems, and health bugs.

HOW TO PLAY CONT...

Throwing Stones

Press the L Button to toss stones at enemies in Frogger's path. The stones will freeze the enemies in their tracks for a short period of time. As Frogger proceeds through more advanced levels, his stones take on greater powers. Frogger has an unlimited supply of Throwing Stones.



Magic Stones

In advanced levels, Frogger's regular stones become Magic Stones that can freeze enemies for extended periods of time. Press the L Button to throw a stone and look at how it sparkles. When hit, enemies will turn blue to indicate that they are frozen. They will begin to sparkle as the magic wears off. Frozen enemies can be used as platforms until they unfreeze.

Swim

Like any normal frog, Frogger is right at home in the water. While in deep water, use the Control Pad to move Frogger. To jump out of the water, rise to the surface and Frogger will automatically jump out.



HOW TO PLAY CONT...



Double Jump

In the more advanced levels, Frogger can perform a second jump while he is still airborne, doubling the distance of his normal jump. Press the A Button once to jump, then press it again while in midair for a super high jump.



Throat Float

When jumping or falling from great heights, Frogger can throat float to slow his descent and ensure a safe landing. To activate the Throat Float, jump and hold the A Button while Frogger is in the air. To end a Throat Float, release the A Button.

Super Tongue

Frogger's Super Tongue breaks through obstacles blocking his path. Doors and boulders are no match for this mighty attack. Press the B Button while facing an obstacle and watch it fly into bits.

GAME SCREENS & MENUS

IN GAME SCREEN

Health Meter

Life Counter

Collectible Counters



Health Meter

This meter will gauge how much damage Frogger has sustained and consists of 2 parts: Frogger's head and the Health Bubbles. As Frogger takes damage, the expression on his face changes from happy to sad. If Frogger's health is completely depleted, he will restart at the beginning of the level or the last active checkpoint.

Life Counter

The Life Counter sits under the Health meter. The number indicates how many lives Frogger has. As Frogger collects coins or free lives the number will rise.

Collectible Counters

This displays the coins and gems that Frogger has collected. Collect a coin or a gem to activate it, or press the R Button to display it. The display will remain on screen for three seconds.

GAME SCREENS & MENUS CONT...



PAUSE SCREEN

Press **START** anytime during the game to open the Pause Screen. This screen displays statistics on Frogger's progress, as well as the current password.



BACKPACK MENU

Press **SELECT** at any time during the game to open the Backpack Menu. From here, Frogger can select levels using the Map Menu, change the sound options, or quit the game. Press **SELECT** again to exit the Backpack Menu.

Note: Levels can only be accessed after they are completed.

GAME SCREENS & MENUS CONT...

Map Menu

From the Backpack Menu, select Map Menu to see mini-maps of all the Chapters you have completed, as well as your current level. Press Up or Down on the Control Pad to scroll through the different maps of the levels. Use the A Button to select a map and Frogger will return to that level. Use the B Button to cancel and return to the Backpack Menu.



Options Menu

Here you can turn Sound Effects and Music on or off. Press Up or Down on the Control Pad to highlight the different options, and press left or right to change the current setting. Press the A Button to confirm your choice and return to the previous menu. Use the B Button to cancel and restore the previous settings.



GAME SCREENS & MENUS CONT...



Quit Menu

From the Backpack Menu, Frogger can quit the game at any time by selecting Quit Game. Selecting YES will take you back to the Main Menu. Selecting NO will return you to the Backpack Screen.

COMPLETING A LEVEL

Upon successful completion of an entire chapter, you will be graded on your performance. The overall grade consists of the number of coins collected, the number of gems collected, and the number of lives lost. While collecting coins and gems will increase Frogger's score, losing lives will decrease it.

Once the grades for the chapter have been completed, Frogger will receive an overall grade for that chapter.



COMPLETING A LEVEL CONT...



A new password, which can be used for restoring Frogger's progress later, will also be displayed.

RESTARTING

Restarting during Play

At any point during normal play you can revisit or restart any available Chapter using the Map Menu. See Game Screens and Menus page 16. Using this method you can skip to another Chapter or restart the current Chapter without leaving the game.

Passwords

Each chapter in the game is accessible by a password. The passwords save your progress through the chapters, and can be used to restore your lives, powers, and grades. To restart a game at a specific chapter from the Main Menu, select Password (see page 8) using the Control Pad, then press the A Button. Use the Control Pad to enter letters into the five available password slots, then press the A Button to accept. Frogger will then be poised to resume his adventures.



FROGGER'S FRIENDS & FOES



Dialog Screens

Frogger will encounter several characters throughout his journey, most of them with a friendly word or helpful advice. Walking to a character will activate a series of dialog screens. When you are done reading, press the A Button to move to the next screen or press START to bypass the dialog screens.



FROGGER'S FRIENDS & FOES CONT...

FRIENDS



Fairy Frog Mother – The Fairy Frog Mother provides guidance and advice throughout Frogger's journey. She will also grade his performance on each level. Collect all of the coins and diamonds in each level for an A+.



Lumpy – Lumpy is a helpful toad and is the first character Frogger meets in River Town.

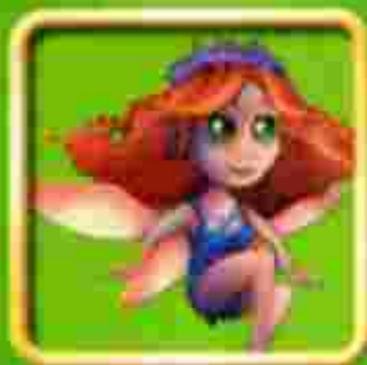


Zippy – The wise old turtle of River Town. Zippy points out a few important tips for Frogger as he makes his way through the docks.

FROGGER'S FRIENDS & FOES CONT...



Bruiser – Bruiser is big, blue, and furry. He may not look too smart, but he knows a thing or two about self-defense.



Lilly – Lilly is a resident of Fairy Town that Frogger befriends. She may be small, but she helps Frogger in a big way.



Geeky Bill – He has some information Frogger may need, so pay close attention.



Count Blah – Princess Dar's father, he inspires Frogger to find his daughter.

FROGGER'S FRIENDS & FOES CONT...

FOES



Slick Willy – As far as gators go, Willy's not so bad as long as you get on his good side. He can be helpful, for a price!



Hiss The Cat Dragon – Hiss is a dangerous and fiery foe, and no frog gets past his streaks of flame without quick thinking and quick reflexes.



Doctor Starkenstein – The evil doctor plans to experiment on Frogger, but first Dr. Starkenstein must send his creature to subdue Frogger. Frogger must avoid Starkenstein's monster and rattle the Doctor's cage until he makes a striking mistake.

FROGGER'S FRIENDS & FOES CONT...



The Magic General – The Magic General has captured your princess and is holding her captive in the tallest tower of her own castle.

ITEMS

Coins – There are 3 kinds of coins: Gold, Silver and Red. Gold leads to the goal, Silver leads to Gems, and Red are bonus coins. All the coins are worth the same to Frogger and collecting 100 will give him a free life.

Gems – Gems are very rare and precious. There are 9 gems hidden in each Level. Frogger must find them all for a perfect grade.

Health Bugs – Eat these along the way to renew Frogger's health. Use the Control Pad to aim Frogger's tongue, and then use the B button to attack. There are flying Health Bugs on dry land and swimming Bugs underwater.

Free Lives – Frogger will find several of his images hidden in each level. Running over these will result in a free life for Frogger.



Checkpoints – Checkpoints record Frogger's progress through a level. If Frogger is defeated in the course of a level, he restarts from the last passed Checkpoint. To activate a Checkpoint, run past it as soon as you see it and Frogger's progress will be saved.



End Signs – These are located at the end of each level and are your signal to leave the level. When you are ready to go to the next level, walk Frogger to the sign and advance.

HINTS

On your first run through the early Levels you may encounter some areas or platforms that are unreachable or impassible. Several paths or areas of the levels require certain power-ups to access. Replay the early levels once you have earned your Double Jump, Magic Stone, and Super Tongue to get to these areas.

The Running Jump will extend your normal jump and your Double jump. Use it wisely.

Moving too fast can be hazardous to Frogger's health at times. Take your time and look before you leap. Using the glide instead of simply falling will often save you from a painful landing.

When possible, use your Throwing Stone or Magic Stone to freeze enemies before you attack them. You will find stoned enemies are remarkably more vulnerable than normal enemies. In addition to being vulnerable, they also make excellent platforms.

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PRINTED IN JAPAN

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