

**GAME BOY ADVANCE**



# Frogger's Adventures 2

THE LOST WAND™

AGB-AFBE-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.



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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

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

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Thank you for purchasing Frogger's Adventures 2 The Lost Wand™. Please read this manual before playing the game. Also, please keep this manual in a safe place so you can refer to it easily later. (Note: Konami does not reissue manuals.) At Konami we continuously strive to improve our products. As a result your product may differ slightly from someone else's depending on the date of purchase.



# Hop Right In - Starting the Game

To start a single player game, please do the following:

Please make certain that your Game Boy® Advance is turned OFF - inserting a Game Pak while the Game Boy® Advance is turned ON may damage the system and/or the Game Pak!

Plug Frogger's Adventures 2 The Lost Wand™ into the Game Boy® Advance with the Game Pak label facing outward. You should feel the Game Pak lock into place.

Turn ON the Game Boy® Advance. When the Title Screen appears, press START.

To start your single player adventure, select "Story Mode" on the Game Selection screen.

Press the A Button to select a save game slot.

Press the A Button again to start the game.

If the game's Title Screen does not appear, turn the Game Boy® Advance upside down to see if the Game Pak falls out. If it does, please re-insert the Game Pak, ensuring that it is inserted with the label facing outward, and ensuring it "locks" into the Game Boy® Advance.

To start a Multiplayer game, please read the sections "Starting Multiplayer with a Single Game Pak" and "Starting Multiplayer with Multiple Game Paks". (See p. 19)



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# Game Controls

Here are the controls you'll need to help Frogger get through his new adventure:

**L Button**  
Turns Frogger counter-clockwise

**R Button**  
Turns Frogger clockwise

**Control Pad**  
Makes Frogger hop one space in the direction pressed

**A Button**  
Makes Frogger jump TWO spaces in the direction he faces

**START**  
Pauses and unpauses the game

**B Button**  
Makes Frogger flick out his super-long tongue up to three spaces

**SELECT**  
Has no effect during gameplay



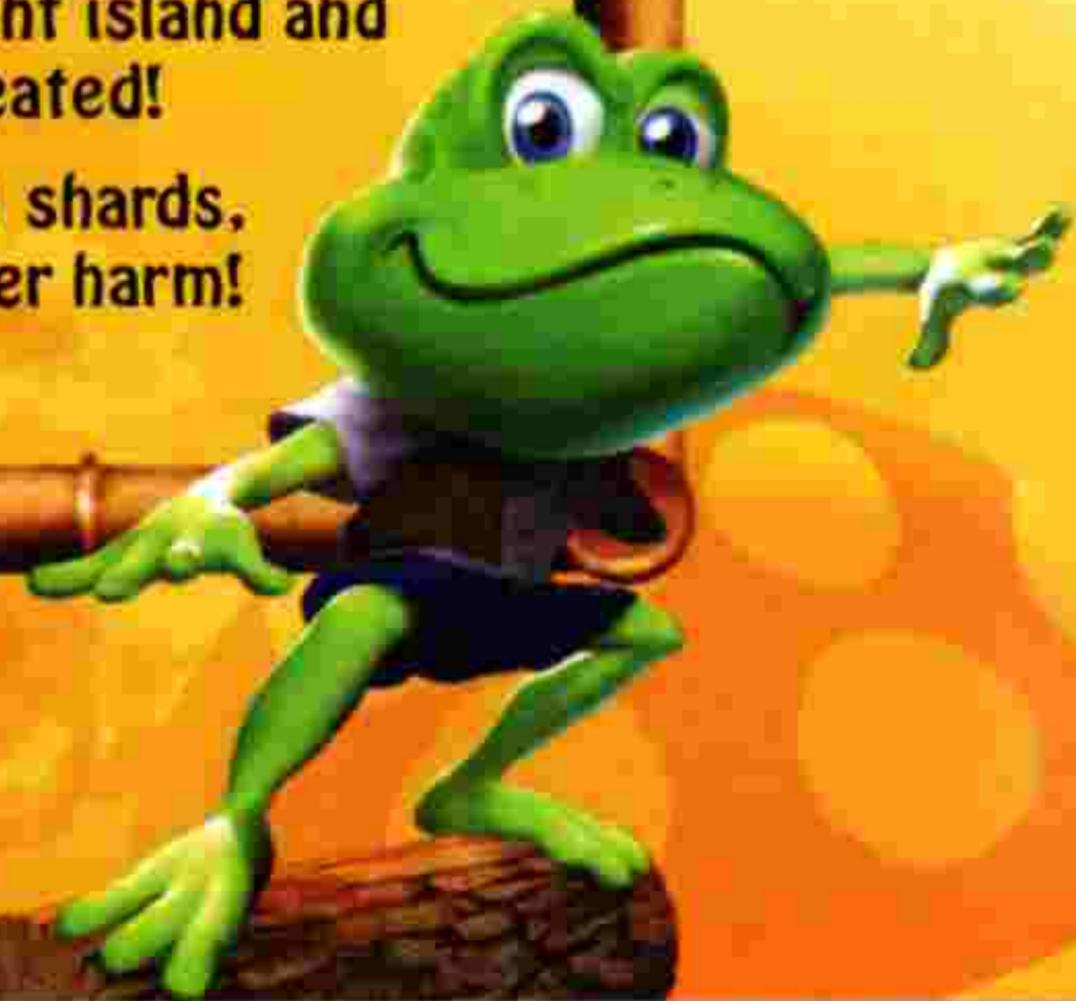
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# Story

**F**rogger wakes up to see that all kinds of crazy, impossible things are happening in Firefly Swamp!! He finds doves flying out of his refrigerator, and when he tries to use his remote control, it magically changes into flowers!

A magician calling himself Hocus appears, and explains that a powerful object called the Eternity Wand has shattered into five pieces. Each piece has landed on a different island and is guarded by a creature that the shard has created!

As Frogger, you must collect all five magical shards, before the uncontrolled magic does even greater harm!



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# Levels

## Jungle Island

### Stage 1 – Jungle River

This is the very first stage in the game. There are only a few enemies here, so it's probably the best place to start mastering your hopping and tongue-flicking skills! As you collect special game items (see p. 24) Hocus will give you hints about them.

### Stage 2 – Trampoland

This stage has almost no enemies in it, but it is FULL of Trampoline Tiles - You may find that you are your own worst enemy!! Luckily, this stage has LOTS of Crystal Frogs (extra lives), so take your time and collect as many as you can - you'll need them later!

*Hint #1: Remember to use the L and R Buttons to turn Frogger in the correct direction before you jump!*

*Hint #2: Whenever you can, use your super-long tongue to collect an item, instead of trying to hop onto it!*

### Boss Stage – Dozey Dragon

The only way to get the shard from this salamander (ok, well now he looks more like a dragon!), is to let him get some sleep! Flick your tongue at the birds before they sing out and wake him up! Keep this up long enough, and you'll be rewarded with your first shard!

*Hint #1: You should generally go after each bird in the order they pop up.*



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# Levels cont...

## Snow Island

### Stage 1 – Snowy Peak

Slushy monsters, evil snowmen, and even flying snowballs guard the Snowy Peak. Lucky for you, the snowmen can't grab you with their twig arms, and Frogger's webbed feet give him steady footing, even on ice! Watch out for the penguins that pop up from their hiding places — you can only jump on them, or over them, when they are down under the snow.

*Hint #1: This stage has lots of Crystal Droplets placed here and there — but trying to get them all might cost you more than they're worth!*

### Stage 2 – Ice Mines

Underneath the Snowy Peak are the Ice Mines. Ride the mine carts, flip switches with your tongue to turn on new mining tracks, and find the exit out of the mines!

*Hint #1: Don't rush!!! The only time you have to move quickly is when you're headed toward icicles and when a track you're on ends. Anywhere else, if you need more time, take it!!*



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# Levels cont...

## **Boss Stage – Frost Bite**

The path to the Frost Shard has led you onto a thin platform of ice that's full of holes! Use your tongue to pull the bombs into the holes before they explode and shatter the ice! But don't **EVER** step on a bomb or jump into a hole - either action will instantly cost you a life! Give Hocus enough time, and he'll toss the Fire Shard in front of the giant, so you can melt him down to size!

*Hint #1: It only takes 2 explosions to destroy the ENTIRE ice platform!*



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# Levels cont...

## Volcano Island

### Stage 1 – Lava Temple

The Lava Temple is full of fiery spirits and smoldering tiles that are ready to fry Frogger! And as if that wasn't bad enough, make one wrong move into the magma, and Frogger is DUST, literally!

*Hint #1: Watch out for the Crumbling Tiles!*

### Stage 2 – Magma Cavern

Hundreds of deadly firebirds roam within the Magma Cavern of Volcano Island! Avoid them, work your way onto the Switch Tiles that turn on nearby T-Platforms, and ride the platforms to new areas of the stage. You'll know you're at the stage exit when you find a doorway with evil, glowing eyes staring at you. Just jump in, and head to the next stage!

*Hint #1: The Bonus Stage entrance is EASY – it's next to the stage exit! Finding the four Spell Cards is the real challenge!*



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# Levels cont...

## **Boss Stage – Fiery Guardian**

A giant Fiery Guardian stands in the center of a whirlpool of magma, just waiting for Frogger to come out and face him! You must hop from moving tile to tile, and grab the Frost Shard that revolves ever so close to the Guardian! Each time you collect the shard, you'll cool off that angry giant, until he finally gives up and returns to the pit he came from.

There are four special tiles at the edges of the room: directly above, below, to the left, and to the right of the giant. Watch out - he may spit fire at you, or conjure up a "Lavalanche" (a fearsome wave of lava) that flows over all tiles, except the four safe ones! The Guardian will spit fire on you if you are on the "safe" tiles for too long, so the "safe" tiles are really only save against the "Lavalanche".



# Levels cont...

## Haunted Island

### Stage 1 – Path Through Town

In this stage, finding the right path through town may be harder than hopping past all the monks! This stage alone has two separate parts to it, each guarded by monks who whiz by like they're possessed! Study the monks' regular patterns to get to the exit! In section 2, you must hop on the lily pads to reach a Switch Tile that opens the path out of the stage!

### Stage 2 – Creepy Castle

If you thought the last stage with two sections was tough, now Frogger is lost in a huge collection of rooms that make up the Creepy Castle! There are even FASTER monks here and the rooms are connected like a maze! Some rooms even have more than one exit: one that's really a dead end (though it might have some Crystal Frogs in it), and the other, true exit.

*Hint #1: In some parts of the castle, if there seems to be no path, look at the wall for guidance.*

### Boss Stage – Fright Flight

A dark creature carrying a very sharp scythe will have you hopping for your life in this boss stage! You must avoid him and his frightful blade long enough for Hocus to send you the Light Shard. Each time you grab the shard, you'll see a specific path that you must travel that will surround the dark creature with light! Enclose him in light to weaken and defeat him!



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# Levels cont...

## Future Island

### Stage 1 – Technopolis

Hopefully, you've mastered your hopping and turning skills by now, or Technopolis may be the end of you!! High above the streets of the city, after you've dodged all the robots on the rooftops, you'll have to move and turn quickly on the Crumbling Tiles and ride on futuristic cars to get to the stage exit!

*Hint #1: Never go into a tunnel on the back of a car!!*



### Stage 2 – Digital Dominion

After riding on a few electromagnetic conveyor belts and seeing "I Love You" viruses running around on foot, you'll probably agree that the Digital Dominion is no place for a frog! Memorize the twisted patterns that the viruses run, and search for ways to turn off some of the lasers and giant eye Sentry security systems (NOTE: NOT ALL of them can be turned OFF)!!

*Hint #1: YES, you CAN safely hop over a Shock Tile while it's electrified!*



### Boss Stage – Short Circuit

To beat this boss stage, you'll have to be MORE perfect than a robot!!! At first, that may sound like an impossible task, but remember, you have Hocus and his magic on your side! Earn the Wisdom Shard by following the robot's patterns perfectly, until Hocus can use the Darkness Shard to force the robot to malfunction.

## Magician's Realm

This is the last level, get ready for some challenges and surprises!



# The Stage Select Screen

On the Stage Select Screen, you'll see images of the five islands in the game.

The island you see in front is the currently selected island, and its name appears at the bottom left side of the screen. To switch to another island, press the L or R Buttons. **NOTE:** You can only select the islands that you have cleared so far in Story mode.

On the selected island image, you'll see little circles, which represent the separate stages of that island. The blinking circle shows the currently selected stage, and its name appears at the bottom right side of the screen. You can press Left or Right on the Control Pad to select a different stage on the island.

Once the name for the stage you want appears at the bottom of the screen, press START or A Button to play!

After you have completed a stage, you will return to the Stage Select Screen. Now, you can choose to play the next, new stage in Story mode, or go back and play any stage that you have completed before, in either Story mode or in Time Attack mode.



# Saving Games

There are 3 save game slots in Frogger's Adventures 2 The Lost Wand™. Each time you turn on the Game Boy® Advance to play this game, it will ask you whether you want to "Continue" a game that has been saved on the Game Pak, or start a "New Game". Choose "New Game" if you want to play Frogger's Adventures 2 The Lost Wand™ starting with the first level.

After making your selection, the next screen you'll see is a list of the 3 save game slots. If a slot has no game saved in it, it will be labeled as "Empty", otherwise it will be labeled with the name of the stage that was saved in that slot. Choose the slot you want to use.

If you are starting a "New Game" and you choose a slot that has a game saved in it, the game will ask if it's OK to erase the game in that slot. Move the Control Pad Left to highlight the answer "Yes" and press the A Button if you want to erase the old saved game data. Otherwise, highlight "No" and select another slot to save your game in.

Once you've completed this step, saving games is handled automatically! Every time you complete a stage, your progress is saved in that slot!





# Loading Games

To continue a game that has been saved, simply select "Story mode" from the main menu, select "Continue", and then select the saved game that you want to play! Every time you complete a stage, your progress will be saved in that same slot.



# Time Attack Mode

Once you have completed a stage in Story mode, you can go back and play that stage in Time Attack mode.

*NOTE: You cannot play the boss stages in Time Attack mode.*

The goal in Time Attack mode is to reach the stage exit in the shortest time possible! The game automatically records the three shortest times for each stage.

In this mode, you have infinite lives, but beware! Some Time Attack stages have new enemies placed in new locations! And each time you lose a life, it takes up valuable time, so staying alive is still the best plan.

To shorten your time, pick up the Crystal Droplets and Crystal Frogs - although they don't help you earn extra lives in this mode, each one that you collect stops the clock briefly! Crystal Droplets will stop the clock for 1 second, and Crystal Frogs will stop the clock for 3 seconds.



# Multiplayer Games

Frogger's Adventures 2 The Lost Wand™ also contains 3 multiplayer games. Up to four players can play head-to-head! And best of all, you don't need four Game Paks to play (see p.19)!

## Balloon

In Balloon, each player tries to be the first frog to collect all four different colored balloons at his or her home base!

Each frog starts at his or her own home base (home base is a tile with a colored diamond on it. Each frog's color matches its home base). Every few seconds, a colored balloon rises from a tile in the center of the stage. Once the balloon is floating freely, you can grab it by flicking your tongue at it. This will make the balloon attach to your frog. Simply hop onto your home base to deposit the balloon!

Now here's where it gets interesting: You can steal a balloon from another frog by simply flicking your tongue at his balloon! You can even steal a balloon from his home base!! Whenever you steal a balloon, if you had a balloon, it will disappear, and you'll have this new one. White balloons are "Wild Card" balloons and can be substituted for a balloon of any color.

Let the crazy games begin!

*NOTE: Once you pick up a balloon from the center tile, you can't pick up another one from that tile, until you deposit your balloon, or you lose it.*



# Multiplayer Games cont...

## Race

In Race, up to four players can race head-to-head in this special racing stage! Many will hop, only one will win!

All the frogs start side by side at one end of the stage. The path across the stage will narrow, forcing all the frogs to try to use the same tiles, even the crumbling ones! When all frogs have reached the end of the stage, a score-board will appear showing the times for each frog and announcing the winner!

*NOTE: Whenever a frog "dies," he reappears on top of the last "normal" tile he stood on.*



# Multiplayer Games cont...

## Reverse Tag

In a usual game of tag, the object is NOT to be "It" - but in Reverse Tag, everybody wants to be "It"!

Reverse Tag starts with each frog on his or her home base. A timer appears onscreen for each frog. Then a balloon will float up from the tile in the center of the stage. The first frog to reach the tile and touch the balloon with his tongue becomes "It", and his timer will run for as long as he remains "It".

The other frogs must try to touch the balloon with their tongue to steal it. Once they do, they become "It", and their timer starts to count up. After 20 seconds, the balloon disappears and a new one will appear over the center tile.

The first frog to get his timer to 30 seconds wins the game!



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# Starting Multiplayer with a Single Game Pak

It is possible to play multiplayer games using only one Game Pak, though it takes more time to download and start the game:

Make certain that all Game Boy® Advance systems are turned OFF, then insert a Frogger's Adventures 2 The Lost Wand™ Game Pak into one of the systems.

Connect the Game Boy® Advance systems together (using ONLY Game Boy® Advance Game Link® Cable), ensuring that the cable connector labeled "IP" is inserted into the system that has the Game Pak.

Turn on each Game Boy® Advance system.

The player with the Game Pak must select "Single Game Pak vs." on the Game Selection Screen, and then select the game (Reverse Tag, Race or Balloon).

Once the game is transferred over the Game Boy® Advance Game Link® Cable to the other system(s), the game will start.



# Starting Multiplayer with Multiple Game Paks

The fastest way to start a multiplayer game is to have a Frogger's Adventures 2 The Lost Wand™ Pak for each player:

Make certain that all Game Boy® Advance systems are turned OFF, then insert a Frogger's Adventures 2 The Lost Wand™ Game Pak into each system.

Follow the diagrams on the next page to connect the Game Boy® Advance systems together, using ONLY Game Boy® Advance Game Link® Cables.

Each player must select "Multi Game Pak vs." on the Game Selection Screen.

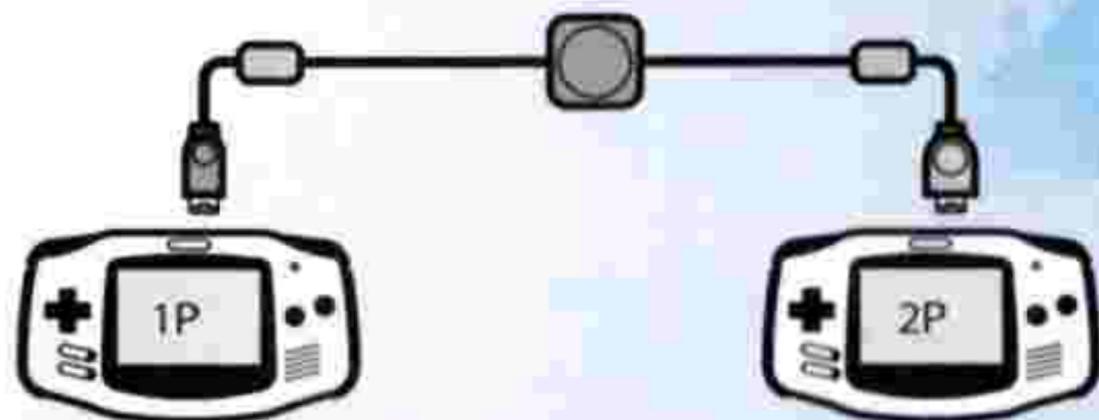
Once each player selects the same game (Reverse Tag, Race (3 types), or Balloon), the game will start.

*NOTE: If you see the message "Communication error" on the screen, one of the Game Boy® Advance systems has either been turned off, or has lost its connection to the Game Boy® Advance Game Link® Cable. Check all cable connections, and restart the game.*

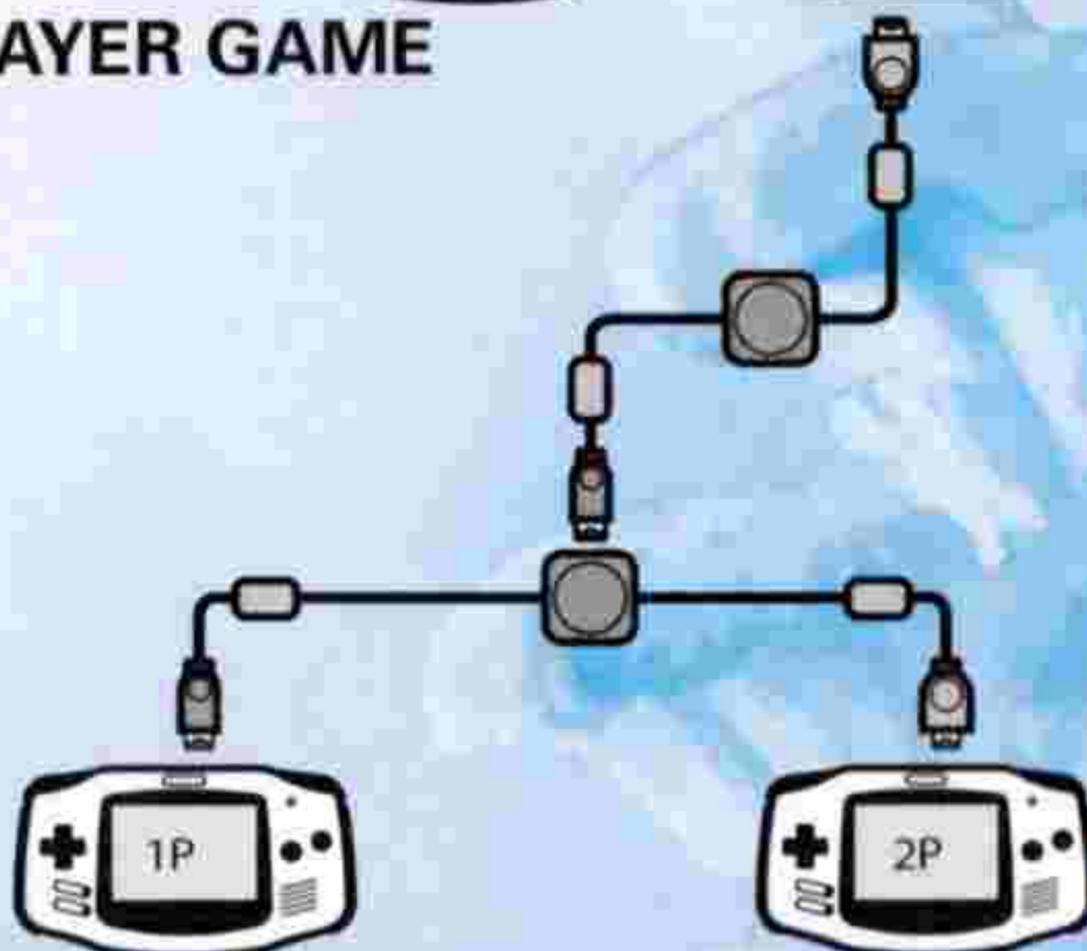
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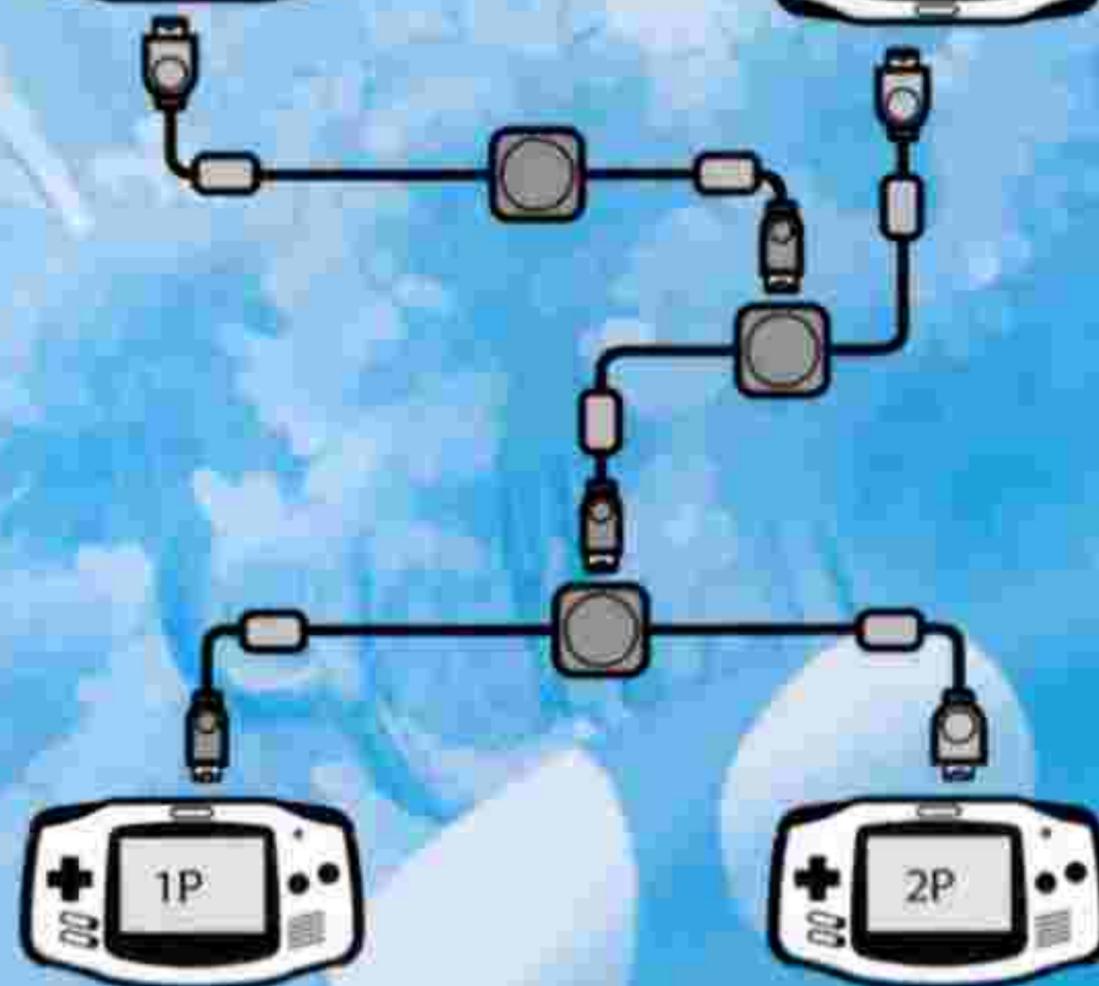
# Starting Multiplayer with Multiple Game Paks



2-PLAYER GAME



3-PLAYER GAME



4-PLAYER GAME



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# Troubleshooting Multiplayer

If you are having problems getting multiplayer to work, please check the following:

Make sure you are only using Game Boy® Advance Game Link® Cables. Game Boy® Advance games will only work with Game Boy® Advance Game Link® Cables.

Turn the power OFF and check that all Game Paks are inserted correctly (the game label should be facing out), and ensure that all Game Boy® Advance Game Link® Cables are securely inserted into the correct connectors.

Make certain that the switch on the Game Boy® Advance Game Link® Cable is set to "Game Boy® Advance".



# General Game Tips



Here are some general tips you should keep in mind:

- ▶ Remember that Frogger can collect objects that are up to three spaces away, by just using his tongue to grab them!
- ▶ Each stage (except the boss stages) has exactly four Spell Cards hidden in it. Collect all of the cards to unlock the Warp Door to a special Bonus Stage. Once you have all four a sparkling key icon will appear in the upper right corner of the screen, letting you know the Warp Door is open! In the Bonus Stages, you have limited time to pick up as many Crystal Droplets and Crystal Frogs as you can!
- ▶ Once you've seen a stage's introduction, you can skip through the dialogue quickly the next time by pressing the B Button.



# Special Items

Study these pictures, and you'll be able to identify all the special items you'll encounter in your adventure:



**CRYSTAL DROPLETS:** Collect 20 of these to earn an extra life.



**CRYSTAL FROGS:** Each one you collect instantly gives you an extra life!



**SPELL CARDS:** Collect four of these to unlock the Warp Door to a special Bonus Stage.



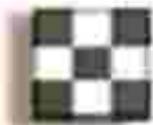
**LOCKED WARP DOOR:** This is the door that is unlocked by collecting the four Spell Cards.



**UNLOCKED WARP DOOR:** Hopping onto this sends you into the special Bonus Stage.



# Special Items cont...



**CHECK POINTS:** Hop onto these to save your progress in the stage.



**PULL BLOCKS:** The red arrow on this tile shows the direction it can be moved. Flick your tongue at one that is pointed at you, and it will move one space closer!

**NOTE:** You can only move them once. After a Pull Block has been moved, the red arrow on it will change color.



**MAGIC SHARD:** These are the items you are trying to collect to win the game!



**TRAMPOLINE TILES:** Hopping on this tile will toss you three tiles ahead.



**SWITCH TILES:** Flick your tongue at these, or hop onto them, in order to activate something in the stage. Switch Tiles are different depending on the stage you are in.



**CRUMBLING TILES:** Frogger can stand on these, but they'll crumble, fall away, or simply disappear after a few seconds. There are different-looking Crumbling Tiles in different stages.



# Customer Support

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all fine Konami products.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)

- \* \$0.95 per minute charge
- \* \$1.25 per minute support from a game counselor
- \* Touch tone phone required
- \* Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M., Pacific Time. Prices and availability are subject to change. U.S. accessibility only.

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# Credits

**Konami Computer Entertainment Hawaii, Inc.**

**Lead Programmer**

**Minoru Toyota**

**Programmers**

**Game Main**

**Libero**

**Event**

**Jimi Ishihara**

**C. David Mantzel**

**Yuji Yoshiie**

**Lead Artist**

**Masaki Sugimoto**

**Stage Layout / Art Work**

**Jungle Island:**

**Snow Island:**

**Volcano Island:**

**Haunted Island:**

**Future Island:**

**Magician's Realm:**

**Main Visual Design**

**Enemy Design**

**Okjoo Chang, Masaki Sugimoto**

**Jordan Santos**

**Mari Yamaha**

**Jared Matsushige**

**Neil Choy, Mitsuhiro Nomi**

**Okjoo Chang, Jordan Santos**

**Jun Nakagawa**

**Masaki Sugimoto, Jordan Santos,**

**Jared Matsushige**

**Jimi Ishihara**

**Yuji Yoshiie**

**Multiplay Programmer**

**Message Programmer**

**Audio Manager**

**Jun Funahashi**



# Credits cont...

Sound Design Lead /  
Music Editor  
Sound Design  
Sound Programmer  
Original Composition

Jaren Tolman  
Rev. Dr. Bradley D. Meyer  
Terry Jones  
Stephen Geering

Frogger Theme And Additional  
Music Composed by  
Arranged by

Big Idea Inc. (Chuck E. Myers)  
Stephen Geering

Web Design  
Coordinator  
Artwork Coordinator  
Producer  
Executive Producer  
Director

Danielle De Wald  
C. David Mantzel  
Christine Kogure  
Mitch Ueno  
Kazumi Kitaue  
Minoru Toyota

## Special Thanks

Satoshi Narita, Kenichiro Imaizumi, Sydney Oshiro, Greg Ellis, Isao Ishihara, Will Shen,  
Jeff Greenhut, Rob Parnell, All Konami Hawaii Staff, RMC Staff, & KOA-QA Staff

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# Credits cont...

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President  
Vice President Operations  
Vice President Marketing  
Vice President Sales  
Director - Product Marketing  
Director - Marketing Communications  
Product Manager  
Senior Manager, Creative Services  
Senior Manager, Public Relations  
Packaging Design & Layout  
Manual Writer

Tomofumi Gotsubo  
Linda Stackpoole  
Chris Garske  
Catherine Fowler  
Rick Naylor  
Cherrie McKinnon  
Erica Mason  
Monique Catley  
Tammy Schachter  
Ayzenberg Group  
Steve Patterson

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Lee Allison Verdeckberg, Barbara Loo, Kathie Tompkins,  
David Chen, Mike Dobbins, Jamal Carter & Mark Gonzalez





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