

# FROGGER GUIDELINE

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## PERIPHERAL SETTING

**WE STRONGLY RECOMMEND** using keyboard and mouse for gaming, also setting the monitor resolution to 60hz, and turning off the system's input methods, as these will affect the game.

## GAME STORY

The evil wizard was so jealous of the beautiful princess that he changed her into a frog. Now the frog princess is thrown on the flowing road. And the player, as a frog knight who has loved the princess for a long time, must save her.



## GAME CONTROL

'W' – Moving forward

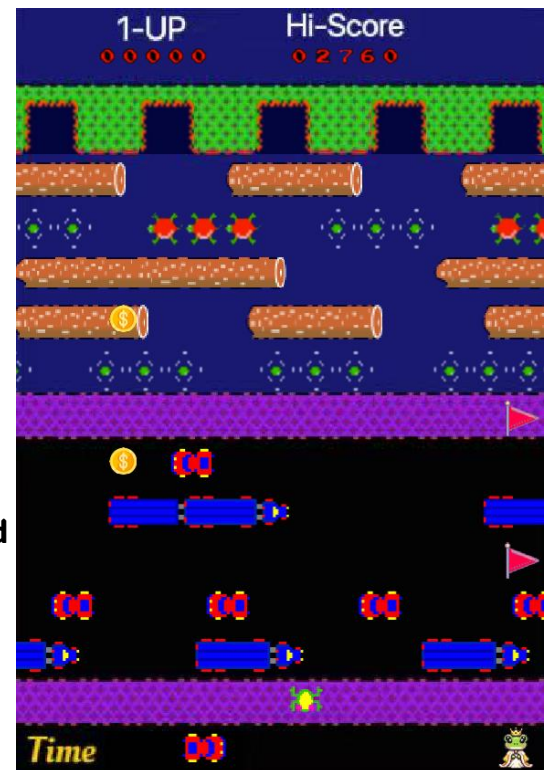
'A' – Moving left

'S' – Moving backward

'D' – Moving right

## GAMEPLAY

The player controls a frog and crosses the dense traffic and river to reach the end of the other side before the frog princess is hit by a car.



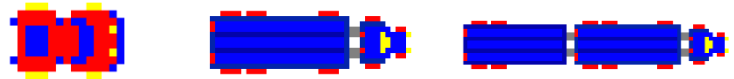
# FEATURES

## 1. FROG



Main Character (Player).

## 2. CARS



Be careful of those dangerous cars. When the Frog or Princess is hit, they will die.

## 3. TURTLES



They are your partners who will help you cross the river, but be careful, some may not be so reliable (some may sink).

## 4. LOG



A log that you can use to cross the river.

## 5. COINS



I believe the princess won't mind you earn more points as long as you save her.

## 6. DINOSAURS



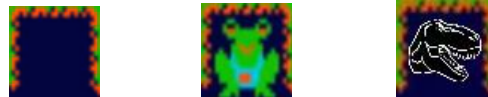
Some dinosaurs will randomly appear in the frog's cave and wait for their prey to throw themselves into their mouth, but I'm sure you're not that stupid, right?

## 7. FLAGS



These magical flags will save your position of rebirth to its line. You don't understand why, because you are just a frog.

## 8. ENDS



This is your warmest home, there is a way to rescue the princess in your home, although sometimes there are some uninvited guests.

## 9. PRINCESS



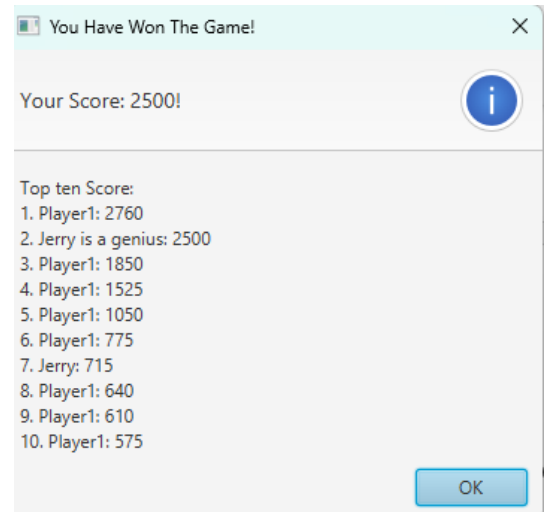
Your lover, who knows how she will repay you after you save her.

## SETTING

**'Volume' (1-100) – Adjust the volume of the game.**

**'Difficulty' (1-5) - Adjust the difficulty of the game.**

**'Player Name' – The default "Player1", the name you want to be displayed on the Score ranking board.**



## POINTS TABLE

**FORMULA: FINAL POINTS = INITIAL POINTS \* DIFFICULTY. <sup>1</sup>**

<b>Each End: 25</b>	<b>Every Death: -25</b>
<b>Each Advance: 5</b>	<b>Each Flag: -25</b>
<b>Each Coin: 25</b>	

**Table 1: Initial Points Table**

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<sup>1</sup> E.g.: Actual Movement points in Level 1 = Initial Movement points (5) \* 1 = 5