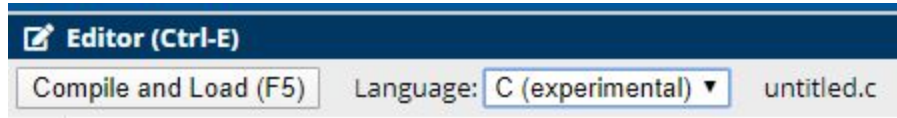
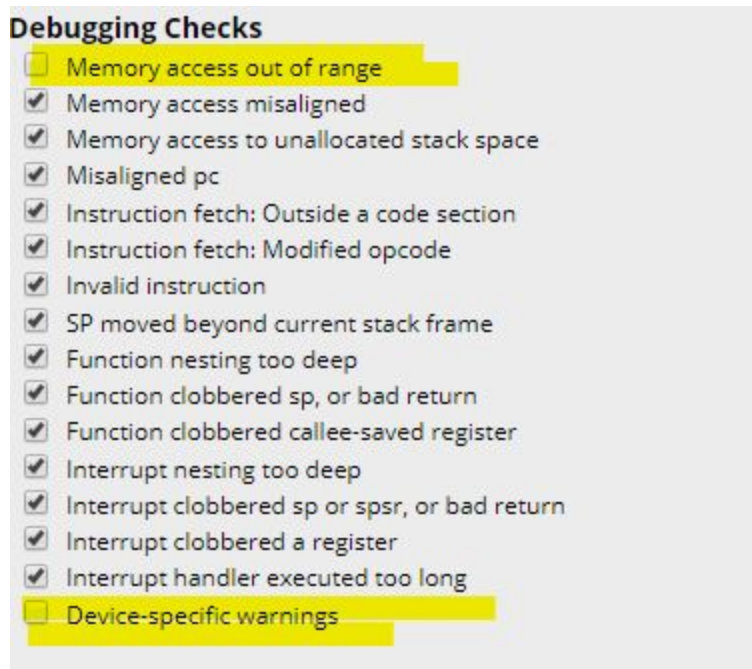


### Instructions to Play on CPULator

1. Copy and paste code from .c file into cpulator
2. Change language to C



3. Under settings, untick the following warnings
  - a. Memory access out of range
  - b. Device - Specific warnings



4. Press **Compile and Load**
5. When you are ready to play, press **Continue**

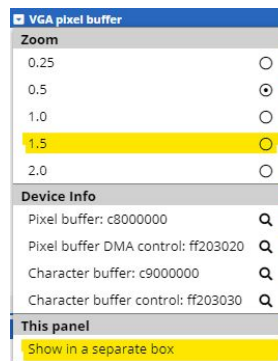
- Under “Devices”, find the **FIRST** PS/2 Keyboard or Mouse Device



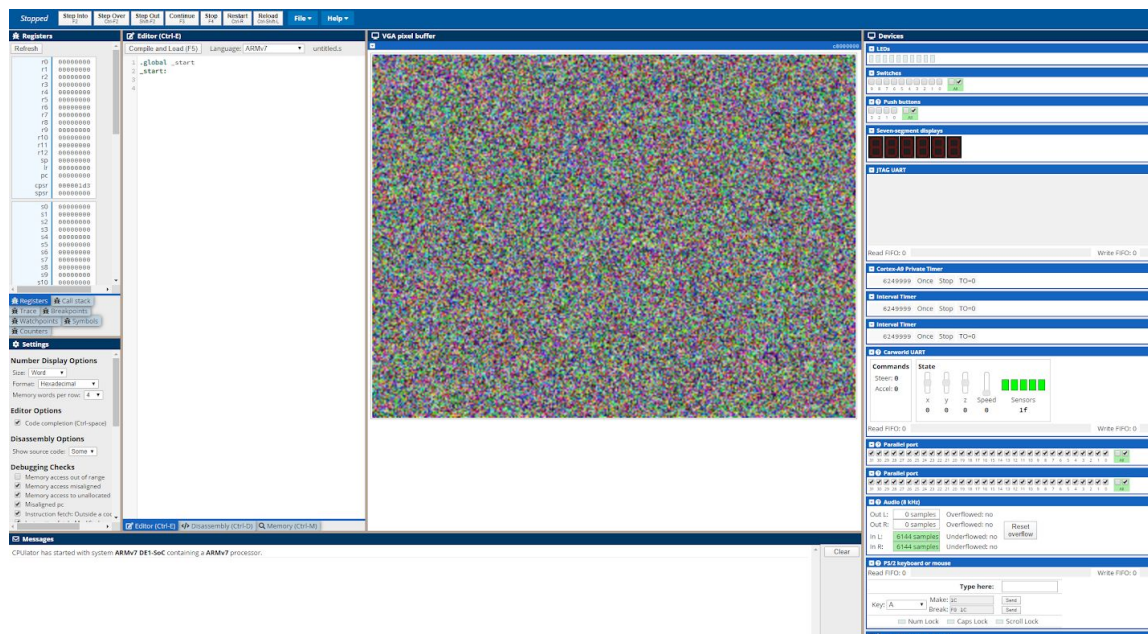
- Where it says “**Type Here**”, click on that text box
- You’re now ready to Play! Follow the instructions on screen

**Note: To get the best experience, we recommend taking the following steps:**

- Zoom in the VGA pixel buffer device and select “show in a separate box”



- Take the VGA pixel buffer box and move it to a place where you can expand it and see the entire pixel buffer device. Below is what the screen should look like

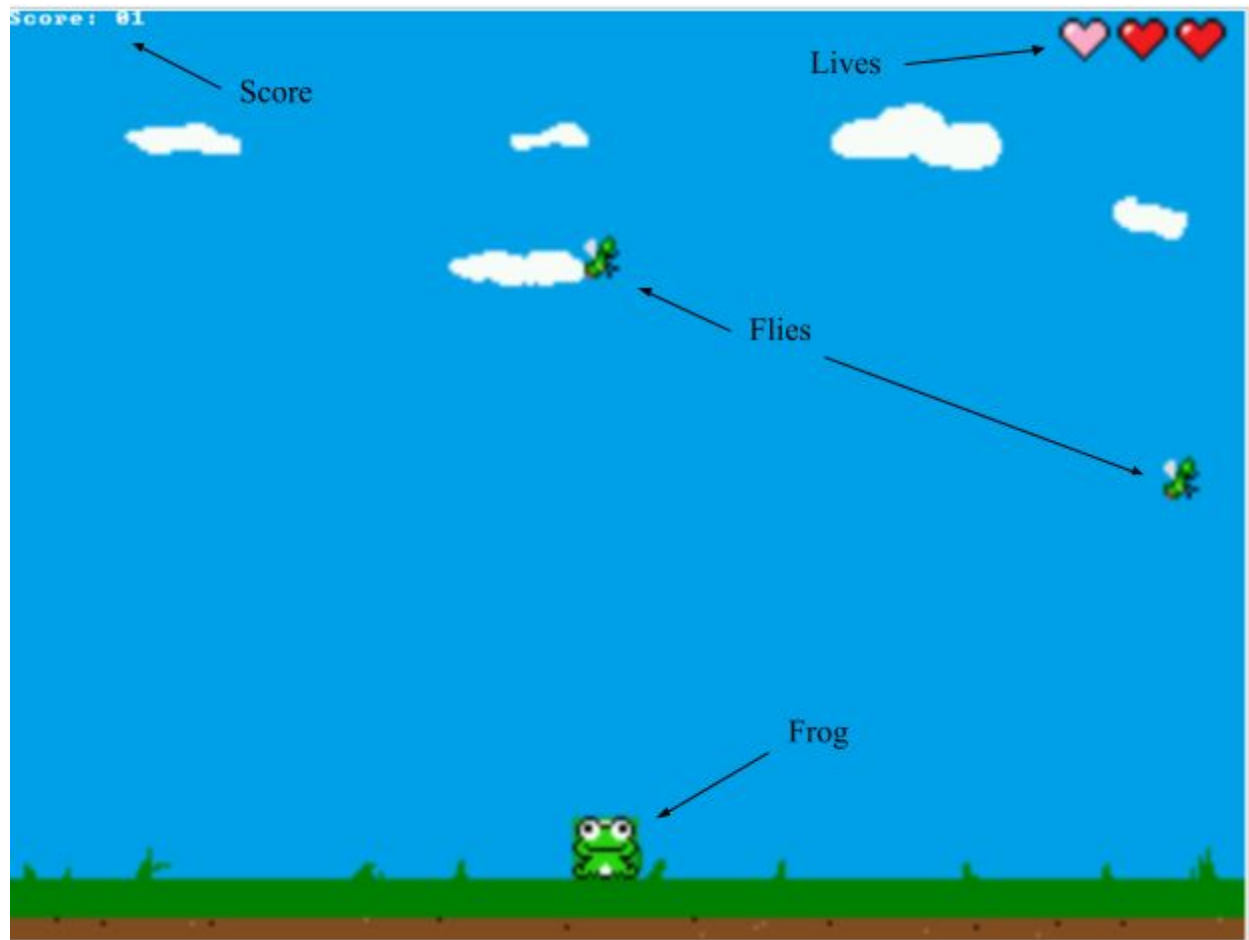


### Instructions To Play, and what to expect

- “Enter” key is used to start the game
- **The frog is controlled via the left and right arrow keys**
- You have three lives, and are trying to catch as many flies as possible
- Flies are caught by running into the falling flies with the frog
- Current score is shown in the top left corner
- Lives is shown in the top right corner
- The frog can loop around - moving past the border of the screen will bring the frog to the other side
- **Flies start to move diagonally once a score of 10 is reached**
- **Flies velocity increase by one every 20 points**
- Once lives are taken up, you will return to the menu screen, where you can choose to play again



Starting screen of the game



In game elements