**Overworld 1**

Use this tool to get a general reading of the Earth’s atmosphere.

For now, we have only one spot to investigate.

Press the hotspot on the map to continue.

(investigate)

Now we need a suitable area for the frogs to call home.

(highlight topographic map)

Here’s the topographic map of the land.

The atmosphere can vary greatly based on where you live.

Be it near the mountains, or alongside a river. Your location can be hotter or colder than normal.

(highlight off)

Now simply press on the map to determine where to place the frog colony.

Remember to be mindful of the location’s Altitude and Topographic Features.

Once the criteria are met, you will be able to launch the expedition!

**Colony 1**

(intro…etc)

Our goal for this expedition is to populate the land with as many frogs as possible.

Frog houses will arrive as the population grows.

(house land)

In order to grow the population, we will need to plant crops, build water tanks, and build power stations.

(wait for seed)

(show gardener illustration)

Let’s start with plants.

We’re going to need a Gardener to help with growing plants.

Gardeners can also help with getting rid of weeds, and other sorts of plant-based menace.

(show summon illustration)

In order to summon a frog, simply press on their portrait when the green arrow appears.

Remember that you can only have a certain number of frogs summoned at a time!

If the capacity is full, you can free up a slot by pressing on a frog’s portrait when the red arrow appears.

(building ready for construction)

(show engineer illustration)

Looks like the frogs are requesting for a construction of a water tank, and a solar panel!

Why don’t you summon an Engineer frog to help with these constructions.

Engineers can also repair structures that are damaged.

(enemy show up)

(show fighter illustration)

Watch out, a mole has appeared!

These creatures don’t see very well, so they mistake our structures as something to dig through.

Summon a Fighter frog to deal with such pesky creatures!