LEAPFROG PATCHES

PLAYER 1 DOESN'T LOOSE A LIFE (training/debug mode)

Change   03FA : 10
to   03FA : 00 (this causes problems after a while)

TO SEE THE "YOU BEAT IT" SCREEN
Start the game and let it run until normal play begins.
Pause it, set bit 0 of $1FA3 to 1, and unpause.

TO PREVENT THE ATTRACT MODE
Change   02FB: 39
to   02FB: 00

TO REDUCE ACCURACY NEEDED TO LAND IN A HOLE
Under normal conditions there is a tolerance of ± 1 pixel. This patch changes it to ±
2 pixels. It doesn't look so good, but it might let me reach higher levels.
Change   0540:1E   0546:02   054C:26
to   0540:1D   0546:04   054C:24

TO LAND SAFELY BETWEEN THE TWO LILLIES
Change   04FC:1A
to   04FC:1B

TO SEE THE FULL EXTENT AND CHANGING SIZE OF LOGS & LILY OBJECTS
change   0855:20   0985:20
to   0855:C0   0985:C0

TO BRING THE SNAKE INTO PLAY IN LEVEL 1
change   0F0D:01
to   0F0D:04 or 10 or 40 (fastest in normal game play)

FORCE FROG TO START NEW RUNS AT HC=$75 (useful in Winarcadia which doesn't
                                                             display the full screen)
change   03DD:9E   03E1:9E
to   03DD:01   03E1:75

SHOW LIFE AND TIME BARS ON WINARCADIA EMULATOR
Change   09BB:0C
to   09BB:05