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Thank You from Konami

Thank you for purchasing Frogger Beyond™. 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.

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Installing the Game

When you insert Disc 1 into your CD-ROM for the first time, the game will auto run and the InstallShield menu will appear. From here, you can install the game or view the readme file. You are also given the option to install DirectX 8.1 and Windows Media Player version 7.1 which you must have installed to play Frogger Beyond.

Readme

The readme file contains important information on the game.

Install

When you first click "Install", you must read the Konami License agreement. If you agree, then you can begin to install Frogger Beyond by clicking on "YES" to install.

Disc Setup

Disc 1 contains all level data and movies.

Disc 2 contains the sound.

Installation Methods

There are two ways to install the game: Compact or Full.

The Compact installation copies all audio data from Disc 2 onto your hard drive and allows you to play using streaming level data and movies from Disc 1. You would use this option if you don't have enough room for the full game data (Approx. 1.3GB) on your computer.

The Full installation copies all data from Disc 1 and Disc 2 onto your hard drive and you can play the game with no CD-ROM in the computer after you have loaded it.

Note: You will always have to insert Disc 1 into your CD-ROM to run or install the game. If you are installing using Compact, you will be quickly prompted to insert Disc 2 and continue installation.

Game Controls

PC Keyboard Configuration

Type A (Default)

Up	Up Arrow
Down	Down Arrow
Left	Left Arrow
Right	Right Arrow
Rotate Right	W key
Rotate Left	Q key
Tongue Grab	A key
Super Hop	C key
High Hop	E key
Cycle Power Up	Z key
Activate Power up	X key
Pause/Menu	Space Bar
Yes/Confirm	Enter key
Back	Esc key
Return to Default Settings	Backspace key

Type B

Up	8 (Num. Pad)
Down	2 (Num. Pad)
Left	4 (Num. Pad)
Right	6 (Num. Pad)
Right Rotate	9 (Num. Pad)
Left Rotate	7 (Num. Pad)
Tongue Grab	Z key
Super Hop	X key
High Hop	C key
Cycle Power Up	V key
Activate Power Up	B key
Pause/Menu	Space Bar
Yes/Confirm	Enter key
Back	Esc key
Return to Default Settings	Backspace key

Type C

- UpW key
- DownS key
- LeftA key
- RightD key
- Right RotateE key
- Left Rotate.....Q key
- Tongue Grab/ key
- Super HopRight Shift key
- High HopRight Ctrl key
- Cycle Power Up] key
- Activate Power Up\ key
- Pause/MenuSpace Bar
- Yes/Confirm.....Enter key
- BackEsc key
- Return to Default Settings.....Backspace key

You will be able to select from three different keyboard configurations in the options menu, including the default configuration.

Notes: In general, while in a menu, the “Enter” key is used to make a selection, and the “Esc” key is used to cancel/exit the menu.

The Title Screen shows an image of Frogger and his friends. Use the Arrow keys to select between NEW GAME and CONTINUE. Once you have made your selection press the “Enter” key to continue.



NEW GAME

When you select NEW GAME the Name Entry Screen will come up, where you can enter your name. Use the Arrow keys to select letters. Use “DEL” to delete characters from the name. Select “END” when you are finished to advance to the Main Menu.

The name that you enter will contain all of your saved game progression, options, and Time Attack Records. Whenever you save throughout the game, it will go under this name on the save slot. When you start the program again, you can choose this name that you have created from the list to resume your game.



Title Screen Continued...

CONTINUE

Pressing the "Enter" key to choose CONTINUE will bring up the Load Game Screen.



You will see a list of the saved games. Select the desired game and press the "Enter" key to go to the Main Menu.



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Main Menu

STORY MODE

Take Frogger through all of the worlds in succession. Meet the members of the Elder Council and complete their tasks in various worlds to proceed. All your game progression data can be saved; details are outlined in the Saving and Loading section. After completing each level, you will be prompted to save your game.

TIME ATTACK

Time Attack Mode is where you can prove "Who's the fastest frog!!"

Hop Frogger into the main hub transport portal to bring up the World Select View. Use the Arrow keys to select the world that contains the level you want to play, and press the "Enter" key. Now, a doorway for each level in that world will appear. Only doorways to those levels that you have already completed in Story Mode will open. Hop in front of a doorway to see that level's top recorded times. Coins collected are also shown so you can prove that you can beat your friend's times AND collect more coins along the way! Simply hop into any open doorway to challenge that level's best records!



When the level starts, a clock appears onscreen and times you as you play through the level. You can use up to five lives to complete the level.



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Main Menu Continued...

If your time is among the top 3 for that level, it will be automatically added to the list.



You can save your game when you return to the main Hub and save game menu.

Story Mode – Hub Menu

Hopping into the main hub transport portal also brings up a number of choices. Use the Arrow keys to access them:



SAVE GAME: Select this to save your records.

Note: You **MUST** save your records in this manner, or they will be lost when you close the program.

ITEM SHOP: Select this to purchase special Power-Ups and extra lives (See the section Power-Ups).

QUIT GAME: Select this to return to the Main Menu.

RESUME: Use this to exit the menu.

Options

The Options Screen allows you to customize the settings of the game to your preference:



Number of Lives: You may play Story Mode with 3, 5, or 7 lives.

Controller Setup: There are 3 types of keyboard configurations available to choose from. The first is the default and there are 2 more custom types to select from.

Audio Setup: You may adjust the background music volume, and the sound effect volume. Press the "Backspace" key to return all settings to their defaults.



SAVING

You can save game data after completing any level while in the World Select view. Simply stand on the central hub portal and you will be given the option to save or quit your game. Confirm using the "Enter" key after making any selection.



The time has come for Frogger to go through his "rite of passage". He has reached the age where every frog must make the transition from boy-frog to teenage-frog.

In order to make this transition, Frogger will journey to the Chamber of the Elders on his most significant birthday and stand before the 8 venerable members of the Elder Council. Upon meeting the council, Frogger will be asked to enter a magic portal that will warp him into each one of the elder's worlds. These worlds serve as a personal test for Frogger to prove that he is indeed a teenager.



Game Levels

THE SWAMP/TUTORIAL LEVEL



On a cold and rainy day, Frogger makes his way through the swamp to the Elder Council chamber.

In this level, you'll see Activator platforms (platforms that activate something else within the level when Frogger jumps on them), and Moving platforms (such as the lily pads, that Frogger can hop on in order to travel to new locations). If you see a spinning 'question mark,' jump onto it to get new clues on how to play the game.

As you travel through this area, practice controlling Frogger! Watch his tongue stretch when you press the "A" key (default setting). Press the "E" key to see Frogger's "High Hop", and press the "C" key to try his "Super Hop!" Power-ups and usage will also be explained in this level.

RAINFOREST



In this first test, you'll find yourself hopping through a lush rainforest. Hop around enemies, slide down tree branches, and collect as many coins as you can on your way to the level exit!

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Game Levels Continued...



HINTS!

- **Level 1:** Each color platform gives you access to a different area in this portion of the map. The blue activator platform will get you to an area guarded by a small Firefly. If he's bothering you, remember—you're a frog, and he's a bug!!
- **Level 2:** The Giant Spider can be a Giant Headache! When you get to the part where you have to jump over a small gap, watch for the leg to the right of the entrance to move up and down to give you a warning when the leg on the other side of the gap is going to move. Give it a try!
- **Level 3:** Here, you'll find a special moving platform in the shape of a flower! Remember, to hop off the flower facing the correct way!
- **Level 4:** When facing that hairy ape, watch for him to get excited and start waving his arms in the air after throwing a log. You might just surprise him when you send that log right back at him!

UNDERWATER



You're about to find yourself warped into a weird watery world full of sea creatures. Here, patience and cunning are the only way to survive!



HINTS!

- **Level 1:** It used to be so easy just dodging and sidestepping your enemies, but now you'll see that sometimes the best way to avoid trouble is to "High Hop" over it!
- **Level 2:** Keep a look out for a ride on an orange propeller-powered machine. That's your ticket to getting those gold coins suspended high in the air.
- **Level 3:** To complete this level, avoid the metal platforms whenever the Puffer Fish charges them with electricity!
- **Level 4:** To beat this boss, you'll need to wait till the time of day when he's most vulnerable—low tide!

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Game Levels Continued...

HIGH TECH



In the High Tech world, everything from lasers, robots and computer viruses will be attempting to squash your hopes of persevering.

HINTS!

- **Level 1:** Soon you'll find four platforms that will lead you down three different sections of the level. Once you have found the first correct platform in the puzzle, use that as your access key to the rest of the sections.
- **Level 1:** If you find your path blocked by an electric barrier, look for a red activator platform to shut it down!
- **Level 2:** While spinning around the dizzying platforms to reach the teleporter in the center, before you leap make certain that the platform you're trying to reach is both perfectly aligned, AND not too far away!
- **Level 2:** To finish the level, you'll have to shut down electric barriers and ride microchip moving platforms to travel to new areas.
- **Level 3:** In this level some enemies' shapes extend just partially outside of the single "gridspace" that most fit within—so just because an enemy doesn't walk entirely onto a gridspace that you're standing on, it doesn't mean you're safe! Watch out for those molecules especially!
- **Level 3:** The hardest obstacles in this level, are the swinging spikes that hang down from the ceiling! Their patterns are hard to follow, but hopping along the left and right edges rather than down the middle might help!
- **Level 3:** Without a doubt, you'll have to squeeze in-between tight spaces and watch the timing of various enemies' patterns to get through this level!
- **Level 4:** Be sure to keep moving around this Mechanical Giant. Just remember, if he can't hit you with his lasers and missiles, he'll try to stomp you into the ground. When he stomps, you have to be standing in one of the four correct spots or he'll get you eventually.

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Game Levels Continued...

MOUNTAIN



Time to hit the slopes! After riding a runaway mine cart and negotiating your way over broken tracks on a mountainside, get prepared to snowboard your way to safety!

HINTS!

- **Level 1:** Steer a mine cart past obstacles and enemies. Don't forget to jump as gaps in the track come up when you least expect it.
- **Level 2:** If you like to speed while snowboarding, just hop up and catch some air—but with this crowded a trail, speed might not be the smartest move!
- **Level 3:** Use your snowboard to catch air to avoid the many obstacles trying to stop you from sliding down the mountain.
- **Level 4:** Guide rockets into the force field generators that protect the boss to defeat him.



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Game Levels Continued...

FUTURE



In this super futuristic plane of existence, Frogger must make his way through a high security robot installation, to find the mastermind that controls it all!

HINTS!

- **Level 1:** Guide your way up to a series of moving futuristic vehicles. You must hop across them as they move to advance.
- **Level 2:** Among all the mini UFOs, asteroids, and spacemen, look for white moving platforms that will carry you to new sections!
- **Level 3:** Get prepared for the largest collection of fast enemies you've ever seen!! Although they're moving super-fast, take your time and memorize their relatively simple patterns before taking a step!
- **Level 3:** Frogger can fly through space! As you slide along the ring of asteroids filled with coins, remember that money isn't everything!
- **Level 4:** Turns out that the boss behind all these space attacks is a big green monster—And I'm not talking about the eerie robo-Froggers you see in the level!

Game Levels Continued...

UNDERGROUND



Who turned up the heat? Near what must be the center of the earth, Frogger must hop over steaming pools of lava, avoiding sly enemies and falling boulders at the same time!

HINTS!

- **Level 1:** The enemies here are the least of your worries! Be prepared to do some fast hopping through a Hollywood-style adventure! Unless you're lucky like some movie heroes are, you probably won't make it through alive the first time, so try to memorize those pitfalls!
- **Level 2:** There are at least two extra lives hidden along the spiraling path down this pit—grab 'em, cause you'll probably need 'em!
- **Level 3:** Near the start of the level, you'll need to ride some vertical moving platforms. Never try to hop down to them when they are far away—Wait!
- **Level 3:** When you reach the structure surrounded by molten steel, if you face either a dead end or a closed gate, explore along the circular path on the outside!
- **Level 4:** Defeat this Boss by hitting a sequence of switches in three different altitudes. The higher you get the more mad the Boss becomes so be careful.

Game Levels Continued...

MAGIC



One of the last worlds Frogger must face is one filled with magical enchantment and mystery. Frogger can no longer trust his eyes... because they will deceive him as he hops through this twisted land. In this world of madness, inanimate objects come to life as Frogger narrowly escapes their grasps time and time again.

HINTS!

- **Level 1:** It certainly is unusual when the camera looks directly down on Frogger and the room, but this actually makes it easier to see the enemies' patterns - Use this advantage to grab more of those valuable coins and extra lives!
- **Level 2:** This level is peppered with Breakaway Tiles, so be careful to pick the right kind of tiles to stop on!
- **Level 3:** In the Hall of Knights, the safe path is lined with money.
- **Level 4:** If all eight Frogs face the enemy, their red-hot secret will be unleashed. If you keep on your toes and don't concentrate on one statue for too long, you'll survive this test of patience.

FINAL

Now, what fun would it be if we spoiled the surprise! To find out what happens on this final world and level, you'll have to just play it yourself!

Heads Up Display



LIVES—Your remaining lives are shown by the number located in the upper left side of the screen signified by Frogger's face.



COINS—The current number of coins you've collected is always shown in the upper right corner of the screen. Collect 100 coins to buy an extra life!



POWER-UPS / SPECIAL ABILITIES—There are three different types of power-ups that Frogger will be able to use in the game. A different icon represents each type, and the number of power-ups available to use is also listed. (See details in the Power-Ups section) Use the "Z" key to cycle between the three types of power-ups and the "X" key to start the action.

Items

FIREFLIES—Getting a little low on extra lives? Munch on one of these to instantly gain an extra life! Generally these Fireflies are in hard to reach areas, or hidden far off the main path, so keep your eyes peeled and explore!

COINS—These golden collectibles are in every level of the game. Collect as many as you can, because you can use them to buy power-ups.



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Power-Ups



SPEED UP—There is no substitute for speed. Choose this power-up and become a super fast frog. Pass enemies with ease or avoid chasing obstacles.



FEEDING FRENZY—Here's your chance for revenge! This power-up gives you the ability to swallow your enemies for good using the Tongue Grab ("A" key).



GHOST FROG—Become almost invisible while using this power-up. After activation, you are able to walk straight through enemies and obstacles without feeling a thing.

Frogger will be given three of each type of power-up when a new game begins. New ones can be purchased in the Item Shop (Located in the World Select menu) by using coins collected in the game. These Power-Ups will be very useful to pass the later, more difficult levels!

NOTE: The Default setting for cycling through the Power-Ups is the "Z" key. You have to press the "Z" key again to select the next Power-Up. The Default setting to activate the selected Power-Up is the "X" key, pressing the "X" key once will activate the Power-Up until the time limit is up.



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Item Shop

The Item Shop is located in the Story Mode and can be accessed when Frogger is standing on the portal in the World Select view. In the Item Shop, there are four items available to purchase: Speed power-up, Feeding Frenzy power-up, Ghost power-up, and extra lives.

Speed Up—25 coins



Feeding Frenzy—50 coins



Ghost—80 coins



Extra Life—100 coins



Highlight the item you would like to buy using the Arrow keys, and press the “Enter” key to purchase them. Your coin count will be deducted the price automatically and the power-up or life you buy will be available when you resume the game.

Mechanics

SWITCHES



Switches are special tiles that make other events happen in the level. For instance, they may make another platform move, open a doorway, or even shut down electricity! Often they are camouflaged, making them a bit hard to find! You may step on one accidentally, so listen to sound effects, and watch the screen carefully as you explore!!

MOVING PLATFORMS



These help Frogger travel to areas that would otherwise be impossible to reach. They come in many shapes and sizes! For example, in the rainforest they are disguised as Propeller plants, and in the High Tech world, some of the microchips are actually moving platforms.

BREAKAWAY TILES



Some tiles will slowly fall apart or just disappear when Frogger hops on them. If you find you must step on a tile that looks unlike any you've ever seen before, you should probably hop on and off of it quickly, instead of resting on it!

HAZARDOUS TILES



Hazardous tiles aren't generally camouflaged—they usually look dangerous!! They may conduct electricity, or have spikes that pop out of them. A smart frog avoids them altogether, when he can!

Lumpy the Toad

Lumpy is Frogger's best friend from Firefly Swamp. He's an older frog and provides guidance to his young friend through his experience. Lumpy loves to joke with his "Little buddy" but he always has Frogger's best interests in mind.

Head Elder

The head of the Elder Council is the oldest and wisest frog in Firefly Swamp. He is respected for his kindness but also can be stern at times as he leads the other council members. He sees Frogger's great potential and pushes him to mature and succeed at all times.



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Fiddle Performed by Ryan Shupe
Mandolin Performed by Craig Miner and Ryan Shupe
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