THE GRINCH™





EVERYONE
E
Comic Mischief

GAME BOY COLOR

KONAMI®

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GAME BOY ADVANCE

KONAMI®

AGB-AFRE-USA

Frogger's Adventures™

Temple of the Frog™



INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE

For more information on this product's rating, call 1-800-771-3772 or visit http://www.esrb.org

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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The Adventure Begins



Firefly Swamp is dying and the frogs from the Elder Council have asked Frogger to save it! To do so, Frogger must undertake a grueling quest to collect the sacred elements needed to keep the swamp alive. These elements have been stolen by the evil Mr. D and have been spread throughout four perilous worlds. Frogger must travel to each world, retrieve the stolen elements and defeat Mr. D's evil henchmen. Then and only then will he be able to enter the Temple of the Frog to face the treacherous Mr. D.

Starting The Game

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.

2. Insert the Frogger's Adventures: Temple of the Frog Game Pak into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.

3. Turn ON the power switch, the legal screens appear, followed by the title screen.

4. Press the A Button or START to advance to the Main Menu screen. (See Pg. 8)

Game Controls



Menu Commands

ACTION	CONTROL
Highlight Option	Control Pad
Select Option	START
Select Option	A Button
Return to previous screen	B Button

Gameplay Commands

ACTION	CONTROL
Move Frogger	Control Pad
Rotate Frogger Right	R Button
Rotate Frogger Left	L Button
Jump an Glide	A Button
Toungue Grab	B Button
Not Used	SELECT
Pause Game	START

Frogger's Moves

Frogger possesses an array of useful maneuvers. Master each technique to survive the numerous perils found in the various lands.



HOP - Move Frogger throughout the level by hopping in four directions.



JUMP & GLIDE - Use this move to help Frogger travel over narrow gaps and obstacles.



TONGUE FLICK - This move allows Frogger to use his tongue to collect items.

Getting Started

Language Menu

Choose the language you wish to play with. (ENGLISH, FRENCH, GERMAN, SPANISH, ITALIAN) After selecting a language, the Main Menu appears.



Main Menu

Start a new game, continue a saved game, view game data, or adjust play options.

- **New Game**
  To begin a new adventure, select the NEW GAME option. The Game Data screen appears. Select a game slot, then enter the initials to represent the saved game name. At this point, your adventure begins.



- **Continue**
  Choose the CONTINUE option on the Main Menu to resume a previously saved game. When the Continue screen appears, highlight the saved game slot you wish to resume, then press the A Button. The saved game data loads.

- **Game Data Screen**
  The Game Data screen displays a list of saved games. For each game, the number of lives, coins collected, and percentage completed also appears.



- **Options**
  To access the Options screen, select OPTIONS from the Main Menu. Here you can adjust the settings to your particular preferences:

MUSIC – *Toggle this option ON or OFF. When OFF, the background music does not play.*

SOUND FX – *Toggle this option ON or OFF. When OFF, no sound effects play throughout the game.*

LIVES – *Select the number of lives Frogger begins the game with. The available choices are 3, 5, or 9 lives.*

CONTINUES – *Select the number of continues that can be used throughout the game. The available choices are 3, 5, or 9 continues.*



Playing The Game

Object of the Game



Frogger's main objective is to enter the Temple of the Frog and defeat the evil Mr. D. In order to accomplish this, he must retrieve the stolen elements from each world in the game. In order to progress through the game, you will need to collect 3 Elemental Icons in the first level and 5 Elemental Icons in the second level of every world. Be sure that you listen to Frogger's friends from the swamp as they provide specific instructions and hints.

Frogger's other objective in the game is to collect Coins, which are spread throughout the various worlds. Frogger needs to possess a certain number to gain access to the Temple of the Frog. To collect an Elemental Icon or a Coin, simply hop over it and it registers on your game HUD.

HUD (Heads Up Display)

The HUD displays all of Frogger's pertinent gameplay information. Included on the HUD are the following items:



COINS – Tracks the total number of Coins that Frogger has collected throughout the game.

LIVES – Displays the number of Frogger's remaining lives. When the Lives Counter reaches 0 and Frogger is defeated, the game ends.

ELEMENTAL ICONS COLLECTED – Keeps track of the number of Elemental Icons that Frogger has collected through out the level.

Overhead Map

The Overhead Map is Frogger's guide through the various worlds and levels of the game. It is used as a level select menu and allows you to choose the area that you wish to play. To select a level, use the Control Pad to move Frogger to the level you want to play, then press the A Button. Remember: Only the worlds that you have completed will be open to select from the Overhead Map.



Pause Menu

Press START during the game to display the Pause Menu, where you will see the following options:

CONTINUE – Resume your adventure.

QUIT – Abort your adventure and return to the Main Menu.

Use the Control Pad to highlight an option, then press START or the A Button to confirm your selection.



Saving Your Adventure

Your game is automatically saved at the end of each level, including the current number of lives and Coins. This data will apply the next time you play the game.

To clear saved game data:

1. Access the Game Data screen by selecting NEW GAME from the Main Menu.
2. On the Game Data screen, select the file you wish to delete, then a message will appear asking if you want to overwrite the previously saved file.
3. Select YES and the game data file will be cleared.

Items

Each land contains a variety of useful items to help Frogger in his journey.

- **Coins**

Collect these as you go through your adventure. You will need to collect enough Coins to gain entrance to the Temple of the Frog.

- **Butterflies**

Collect these by jumping on them or using the tongue flick move to gain a bonus life.

- **Elemental Icons**

Collect these throughout the levels to advance to the boss area of each land.

- **Information Mark**

Information Marks provide helpful hints when Frogger jumps on them.

- **Checkpoint**

Checkpoints are magical markers that record Frogger's progress through a level. If Frogger is defeated in the course of a level, he restarts from the last passed Checkpoint, instead of the beginning of the level.

Mr. D & his Henchmen

Mr. D

The image of Death incarnate, Mr. D lurks within the Temple of the Frog waiting for any who would dare to challenge his authority. Mr. D is the embodiment of impending doom that Frogger must overcome in order to save Firefly Swamp. With his menacing scythe and cold-blooded fighting style, Mr. D presents the greatest test Frogger will face in his quest.



King Linek

The Stone Goblin King is the guardian of the Goblin Caverns. King "Lit", as the Goblin Mama Queen calls him, is known to be both foul-tempered and greedy. He can hear a coin strike the ground throughout the Goblin Caverns, and is disliked and feared by all goblins in the kingdom.



Rattlesnake

Rattlesnake has been sent by the evil Mr. D to guard the Earth Element in the Ancient Ruins. Quick to strike and quick to anger, he is well known for his terrible temper and his ever-present hisssss. Frogger will have his work cut out for him trying to avoid this vicious and hungry snake. If he's to have any chance of making it out of the ruins alive, Frogger must be brave in the face of mortal danger.



Stripe

The leader of all the tiger sharks roams the deadly waters of Sea Town. Known for his ruthlessness and fast attack speed, adventurers would be wise to try and avoid this monster of the deep. The only way for Frogger to defeat Stripe is to outfox him by hiding in areas outside of his direct view.



Miharbi

The evil Sultan of Sky City, Miharbi has made a deal with Mr. D to guard the Wind Element, which he uses to power his vast empire. However, Miharbi does have a weakness – he loves to gamble and Frogger can use this vice against him. Frogger must be very cautious when wagering with the Sultan because although he can win the Wind Element that he seeks, he can also lose his life.



Credits

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Customer Support

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all fine Konami products.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)
* $0.95 per minute charge
* $1.25 per minute support from a game counselor
* Touch tone phone required
* Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M., Pacific Time. Prices and availability are subject to change. U.S. accessibility only.

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