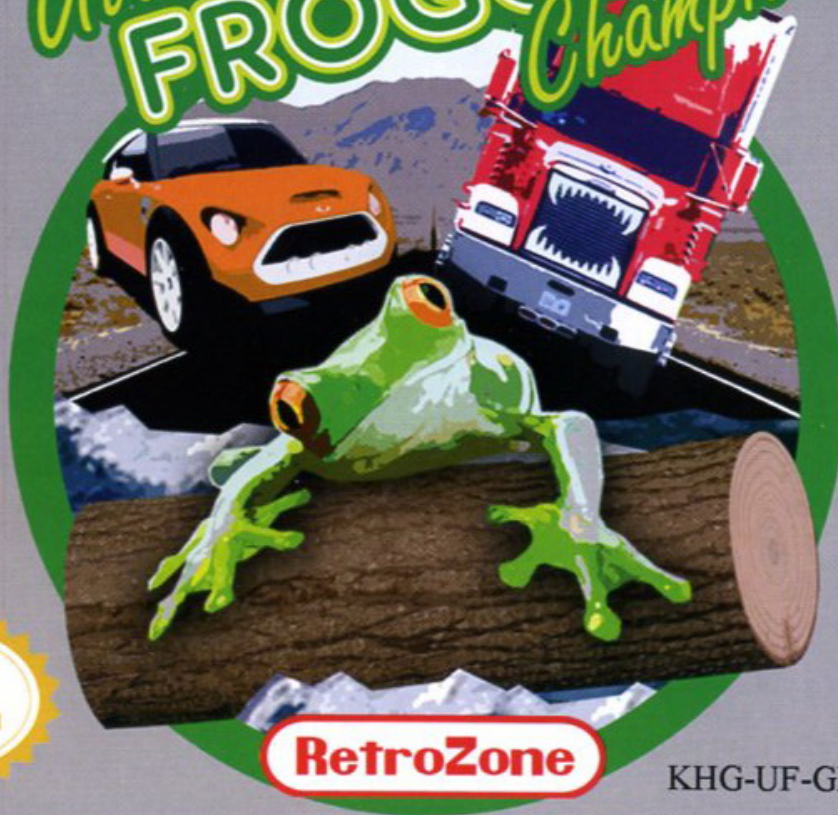


# Ultimate FROGGER Champion



**RetroZone**

KHG-UF-GBL



## KHAN GAMES LIMITED WARRANTY

KHAN GAMES would like it to be known that this copy of ULTIMATE FROGGER CHAMPION comes with a limited warranty. What type of warranty, you ask? A warranty that this game will be super fun. Just how fun still remains to be seen.

I suppose if you put the game in your Nintendo Entertainment System console, the fun will begin the moment you press the power button.

We were at KHAN GAMES took every measure to ensure that enjoyment will be had by all. The beta testers still to this day walk around with smiles on their faces, solely for the fact that they had a chance to play ULTIMATE FROGGER CHAMPION. If you find yourself not having fun, we advise you to immediately take the game out of the console and turn off your Nintendo Entertainment System console, walk outside, and have your hand at trying to find a girlfriend.

Although your hypothetical girlfriend won't be nearly as attractive as the pink lady frog found inside each level of ULTIMATE FROGGER CHAMPION.

But it's your call, really.

You won't get your money back.



## CONGRATULATION!



You now own the authentic home version of **ULTIMATE FROGGER CHAMPION**, the only game to so far come out of the studios of **KHAN GAMES**. We suggest that you read this instruction manual thoroughly before playing the game.

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## INTRODUCTION

**ULTIMATE FROGGER CHAMPION** is based loosely off of the amazing arcade game that Konami made in 1981, called **Frogger**. It has been ported to many home consoles, none of which include the letters **N**, **E**, or **S**.

## HOW TO PLAY

The object of **ULTIMATE FROGGER CHAMPION** is to not die. In order to accomplish your goal of not dying, you must avoid letting cars run over you, avoid falling into water (because that current is no joke), avoid letting snakes and alligators eat you, avoid floating off the screen, and avoid jumping into your homes crooked. All of these will result in an instant death.

You must hop your frog across the road and across the river five times, each time jumping into one of the five frog homes at the top of the screen. After you do this, the level ends.

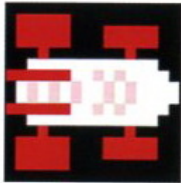
There are five levels to beat, after which the game starts again at the first level, continuing your score. The game goes on forever until you lose all five of your lives.

Five is the most used word in this manual.

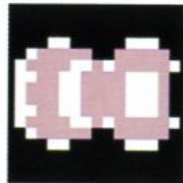
## FROM SIDEWALK TO RIVERBANK

Mr. Frog (no relation to the acclaimed 'Frogger' from the game entitled "Frogger" made by Konami) starts his perilous journey on the sidewalk, facing 5 rows of cars, trucks and bulldozers. As soon as the music starts you can start hopping!

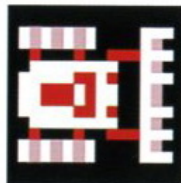
Traffic moves in varying directions and at different speeds, so take great care not to let one run you down. If you do, you are dead.



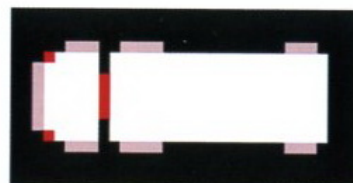
Super-fast  
Indy 500  
racing car



Deluxe  
high-end  
sports car



Farm tractor  
en route to  
farm plowing



Retrozone 18-wheeler  
semi truck. Bringing the  
games to your door!

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## FROM RIVERBANK TO RIVER

Because Mr. Frog (no relation to 'Frogger' from the game entitled "Frogger" release by Konami) can't swim in the water (the current is crazy strong), he is forced to hop on various things to get from the Riverbank to his home, on the other side of the river. The following things will be seen while you're attempting to cross (alligator did not make it in time for photo op).



Friendly  
neighborhood  
turtle



A wooden log,  
carved out of  
wood, from a tree



The lady frog,  
heard about  
only in legend

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## FROM RIVER TO HOME BAY

Successfully hop Mr. Frog (no relation to 'Frogger' from the video game "Frogger" released by Konami) into a home bay and he's safe and sound! You get points each time you bring a frog home, and bonus points every time you bring all five home and complete a level!

When jumping Mr. Frog into a home, here are some things to watch out for:

**Jumping Home:** Hop Mr. Frog into a home bay when he's *directly* in front of it. If he hits any part of the shrubbery (insert sound effect here) on the sides of the home bay, he will die.

**Occupied Home Bay:** Mr. Frog cannot hop into a home bay that is already occupied by a frog. If he tries, he will die.

**Fly:** If you hop Mr. Frog into a home that a fly is hanging out in, he gets a free meal – and you score extra points as a bonus!

**Screen Wrapping:** Be careful not to let Mr. Frog drift too far to the left of the first home when trying to enter it. If he touches the side of the screen, he will die.

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## POINTS SYSTEM

ULTIMATE FROGGER CHAMPION houses a very complicated points system. The following chart shows exactly how many points you will receive for doing various actions in the game.

Move up.....	10 points.
Move down and then up again.....	No points. Pointed and laughed at for attempting to cheat.
Getting one frog to his home.....	100 points.
Getting all five frogs home.....	1,000 points.
Picking up the lady frog and bringing her home.....	150 points.
Getting a frog home while a fly is there.....	250 points.
Bonus life awarded at.....	10,000 points.

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## SPECIAL THANKS

The following people were invaluable in making **ULTIMATE FROGGER CHAMPION** the best Nintendo Entertainment System homebrew about frogs.

My mom for giving birth to me, Brian Parker for teaching me how to program and making this game look like a real boy, James Todd for holding my hand through many parts of this process and talking to me with his cute Australian accent, Robert Bryant for drunk dialing me with constant inspiration, Tracy Patrick for not dumping me when I ignored her for 1s and 0s, Tommy Baker for programming something when we were in 10th grade and showing me that anyone can do it, Dan Langenfeld for finding 500 bugs in my game every week, Jason Smith for talking me into including this manual inside a box, Vince Clemente for making my game look like it could be sold in a store, David Fiondella for always acting like my game made him want to wake up in the morning, and you for buying (or stealing) this game. Spank you very much.

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## TAKING CARE OF YOUR GAME

This **KHAN GAMES** product is a precision-crafted device with complex electronic circuitry. Avoid putting it in the toaster oven, microwave or blender.

Also please refrain from bringing your **ULTIMATE FROGGER CHAMPION** cartridge into the bed with you when you and your spouse are engaging in sexual activity. Doing so might cause your game added stress on top of already having to perform when inserted into your Nintendo Entertainment System. No use getting it all "hot and bothered" in both locations.

Do not bring your **KHAN GAMES** product to the beach with you on family vacation. All the SPF in the world isn't going to prevent the sun from loving this Game Pak more than you do. And when the sun loves something, it lets it know by melting all the plastic and circuits into gobbely-goo.

We recommend that you do clean the pin connectors with alcohol and a cotton swab. Blowing in the bottom also helps. There is also this stove-top cleaner that everyone raves about that I hear works wonders, but I've never used it so I can't endorse it. So do this at your own risk.

No proof readers were harmed in the writing of this manual.

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## COMPLIANCE WITH FCC REGULATIONS

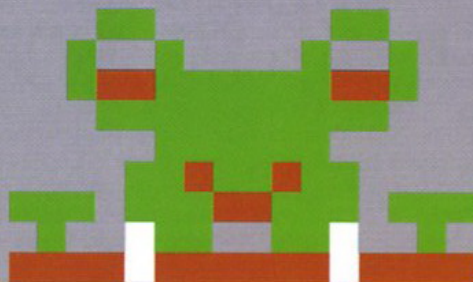
This equipment generates electro-magnetic waves that may cause harm to pregnant women and small children who get picked on at recess. We've taken the proper precautions to alleviate as much of this as possible when putting together this copy of ULTIMATE FROGGER CHAMPION, but we aren't scientists. Also, we're really not sure what electro-magnetic waves look like, so when we didn't see any yellow mustard-looking liquid floating through the air above our Nintendo Entertainment System, we figured we were good to go.

If you indeed do see something you may think to be electro-magnetic waves, try to harness them in a way that might contact extra-terrestrial life forms. KHAN GAMES would love to in some way receive credit for finally shedding some light on the fact that aliens do exist.

Also, put on a helmet. You do not want any of the electro-magnetic waves getting through to your brain, and we here at KHAN GAMES assure you that a helmet will prevent any damage.

If it turns out that these precautions do not help, and you find out down the road you have type 3 cervical cancer, KHAN GAMES takes no responsibility and assumes no wrong doing of any kind.

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Thanks for playing!

Developed by KHAN Games  
Produced by Retrozone  
[www.retrousb.com](http://www.retrousb.com)

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