

# Ribbit King FAQ/Walkthrough

by Gizzmonic

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**This walkthrough was originally written for Ribbit King on the GC, but the walkthrough is still applicable to the PS2 version of the game.**

Ribbit King FAQ and General Strategy Guide  
for Nintendo Gamecube and Playstation 2  
(FAQ written from Gamecube version)  
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## CHANGELIST

7-27-2004: version 1.0 has arrived! Better formatting, additional info on characters, gimmicks, collecting bottle caps, and the F.U.V. Contributions by Cyberlink420 added.

7-21-2004: version .90 changed some formatting, added more frogs, more detailed info on obstacles, items, bonuses, and the cast of characters.

7-20-2004: version .50 original version.

## TABLE OF CONTENTS

1. WHAT IS THIS GAME?
  - A. Brief Description
  - B. Available Modes
2. BASIC GAMEPLAY
  - A. Controls
  - B. Scoring
  - C. Items and Frogs
  - D. Gimmicks
  - E. Planets (Courses)
  - F. Story (Single Player) Mode
    1. F.U.V.
    2. Opponents
  - G. VS. (Multiplayer) Mode

### 3. EXTRAS

- A. Cast of Characters
- B. Unlocking Characters
- C. Collecting Bottle Caps
- D. Unlocking Movie Clips

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#### 1A. BRIEF DESCRIPTION

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##### OVERVIEW

Ribbit King's main action consists of playing "frolf," a fantastical variation on golf. Instead of clubs and balls, players use mallets to launch frogs towards the hole, gaining a "Frog-In" before your opponent.

##### SIMILAR TO?

Ribbit King is quite a unique game. It plays a little like a combination of Monkey Target (from the Super Monkey Ball party games for Gamecube) and Mario Golf. It's got some board game elements too-landing on certain areas gives certain amounts of points, landing on certain areas can transport you to other areas. It's very easy, and relies on luck as much as skill, so casual gamers can enjoy it too.

##### TEN WORDS OR LESS

Easy and fun 4 player party game, bargain price.

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#### 1B. AVAILABLE MODES

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**STORY MODE** This is the one-player mode. A long, unskippable intro details your mission: you (as Scooter, a construction worker) must compete in a frolf tournament to win Super Ribbonite, a substance that keeps your home planet of Hippotron in orbit. Successful matches against computer-controlled frolfers will net you money you can use to buy items and frogs. You will also unlock any defeated characters for play in multiplayer mode, and eventually movie clips, which can be found on the bonus disc.

**Vs. MODE** Multiplayer mode. Compete against your friends on any of the courses. Up to 4 can play, and only one controller is required (so if you're lazy, you can just pass a wavebird around). Any frolfer you defeat in Story Mode will be available in Vs. Mode.

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#### 2A. CONTROLS

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(for Gamecube)

Analog stick: adjusts distance and direction.

D-pad: adjusts height and curve.

A button: Press once to bring up the strength meter, and again to launch frog.

B button: cancels out of any action.

C stick: preview

shot (in top view mode, move map around).

X button: open "items" menu.

Y button: switch to top view.

start button: pause. L, R, and Z: not used.

Don't be afraid to use the D-pad! It will allow you much greater flexibility with your shot. Slicing and hooking (left and right on the d-pad) will get you around most hazards. Hitting a short, high drive into the hole when possible is the safest way to avoid the frog hopping straight past it and wrecking your Frog-In.

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## 2B. SCORING

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Listed are the events which increase your score. More detailed information on Gimmicks is available in section 2D on this FAQ.

| EVENT         | POINTS SCORED    | ADDITIONAL EFFECTS                                   |
|---------------|------------------|--|
| FROG IN ONE   | 1500 pts.        | none   |
| FROG IN       | 1000 pts. (1st)  | after 1st Frog-In, -100 pts.<br>each additional turn |
| BONUS BUBBLES | pts x multiplier | none   |
| GIMMICKS      | variable (+,-)   | multiplier up, change frog status                    |
| (?) CIRCLE    | variable (+)     | player gains item                                    |
| OBSTACLES     | variable (-)     | change frog status, lose points                      |
| OUT OF BOUNDS | variable (-)     | frog is reset to same position                       |

-There are two general strategies to maximize points in Ribbit King:

### 1) PLAY THE COURSE

Instead of heading straight for the hole, identify which path will allow you to hit the most Gimmicks and Bonus Bubbles. Chaining together multiple Gimmicks and Bonus Bubbles can lead to huge points, and some Gimmicks (such as Flies) disappear from the course when used, preventing your opponents from scoring with them. This strategy is probably the best to use when you're behind in the game.

### 2) DIRECTLY TO THE HOLE

Getting a Frog-In first will not only give you 1000 (or 1500 for a Frog-in-One) points, it will also pressure others to stop using the Gimmicks and instead go directly to the hole, or risk losing 100 points for each round they continue to play without getting a Frog-In. This strategy is probably best when you're ahead.

At the end of each round (4 holes), points are totalled up, and a surprise bonus is given to one character. Here are the bonuses:

| BONUS     | TO GET  |
|-----------|---|
| Swim King | Most seconds with frog swimming (in lava or water). |

|            |                                      |
|------------|--------------------------------------|
| Drive King | Longest drive (?)                    |
| Crash King | Most hit obstacles and out of bounds |

The bonus is usually 100 for Swim or Drive King, and 200 for Crash King.

## 2C. ITEMS AND FROGS

CREDIT: binkywild

Items affect how your frog interacts with the course. You can carry up to five items at a time. You can get items by landing your frog on spaces marked "?" on the Frolf courses. In VS. Mode, you can pick up to 5 items to carry with you to the course.

In Story Mode, you can't choose items at the beginning, but you can buy them from vending machines in the F.U.V. (see section 2F1, "F.U.V." for more info). In this mode, you also have a reserve so you can hold more than 5 items at a time. You can check your reserve and swap out items at the vending machine. If you win an item on the course, but you don't have any empty slots, it will automatically be added to your stock.

Defeated opponents also offer items for sale. Be sure to purchase any eggs offered. Eggs eventually mature into Frogs (after you play a few courses with the egg in your possession), some of which have special abilities.

Items are listed below. Descriptions are usually my own (sometimes the game descriptions are vague or just plain wrong, unfortunately.)

| ITEM           | DESCRIPTION  |
|----------------|--|
| Beta-Ribbitron | Makes tired frogs energetic!   |
| Frog-Fuel      | Heals frogs (from tiredness/dizziness) and makes them jump farther.  |
| Power-Fuel     | A more powerful version of Frog-Fuel.                                |
| Ice Block      | Allows frogs to swim in lava.  |
| Rock           | Keeps frogs from slipping on steep surfaces.                         |
| Wings          | Tightens hooking and slicing so you can hit at a much sharper angle. |
| De-Bouncer     | Keeps frogs from hopping much after a shot.                          |
| Super-Spring   | Increases frog's hopping after a shot.                               |
| Lucky Plaque   | Makes frogs luckier (better item on ? blocks?)                       |
| Power Star     | Prevents frog from getting tired, dizzy, or penalized.               |
| Scuba-Frog     | Allows frog to dive and get underwater bonus bubbles.                |

|            |  |
|------------|--|
| Jump-Pump  | Increases shot distance, but makes frog tired. |
| Frocket    | Increases shot most, but makes frog dizzy.     |
| Flydar     | Allows frog to eat faraway flies.              |
| Fly-bye    | Prevents frogs from eating flies.              |
| Frog-Guard | Protects frog from impact shock.               |

Frogs can also affect your strategy, as they have different special abilities. For example, you'd probably want to choose a frog that can swim in lava if you're playing a match on Planet Lavatron.

You can carry up to 3 frogs onto the course. You can switch frogs using the vending machine on the F.U.V. (Press X to open Pickwick on that screen). Once you have hit with a certain frog on any hole, you cannot change frogs until the end of that hole.

Frogs can be obtained in the following ways: 1)Buying their egg from an opponent after you beat them in a Frolf match. 2)Buying their egg from the Gumbah-Goo machine. 3)Beating the game.

| FROG        | HOW TO GET      | SPECIAL ATTRIBUTES                       |
|-------------|-----------------|--|
| Skitter     | default         | none                                     |
| Sebastian   | Gumbah machine  | none                                     |
| Li'l Lunk   | sold by Lunk    | can swim in lava                         |
| Dippy       | sold by Tippi   | can dive underwater to get bonus bubbles |
| Wadsworth   | sold by Sir Wad | oil & electricity pep him up             |
| Shakey      | sold by Sparky  | can swim in lava                         |
| Pouncer     | sold by PanPan  | none                                     |
| Atom        | sold by Kosmo   | none                                     |
| Slugger     | Gumbah machine  | hates water                              |
| Binky       | sold by Peppy   | can dive underwater to get bonus bubbles |
| Flippy      | sold by Gumbah  | none                                     |
| Scrappy     | beat the game   | cannot get tired or dizzy                |
| King's frog | ?               | ?  |

## 2D. GIMMICKS

Gimmicks are the parts of the course that the frog interacts with (pretty much the heart of the game). They increase the point multiplier (except in the case of a failed Challenge Gimmick) and they also can change the frog's course and status.

There are two types of Gimmicks: Normal Gimmicks and Challenge Gimmicks. Both will activate as soon as you get near them, unless you are using an item that blocks them (such as the Fly-bye).

Here's a list of the most common Normal Gimmicks. Points listed do not include the multiplier.

| GIMMICK     | POINTS     | EFFECTS          |
|-------------|------------|------------------|
| Fly         | +5 to +100 | Frog gets tired. |
| Shiny Fly   | +5 to +100 | Frog gets dizzy. |
| Portal      | +30        | Frog gets dizzy. |
| Trampoline* | +30        | ?                |

\*Trampolines look different on the different planets. They are all circular and most look like a spider web (except Planet Frosticle's, which look like wooly mammoths).

Challenge Gimmicks require timing and speed with the controls to maximize points. A well-executed Challenge Gimmick could net you hundreds of points, and a failed challenge could lose you just as much!

Hitting your frog into challenges will unlock Bottle Caps in the gallery (see section 3C, "COLLECTING BOTTLE CAPS," for more info).

| GIMMICK | FOUND      | TO WIN  |
|---------|------------|---|
| Snake   | everywhere | shake camera stick rapidly right-to-left  |
| Mammoth | Ribbitopia | press "A" when it lights up   |
| Lava*   | Lavatron   | press the camera stick to make your frog hop in a certain direction. If it hops more than 4 times, you get an out of bounds penalty and lose your turn. |

\*Lava acts the same as water with certain frogs or use of Ice-Block item.

NOTE: All Challenge Gimmicks besides Lava are won by the first two methods listed above.

## 2E. PLANETS (COURSES)

The Frolf tournament is held on 5 planets, each with 4 courses. Each planet has its own unique combination of Obstacles and Gimmicks.

RIBBETOPIA-Prehistoric jungle planet.

LAVATRON-Rocky, underground planet full of molten lava.

TECHTRON-Hi-tech planet with oil, electricity, and moving sidewalks.

FROSTICLE- Frozen planet with ice floes, high winds, and frost giants.

HYPNOTRON-Strange alien planet with flying saucers.

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2F1. F.U.V.  
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The F.U.V. is where the single player game really starts (or resumes, if you're loading a saved game).

Here you'll find Sluggy, the Frolf tournament official, and two vending machines.

Talk to Sluggy to bring up a map screen where you can choose your next opponent.

Talk to Pickwick to save or view the gallery (includes unlocked bottle caps- see section 3C, "COLLECTING BOTTLE CAPS," for more info.

The vending machine on the right offers Frog-Fuel, Power-Fuel, and Beta-Ribbitron for sale. It also allows you to open Pickwick and choose the appropriate frogs and items for your next course. Don't forget to do this before each opponent to give yourself the best chance of winning.

The other vending machine, Gumbah-Goo, is a mysterious little guy. He offers capsules containing random items for 2000c each. You can shake the machine with the C stick, but it's not known if this increases variety. There are certain items and frogs you can only get from Gumbah-Goo. Most of the items he gives aren't worth the 2000c, but it's a fun way to kill time.

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2F2. OPPONENTS  
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New opponents are preceded by a short movie clip that introduces the character. Generally you will unlock opponents in waves-i.e. beating one opponent will open two or three more, and then you'll beat them in order until two or three more are defeated. This gives the game a rough 'level' structure. Each opponent you beat will be unlocked for play in the multiplayer mode.

Beaten opponents will usually offer items or frog eggs to you-you should buy the eggs if you can afford them. None of the items offered are unique (except Peppy's 10x Bang and Sparky and Whoosh's Tips and Tricks Guide). Buy them if you want, but they are available through the ? blocks and Gumbah-Goo as well.

Unfortunately, the opponents in Ribbit King do not appear to have much A.I., as they follow the same set of shots every time you face them. That doesn't mean they're not difficult though! Watch closely and with a bit of luck, you'll be Frolf Champion! Good luck!

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3A. CAST OF CHARACTERS  
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CREDIT: Cyberlink420

| CHARACTER        | FROG      | DESCRIPTION   |
|------------------|-----------|---|
| Scooter          | Skitter   | Hero of Story Mode, he resembles a goat or lamb.  |
| Pickwick         | Sebastian | Scooter's frof tutor-a talking picnic basket!   |
| Sluggy           | Slugger   | The tournament official. Seems weird at times.  |
| Pan-Pan          | Pouncer   | A panda dressed as a caveman or astronaut.  |
| Lunk             | Li'l Lunk | A cycloptic hunk of rock and lava, sometimes disguised as a palm tree.                  |
| Sir Waddlelot    | Wadsworth | Robotic penguin controlled by a tiny alien. Uses a wrench or a fish as his frof mallet. |
| Peppy            | Binky     | A living seed, he and his brothers are like peas in a pod!                              |
| Princess Tippi   | Dippy     | Cute girl who always seems overworked. Her hat doesn't like her.                        |
| Kosmo            | Atom      | Mysterious alien that loves tacky Hawaiian shirts.                                      |
| Gumbah-Goo       | Flippy    | More than a vending machine.  |
| King Hippety-Hop | ?         | Regal, yes, but he swings a mean frof hammer.   |
| Captain Oinka    | ?         | Commanding officer of the invading Oinkatron force.                                     |

### 3B. UNLOCKING CHARACTERS

Unlocking characters for play in the VS. Mode is as simple as beating them in Story Mode. However, there are some characters (such as the King and the "Pig Guy") that I am not clear about yet.

### 3C. COLLECTING BOTTLE CAPS

When playing Story Mode, you will amass Bottle Caps, which you can view in the Gallery (on Pickwick's menu). You can unlock these caps by beating your opponents or interacting with certain challenges. When you unlock a cap, a figurine (and short description) is added to the gallery.

Locked bottle caps have a silhouette of the figurine and a hint how to unlock



it.

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3D. UNLOCKING MOVIE CLIPS

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CREDIT: Cyberlink420

Ribbit King comes with 2 discs: the game disc and the "bonus" disc. Playing through the game will unlock short movie clips of the Ribbit King characters on the Bonus Disc. The menu where you choose which clip to play will tell you what you need to unlock each clip. It's generally stuff like: 10 Frog-In-Ones, winning 10 matches in a row, etc.

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THE END!

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