

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-RDM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-RDM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-RDM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

Frogger® 2: Swampy's Revenge

Sega Dreamcast™ Instruction Manual

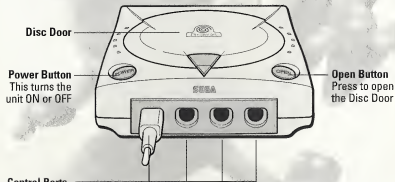
TABLE OF CONTENTS

Getting Started.....	4
Controlling Frogger®.....	5
Introduction.....	6
Frogger's Abilities.....	7
Starting Your Game.....	9
Characters.....	12
Playing a Game.....	14
Multiplayer.....	16
Saving and Loading a Game.....	19
Hasbro Interactive's Websites.....	20
Technical Support.....	21
License Agreement.....	22
Credits.....	27

GETTING STARTED

Frogger® 2: *Swampy's Revenge* is a multi-player game. Purchase additional controllers (sold separately) to play with two or more people. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

Sega Dreamcast Hardware Unit



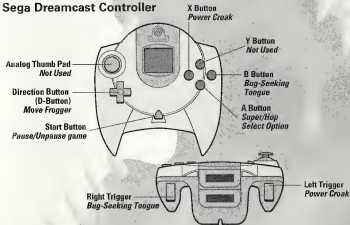
Control Ports

Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. Use each port to connect controllers for players 1 to 4 respectively. NOTE: **Control Port** can also be referred to as **Port**.

CONTROLLING FROGGER®

The following are the default controls for the Sega Dreamcast Controller when playing *Frogger*® 2: *Swampy's Revenge*.

Sega Dreamcast Controller



Never touch the Analog Thumb Pad or Left or Right Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

NOTE: Frogger does not always have his Super Abilities. In Race Multiplayer he can't Croak or use his Tongue. In other multiplayer levels and Super-Retro level in Arcade mode he can only hop.

INTRODUCTION

Frogger is back! The high-hoppin' amphibian with the super-cool moves has returned, and this time he's joined by Lillie Frog, his new girlfriend!

Swampy the Crocodile, the croc with a bad attitude, is jealous of Frogger's fame and fortune. So Swampy has come up with a sneaky and devious plan to make himself King of the Swamp! While Frogger and Lillie Frog weren't watching he sneaked into their pond and stole all of Lillie Frog's baby brothers and sisters! Part one of Swampy's plan is complete.

Frogger and Lillie Frog must travel the world to rescue the Frog Babies, dodging everything from deadly lawnmowers and wart hogs to killer bees. It will take all their powers — from the amazing Super-Hop to the Bug-Seeking Tongue — and some unexpected help along the way to save the babies and foil Swampy's dastardly plan!

And if that's not enough excitement for you, enter Arcade Mode and replay levels to get the best times, or collect all the gold coins in each level and earn yourself hidden options in the Extras Menu. Or, enter Multiplayer Mode and challenge your friends to the Frogger race of the millennium!

Happy hopping!

FROGGER'S ABILITIES

Hop

Use the D-Button to move Frogger (or any of the other characters) in one square in any direction.



Super-Hop and Double-Hop

Press the A Button once and Frogger will Super-Hop, allowing him to leap onto higher platforms. Press it twice and he will Double-Hop twice the distance and height of a regular hop!



Float

Perform a Double-Hop and hold the A Button: Frogger will float slowly to the ground — perfect for when you're hanging around waiting to land on a passing turtle!



Power Croak

Press the X Button and Frogger will call out to the lost babies and listen to their reply to discover their location.



Bug-Seeking Tongue


Slurp up bonuses and power-ups by pressing the B Button.





POWER-UPS

You can enhance Frogger's abilities by collecting various power-ups, which appear in the form of glowing butterflies. Just use his Bug-Seeking Tongue to gain extra powers. All power-ups except for Extra Life work for a short period of time before running out.



 **Extra Life** – An extra point will be added to your lives.

 **Quick Hop** – Lets Frogger move extra fast!

 **Slow Hop** – (Multiplayer only) - Slow down your opponent's hopping speed!

 **Auto Hop** – Hold down the D-Button and watch Frogger go!

HINT: Gold coins are too heavy for Frogger to slurp up, so you must land Frogger directly on them to collect them. Collect as many gold coins as you can to be eligible for bonus points when you finish a level.



STARTING YOUR GAME

START SCREEN

Press the Directional Button Left to access the Main Game Options. Press the Directional Button Right to go to the Game Type Screen.

GAME TYPE SCREEN

Use the D-Button to choose a game type:

Story Mode – Press the Directional Button Up to play the exciting adventure as Frogger and Lillie Frog scramble to save the Frog Babies from Swampy the Crocodile!

Arcade Mode – Press the Directional Button Right to replay any of the levels you've already played in Story Mode, as well as any Super-Retro levels you've unlocked.

NOTE: Arcade Mode is not available when you first start the game. You must first complete the training level in Story Mode to access this feature.

Multiplayer Mode – Press the Directional Button Left to compete against other players in a variety of action-packed Frogger games.

GAME OPTIONS

In the Game Options screen, use the D-Button to scroll through the options and press the A Button to select an option to adjust.

Sound Options Menu

Allows you to adjust the sound and music volume levels in the game. Use the D-Button to select a sound control and adjust its setting.

Extras Menu

Use the D-Button to scroll through the following Extras and press the A Button to:

- Difficulty Level** – *Normal:* The standard setting.
Easy: Start with more lives and lots of "extras" to collect.
Hard: You must complete each level within a tough time limit.

View Movie – Replay the movies you have previously seen in Story Mode.

Credits – See who created the game.

Clear Best Times – Erases all the saved best times and restores them to default settings.

Clear Story Mode – Resets your progress within Story Mode and allows you to start again from the beginning.

HINT: Each time you collect all of the coins on a new level you will obtain a new secret - there are many for you to discover! Watch for the message on screen to tell you what you've earned. Sometimes it will be another character for Multiplayer Mode, sometimes a new Super-Retro level for you to play and sometimes another option will appear in the Extras Menu.

PAUSE MENU OPTIONS

While playing a level you may pause the game and access the Pause Menu Options by pressing the Start Button. Pressing the Start Button again will resume play.

In the Pause Menu, use the D-Button to highlight an option and press the A Button to select one of the following:

Continue – Resume play.

Restart Level – Restart the level you are currently playing.

Quit – Quit the level and return to the Start Screen.

CHARACTERS

Frogger

Frogger is a lean, green, bug-eating machine, the coolest and fastest frog in the pond. Known for his acrobatic moves and fearlessness, he has only one weakness: A childhood accident has left him deathly afraid of water.

Lillie Frog

Lillie Frog is Frogger's new girlfriend and sister to all those lost babies. Every bit the equal of Frogger, she's learned all of his amazing skills. Lillie Frog is smart, inquisitive and bubbly, but always alert to the sneaky Swampy and the plight of the babies!

Swampy the Crocodile

Swampy the Crocodile is sneaky, brutish, sly, greedy and above all - dastardly! Swampy does not like frogs. In fact, Swampy does not like most things. Most of all he really doesn't like Frogger. He's out for revenge, and his plans involve the Frog Babies. But he's very clever — what else is he up to?

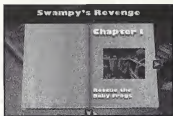


Frog Babies

Those naughty Frog Babies — why are they always getting into trouble? Perhaps it's because they're so inquisitive and playful, or maybe because they have little sense of danger or direction! Whenever they see Frogger or Lillie Frog they'll jump for joy. If they're not picked up they'll croak in dismay. Don't miss any — there are five to find in each level.

Mystery Creatures

They say these mysterious creatures can be freed from the swamp somehow. Perhaps collecting those gold coins might do the trick?



PLAYING A GAME

STORY MODE

Once you've selected Story Mode from the Games Type Screen, you'll see a storybook. If you have already completed chapters you can use the D-Button to scroll through the chapters available for

you to play. If you haven't played before, you'll start at Chapter 1. Press the A Button to start your adventure, or continue from where you left off.



Gold Coins collected

Frog Babies collected

Remaining Lives

On-screen displays will help you keep track of how many Frog Babies and gold coins you've collected, as well as the number of lives your character has left. If you lose all your lives, you'll have to start again at the beginning of the level.



ARCADE MODE

Arcade Mode allows you to replay levels. You can only play those levels that you have previously played in Story Mode, or those Super-Retro levels that you have opened by collecting all the gold coins from certain levels.



The Arcade Screen will display the number of gold coins you have collected, as well as your time. Try beating the best time: a clock will count down in the bottom right of the screen starting from the best time set so far.

To play a game in Arcade Mode:

Select a level to play in by using the D-Button to scroll through the zones and the levels. Press the A Button to select a level.

Choose a character by using the D-Button to scroll through the available characters and pressing the A Button to select a character.

FINISHING A LEVEL

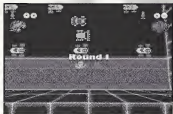
At the end of a level in Story Mode or Arcade Mode, a Summary Screen will display your time, how many gold coins you missed and whether or not you received a bonus.



If you have a best time you will be asked to enter your name. Use the D-Button to select letters and spell your name. Your best time and name will appear in the Arcade Mode next to the level name.

MULTIPLAYER

In Multiplayer Mode you'll compete against other players in one of three types of games:



Capture the Frog

The player to rescue the most babies wins! There is a maximum of five babies to collect on each level.



Race

Get to the finish line in the quickest time. Each time you fall in the water, get crushed or fall too far behind penalty points will be added to your time — so be careful!



Snake

Snake is set in a futuristic sports arena where the characters must keep hopping at all times. Each time they leave a grid square it raises behind them, making a solid wall. Players must avoid hitting any of the walls and the last character standing is the winner.

Coins will appear around the arena — collect these to lengthen your trail and really tie your opponent in knots!

Setting Up a Multiplayer Game

There are three choices to make before you can play your Multiplayer game. Use the D-Button to scroll through the choices and the A Button to make your selections.

First, pick the number of players. NOTE: You can only choose as many players as you have controllers connected to the Sega Dreamcast.

Second, each player chooses a character. Use the D-Button to choose a character and press the A Button to select. Each character can only be chosen once — a selected character's picture will appear dimmed.

Third, choose the level you wish to play.

When the last player has chosen his or her character the Multiplayer game will start.

SAVING AND LOADING A GAME

To save and load your progress through *Frogger® 2*, you must insert a Visual Memory Unit (VMU) with at least 7 memory blocks free in Slot 1 of the Sega Dreamcast Controller in Control Port A.

When you first run *Frogger® 2* you will be prompted to create a new saved game. Once you have created a saved game, *Frogger 2* will automatically load and save your progress.

If you do not have a memory card, or there is not enough space available, you will not be able to save your progress through *Frogger 2*.

While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

HASBRO INTERACTIVE'S WEB SITES

Frogger® 2: Swampy's Revenge has an exciting, full and active web site dedicated to ensure you get the most out of your new game.

You can visit us at:

<http://www.frogger.com>

Kids, check with your parent or guardian before visiting any web site.

Visit and you will discover that Hasbro Interactive web sites contain such things as:

- *Technical Support*
- *Interviews*
- *Software Upgrades*
- *Demos*
- *Hints and Tips*
- *Competitions*
- *Community*
- *And much more*

We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

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<http://www.hasbro-interactive.com>

ONLINE STORE

If you enjoyed this product and would like to purchase other great Hasbro Interactive products online, stop by the ONLINE STORE for convenient shopping from home. Purchasers must be 18 years or older or have parent's permission.

TECHNICAL SUPPORT

If you are having technical difficulties with the *Frogger® 2: Swampy's Revenge Dreamcast™* game, and need to call Technical Support, please have the correct name of the game available (and be ready to take notes).

For telephone technical support, please call **(410) 568-2377**. Support hours are from 8:00 a.m. to 12:00 midnight, Eastern Standard Time, Monday through Friday, and from 8:00 a.m. to 8:00 p.m., Eastern Standard Time, Saturday and Sunday, holidays excluded. No game hints will be given through this number.

You may also communicate with our technical support via the Internet at:

<http://support.hasbro.com>

This site contains an up-to-date interactive knowledge base, and email contacts for technical support.

To find out more about the *Frogger® 2: Swampy's Revenge Dreamcast* game, please visit:

<http://www.frogger.com>

For information about any other Hasbro Interactive product, please visit our main web site at:

<http://www.hasbro-interactive.com>

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CONSUMER SAFETY WARNINGS AND PRECAUTIONS STATEMENT:

Epilepsy Warning



READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE THIS SOFTWARE

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

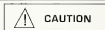
If you or anyone in your family has an epileptic condition or has experienced symptoms like an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using this Software.

We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

FOLLOW THESE PRECAUTIONS WHENEVER USING THIS SOFTWARE:

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well lit room.
- Be sure to take a 10 to 15 minute break every hour while playing.

Repetitive Strain Statement



Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10 to 15 minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

Motion Sickness Statement



This Software generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.

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GOVERNING LAW; ARBITRATION: This Agreement shall be governed by, and any arbitration hereunder shall apply, the laws of the Commonwealth of Massachusetts, U.S.A., excluding (a) its conflicts of laws principles; (b) the United Nations Convention on Contracts for the International Sale of Goods; (c) the 1974 Convention on the Limitation Period in the International Sale of Goods (the '1974 Convention'); and (d) the Protocol amending the 1974 Convention, done at Vienna April 11, 1980.

Any dispute, controversy or claim arising out of or relating to this Agreement or to a breach hereof, including its interpretation, performance or termination, shall be finally resolved by arbitration. The arbitration shall be conducted by three (3) arbitrators, one to be appointed by Hasbro Interactive, one to be appointed by You and a third being nominated by the two arbitrators so selected or, if they cannot agree on a third arbitrator, by the President of the American Arbitration Association ("AAA"). The arbitration shall be conducted in English and in accordance with the commercial arbitration rules of the AAA. The arbitration, including the rendering of the award, shall take place in Boston, Massachusetts, and shall be the exclusive forum for resolving such dispute, controversy or claim. The decision of the arbitrators shall be binding upon the parties hereto, and the expense of the arbitration (including without limitation the award of attorneys' fees to the prevailing party) shall be paid as the arbitrators determine. The decision of the arbitrators shall be executory, and judgment thereon may be entered by any court of competent jurisdiction.

Notwithstanding anything contained in the foregoing Paragraph to the contrary, Hasbro Interactive shall have the right to institute judicial proceedings against You or anyone acting by, through or under You, in order to enforce Hasbro Interactive's rights hereunder through reformation of contract, specific performance, injunction or similar equitable relief. For the purposes of this Paragraph, both parties submit to the jurisdiction of, and waive any objection to the venue of, the state and federal courts of the Commonwealth of Massachusetts.

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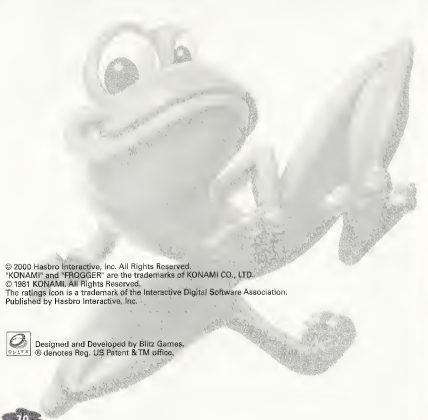
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