

 Dreamcast™

# Frogger 2

Swampy's  
Revenge

EVERYONE  
®  
**E**  
CONTENT RATED BY  
ESRB

T-40604N

## **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-ROM 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-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM 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<sup>®</sup> 2: Swampy's Revenge*

*Sega Dreamcast<sup>™</sup> Instruction Manual*

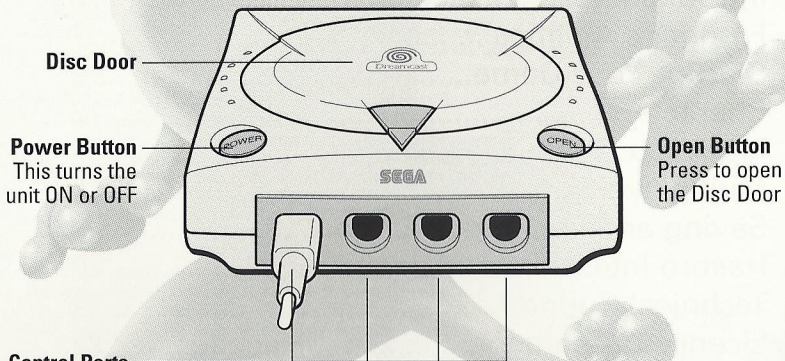
## **TABLE OF CONTENTS**

Getting Started.....	4
Controlling Frogger <sup>®</sup> .....	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



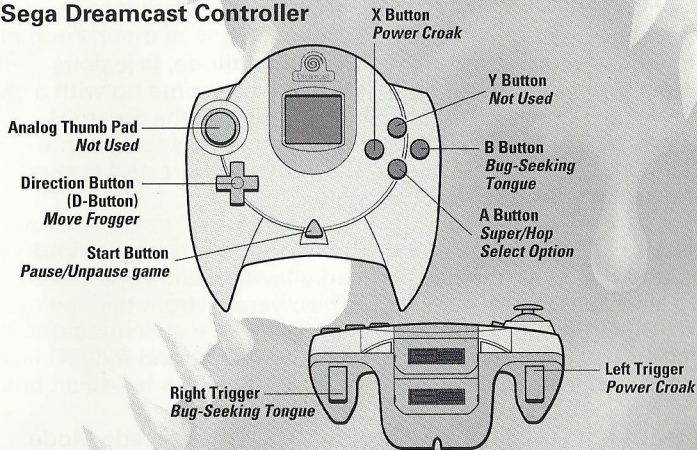
#### Control Ports

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!

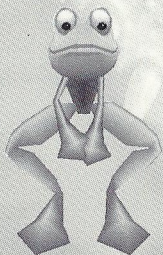
And if that's not enough excitement for you, enter Arcade Mode and replay levels to get the best times, or collect all the gold coins in each level and earn yourself hidden options in the Extras Menu. Or, enter Multiplayer Mode and challenge your friends to the Frogger race of the millennium!

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.



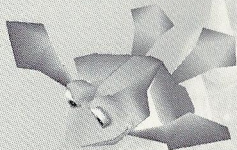
### Super-Hop and Double-Hop

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!



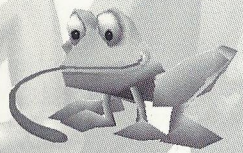
### **Power Croak**

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



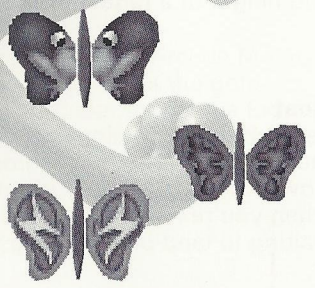
### **Bug-Seeking Tongue**

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.

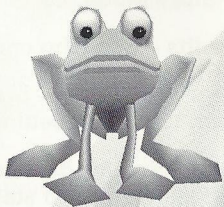
**Quit** – Quit the level and return to the Start Screen.



## CHARACTERS

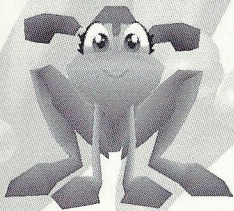
### Frogger

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

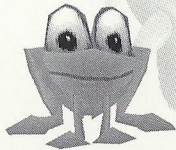
Lillie Frog is Frogger's new girlfriend and sister to all those lost babies. Every bit the equal of Frogger, she's learned all of his amazing skills. Lillie Frog is smart, inquisitive and bubbly, but always alert to the sneaky Swampy and the plight of the babies!



### Swampy the Crocodile

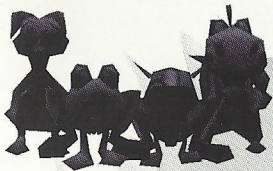
Swampy the Crocodile is sneaky, brutish, sly, greedy and above all - dastardly! Swampy does not like frogs. In fact, Swampy does not like most things. Most of all he really doesn't like Frogger. He's out for revenge, and his plans involve the Frog Babies. But he's very clever — what else is he up to?





### **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?

## Swampy's Revenge

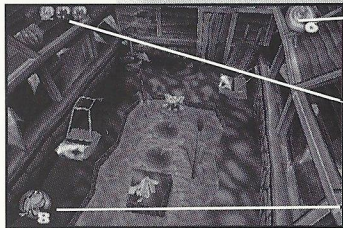
### Chapter 1

Rescue the  
Baby Frogs

## 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.

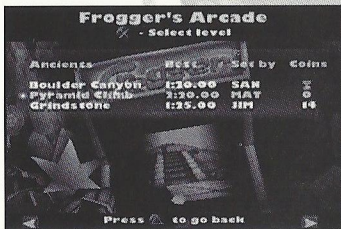


Gold Coins collected

Frog Babies collected

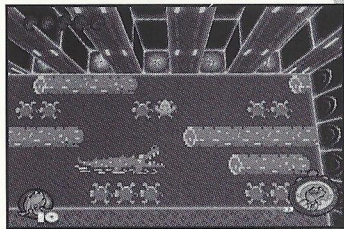
Remaining Lives

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.

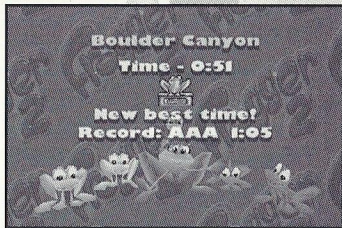
To play a game in Arcade Mode:

**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

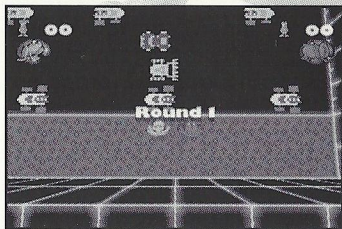
At the end of a level in Story Mode or Arcade Mode, a Summary Screen will display your time, how many gold coins you missed and whether or not you received a bonus.



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

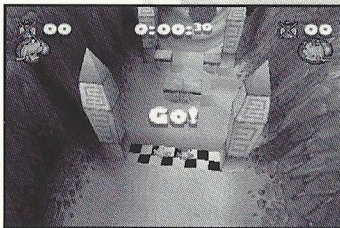
In Multiplayer Mode you'll compete against other players in one of three types of games:



### Capture the Frog

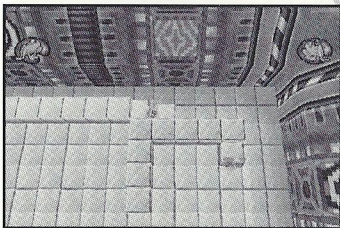
The player to rescue the most babies wins! There is a maximum of five babies to collect on each level.





### **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.

## FORTHCOMING AND EXISTING HASBRO INTERACTIVE PRODUCTS

For more information on forthcoming and other existing Hasbro Interactive products, please visit our main web site at:

<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>**

# LICENSE AGREEMENT

\*\*\* IMPORTANT \*\*\*

This is a legal agreement between the end user ("You") and Hasbro Interactive, Inc., its affiliates and subsidiaries (collectively "Hasbro Interactive"). This Agreement is part of a package (the "Package") that also includes, as applicable, executable files that you may download, a game cartridge or disc, or a CD-ROM (collectively referred to herein as the "Software") and certain written materials (the "Documentation"). Any patch, update, upgrade, modification or other enhancement provided by Hasbro Interactive with respect to the Software or the Documentation, or bonus game provided by Hasbro Interactive at no extra charge as part of the Package, shall be included within the meanings of those terms, for the purposes of this Agreement, except to the extent expressly provided below.

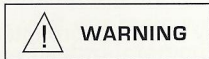
BY DOWNLOADING OR INSTALLING THE SOFTWARE, YOU ACKNOWLEDGE THAT YOU HAVE READ ALL OF THE TERMS AND CONDITIONS OF THIS AGREEMENT, UNDERSTAND THEM, AND AGREE TO BE BOUND BY THEM. YOU UNDERSTAND THAT, IF YOU PURCHASED THE PACKAGE FROM AN AUTHORIZED RESELLER OF HASBRO INTERACTIVE, THAT RESELLER IS NOT HASBRO INTERACTIVE'S AGENT AND IS NOT AUTHORIZED TO MAKE ANY REPRESENTATIONS, CONDITIONS OR WARRANTIES, STATUTORY OR OTHERWISE, ON HASBRO INTERACTIVE'S BEHALF NOR TO VARY ANY OF THE TERMS OR CONDITIONS OF THIS AGREEMENT.

If You do not agree to the terms of this Agreement, do not download or install the Software and promptly return the entire Package to the place You obtained it for a full refund. If you should have any difficulty in obtaining such refund, please contact Hasbro Interactive at 800-683-5847 from the United States or at +44-1454 893-900 from outside the United States.

## 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**

---



**CAUTION**

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**

---



**CAUTION**

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.

**LIMITED LICENSE:** You are entitled to download or install, and operate this Software solely for your own personal use, but may not sell or transfer reproductions of the Software or Documentation to other parties in any way. You may download or install, and operate one copy of the Software on a single terminal connected to a single computer. You may not network the Software or otherwise use it on more than one computer or computer terminal at the same time.

**INTERNET-BASED PLAY: CHAT:** This Software may include Internet-play features. If You choose to use such features, You will need to access the Internet. The Software or Documentation may also suggest links to certain Software-related web sites, including web sites operated by Hasbro Interactive or third parties. Your access to web sites operated by Hasbro Interactive is subject to the terms of use and privacy policies of such web sites. Children should check with a parent or guardian before accessing the Internet, including without limitation any chat function, on-line "arcade," or em@il Game. Internet game play may occur through one or more independent gaming or other web sites (each a "Web Site"), including without limitation the MSN Gaming Zone run by the Microsoft Corporation. Hasbro Interactive does not review or control, and disclaims any responsibility or liability for, the functioning and performance of any Web Site, the terms of use of any Web Site, the privacy policies of any Web Site, and any content on or available via a Web Site, including, without limitation, links to other web sites and comments or other contact between users of a Web Site. Hasbro Interactive does not endorse the Web Sites merely because a link to the Web Site is suggested or established. Hasbro Interactive does not monitor, control, endorse, or accept responsibility for the content of text or voice chat messages, if applicable, transmitted through the use of the Software. Use of the chat function, or other content or services of any Web Site is at Your own risk. You are strongly encouraged not to give out identity or other personal information through chat transmissions.

**OWNERSHIP: COPYRIGHT:** Title to the Software and the Documentation, and patents, copyrights and all other property rights applicable thereto, shall at all times remain solely and exclusively with Hasbro Interactive and its licensors, and You shall not take any action inconsistent with such title. The Software and the Documentation are protected by United States, Canadian and other applicable laws and by international treaty provisions. Any rights not expressly granted herein are reserved to Hasbro Interactive and its licensors.

**OTHER RESTRICTIONS:** You may not cause or permit the disclosure, copying, renting, licensing, sublicensing, leasing, dissemination or other distribution of the Software or the Documentation by any means or in any form, without the prior written consent of Hasbro Interactive. You may not modify, enhance, supplement, create derivative work from, adapt, translate, reverse engineer, decompile, disassemble or otherwise reduce the Software to human readable form.



## **LIMITED WARRANTY:**

Hasbro Interactive warrants for a period of ninety (90) days following original retail purchase of this copy of the Software that the Software is free from substantial errors or defects that will materially interfere with the operation of the Software as described in the Documentation. This limited warranty: (i) applies to the initial purchaser only and may be acted upon only by the initial purchaser; and (ii) does not apply to any patch, update, upgrade, modification, or other enhancement provided by Hasbro Interactive with respect to the Software or the Documentation or to any bonus game provided by Hasbro Interactive at no extra charge as part of the Package, which are provided on an AS IS BASIS ONLY. EXCEPT AS STATED ABOVE, HASBRO INTERACTIVE AND ITS LICENSORS MAKE NO OTHER WARRANTY OR CONDITION, EXPRESS OR IMPLIED, STATUTORY OR OTHERWISE, REGARDING THIS SOFTWARE. THE IMPLIED WARRANTY THAT THE SOFTWARE IS FIT FOR A PARTICULAR PURPOSE AND THE IMPLIED WARRANTY OF MERCHANTABILITY SHALL BOTH BE LIMITED TO THE NINETY (90) DAY DURATION OF THIS LIMITED EXPRESS WARRANTY. THESE AND ANY OTHER IMPLIED WARRANTIES OR CONDITIONS, STATUTORY OR OTHERWISE, ARE OTHERWISE EXPRESSLY AND SPECIFICALLY DISCLAIMED. Some jurisdictions do not allow limitations on how long an implied warranty or condition lasts, so the above limitation may not apply to You. This limited warranty gives You specific legal rights, and you may also have other rights which vary from jurisdiction to jurisdiction.

If you believe you have found any such error or defect in the Software during the warranty period, (i) if you are in the United States, call Hasbro Interactive's Consumer Affairs Department at 800-683-5847 between the hours of 8:00 a.m. and 4:45 p.m. Monday through Friday (Eastern Time), holidays excluded, and provide your Product number; or (ii) if you are outside the United States, send your original CD-ROM disc, game cartridge or disc, or, if applicable, the executable files that you downloaded, to Hasbro Interactive at Caswell Way, Newport, Gwent, NP9 0YH, United Kingdom, together with a dated proof of purchase, your Product number, a brief description of such error or defect and the address to which the Software is to be returned. If you have a problem resulting from a manufacturing defect in the Software, Hasbro Interactive's and its licensors' entire liability and Your exclusive remedy for breach of this limited warranty shall be the replacement of the Software, within a reasonable period of time and without charge, with a corrected version of the Software. Some jurisdictions do not allow the exclusion or limitation of relief, incidental or consequential damages, so the above limitation or exclusion may not apply to You.

## **LIMITATION OF LIABILITY**

HASBRO INTERACTIVE AND ITS LICENSORS SHALL NOT BE LIABLE FOR SPECIAL, INCIDENTAL, CONSEQUENTIAL, EXEMPLARY OR OTHER INDIRECT DAMAGES, EVEN IF HASBRO INTERACTIVE OR ITS LICENSORS ARE ADVISED OF OR AWARE OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL HASBRO INTERACTIVE'S AND ITS LICENSORS' AGGREGATE LIABILITY EXCEED THE PURCHASE PRICE OF THIS PACKAGE. Some jurisdictions do not allow the exclusion or limitation of special, incidental, consequential, indirect or exemplary damages, or the limitation of liability to specified amounts, so the above limitation or exclusion may not apply to You.

**GENERAL:** This Agreement constitutes the entire understanding between Hasbro Interactive and You with respect to subject matter hereof. Any change to this Agreement must be in writing, signed by Hasbro Interactive and You. Terms and conditions as set forth in any purchase order which differ from, conflict with, or are not included in this Agreement, shall not become part of this Agreement unless specifically accepted by Hasbro Interactive in writing. You shall be responsible for and shall pay, and shall reimburse Hasbro Interactive on request if Hasbro Interactive is required to pay, any sales, use, value added (VAT), consumption or other tax (excluding any tax that is based on Hasbro Interactive's net income), assessment, duty, tariff, or other fee or charge of any kind or nature that is levied or imposed by any governmental authority on the Package.

**EXPORT AND IMPORT COMPLIANCE:** In the event You export the Software or the Documentation from the country in which You first received it, You assume the responsibility for compliance with all applicable export and re-export regulations, as the case may be.

**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.

# CREDITS

## BLITZ GAMES



*Designed and  
Developed by*  
**Blitz Games**

### **Founded by**

The Oliver Twins

### **Technical Director**

Andrew Oliver

### **Project Manager**

Darren Wood

### **Programming**

Martyn Ash

Byron Blay

Steve Bond

Matt Cloy

Andrew Eder

James Healey

James Hubbard

Mike Movel

David Swift

### **Design**

Alex Rigby

Joff Scarcliffe

### **Level Design and Editing**

Lauren Grindrod

Simon Little

Bruce Millar

Joff Scarcliffe

### **Concept Art and Illustration**

Richard Whale

### **Character Building and Animation**

Sandro Da Cruz

### **Additional Animation**

Bruce Millar

Simon Little

Joff Scarcliffe

### **Textures**

Alex Rigby

### **Additional Textures**

Bruce Millar

Lauren Grindrod

Richard Whale

Simon Little

Joff Scarcliffe

### **3D Modeling**

Joff Scarcliffe

Bruce Millar

Simon Little

### **Music and Sound Effects**

Andy Morris

### **Video Sequences**

Atomic Arts

### **Video Producer**

Justin Cornish

### **Video Animation Modeling and Lighting**

Greg Fisher

Adam Comiskey

Patrick Lyndon-Stanford

### **Video Modeling**

Tony Neal

Robert Angol

Chris Surbagio

### **Voice Talent**

Matinee

### **Voice Artist**

Justin Fletcher

### **Voice Engineer**

Chris Renshaw

### **Special Thanks**

Richard Hackett

Steve Thompson

Uncle John Whigham

Andrew Slater

Scott Davidson

Nigel Davies

Susie Thorburn

Roland Smythe

Alison Parker

Caroline Hart

Jackie Pinnock

Jacqui Lyons

Guy Herbert

*... and all at Blitz Games!*

**HASBRO INTERACTIVE  
WORLDWIDE**

**Producer**

Kevin Mullard

**Executive Producer**

Chris Down

**European Development  
Director**

Sam Baker

**Senior Product Manager**

Harvey Eagle

**Q.A. Manager**

Andrew Luckett

**Q.A. Supervisor**

Dan Luton

**Lead Tester**

Lee Evans

**Testers**

Robert Ward

Andrew Spratt

Andrew Stainer

Nick Thorpe

Eric Manktelow

Phil Gilbert

Andrew Coward

Steven Powell-Waddell

Matt Nation

Kevin Wilcox

**Hardware Compatibility**

Testing Lab

Ian Palfrey

Alan Clark

**Localization Project  
Manager**

Charlotte Virgoe

**Art Director**

Ken Tse

**Manual Manager**

Sam Hart

**Documentation Writer**

Bill Martin

**Strategic Marketing  
Director**

Kate Webster

**Commercial Director  
International**

Chris Noone

**Special Thanks**

Kellie Rice

Shahid Ahmad

Louise McTighe

John Broomhall

**HASBRO INTERACTIVE**

**CEO**

Tom Dusenberry

**COO**

Charlie McCarthy

**Product Manager**

Matt Collins

**Senior Product Manager**

Mark Goodreau

**Chief Creative Officer**

John Sutyak

**Senior V.P. Research and  
Development**

Tony Parks

**V.P. of Technology**

Rich Reily

**V.P. External Development**

Dave Albert

**V.P. of Studios**

Rod Nakamoto

**V.P. of Development  
Operations**

Rob Sears

**Director of Quality  
Assurance**

Michael Craighead

**Q.A. Certification Manager**

Kurt Boutin

**Q.A. Certification Lead**

Bill Carroll

**Q.A. Testing Managers**

Randy Lee

Bill Carroll

**Testers**

Mike Romatelli

Brian Sadacca

Eric Marmaldi

Tony Calabresi

**General Manager**

John Hurlbut

**Director of Marketing**

Tom Nichols

**Director of Marketing**

Petrina McPhee

**Director of Marketing**

Ann Marie Bland

**V. P. of Marketing Services**

Gale Steiner

**Chief Visual Officer**

Steve Webster

**Manager of Creative Services**

Steve Martin

**Manager of Editorial/  
Documentation Services**

Elizabeth Mackney

**Marketing Services  
Manager**

Kathryn Lynch

**Senior Graphic Designer**

Kristine Meier

**Graphic Designer**

Paul Anselmi

**Graphic Designer**

Morgan Tomaiolo

**Documentation Writer**

Mark Russell

**Copywriter**

Paul Collin

**Channel Marketing  
Director**

Sarah McIlroy

**V.P. of Public Relations**

Laura Tomasetti

**Manager of Public  
Relations**

Jayson Hill

**Manager of Technical  
Services**

Tony Moreira

**V.P. of Administration and  
Operations**

Bob Sadacca

**Operations and Special  
Projects Manager**

Tracy Kureta

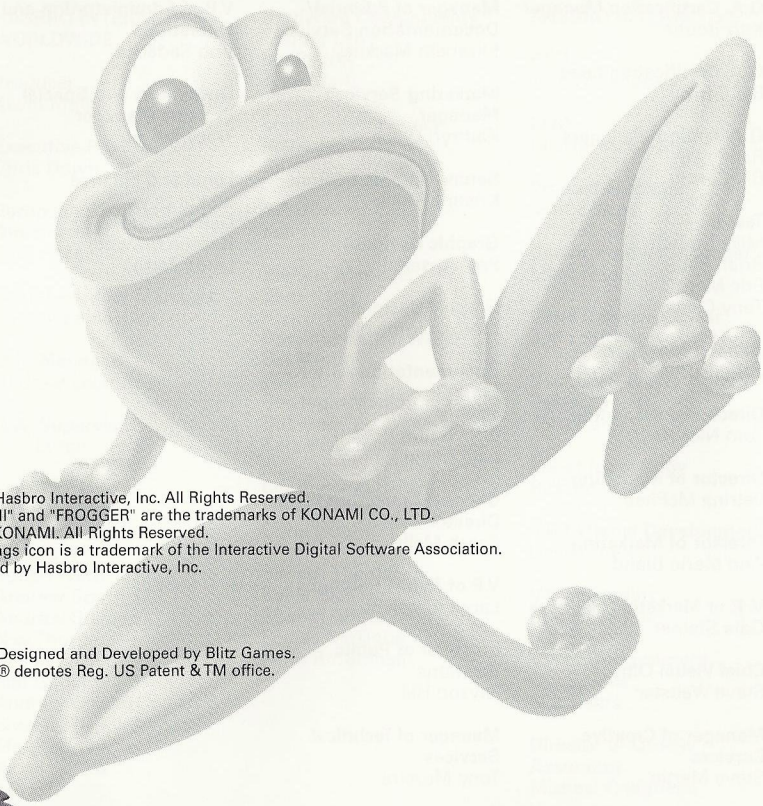
**Legal and Finance**

Jackie Daya

Deborah Stone

Rosalie Cravotta

Linda Ferros



© 2000 Hasbro Interactive, Inc. All Rights Reserved.  
"KONAMI" and "FROGGER" are the trademarks of KONAMI CO., LTD.  
© 1981 KONAMI. All Rights Reserved.  
The ratings icon is a trademark of the Interactive Digital Software Association.  
Published by Hasbro Interactive, Inc.



Designed and Developed by Blitz Games.  
® denotes Reg. US Patent & TM office.

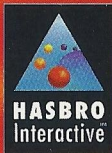


## ESRB RATING

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.

Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, LTD. All Rights Reserved. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,668,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No.2870538, (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association. Sega of America Dreamcast, Inc., P.O. Box 7638, San Francisco, CA 94120. This software includes the font(s) licensed by NEC Office Systems, Ltd. This software includes the font(s) licensed by NEC Office Systems, Ltd.

**SEGA**<sup>®</sup>



Hasbro Interactive, Inc.  
50 Dunham Road, Beverly, Massachusetts 01915 USA  
MADE IN THE USA

© 2000 Hasbro, Inc. All Rights Reserved. © 2000 Hasbro Interactive, Inc. All Rights Reserved.  
KONAMI AND FROTTIGER are the trademarks of KONAMI CO., LTD. ©1991 KONAMI  
All Rights Reserved. Designed and Developed by Blitz Games. ® denotes Reg. US Patent & TM office.

Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, LTD. All Rights Reserved. Made and printed in the USA.  
WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems.  
Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,994; 4,462,076; Re. 35,839; Japanese Patent No.2870538. (Patents pending in U.S. and other countries);  
Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association.  
Sega of America Dreamcast, Inc. P.O. Box 7639, San Francisco, CA 94120.

Visit...  
**GAMES!** .COM™  
www.games.com

SEGA®