MB

VIDEO
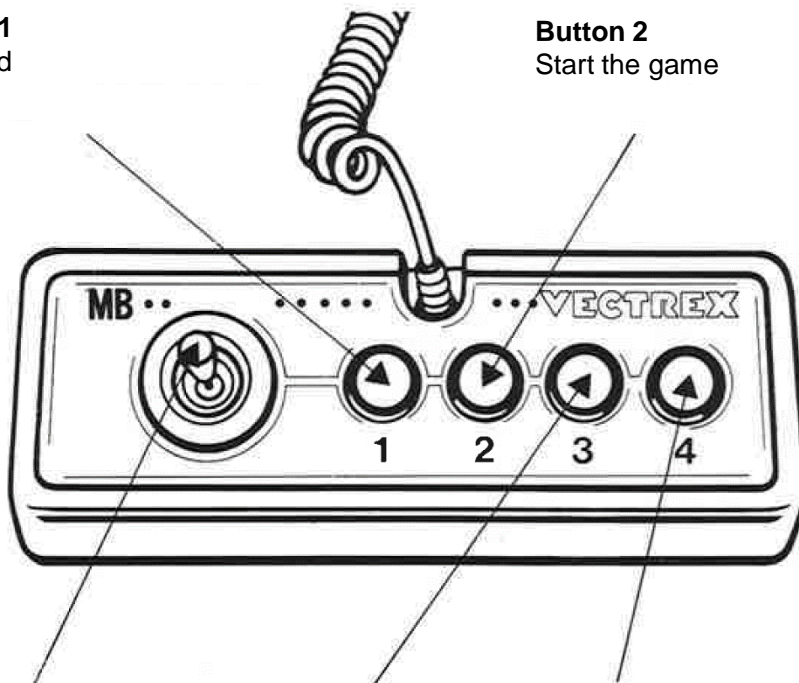ELECTRONICS

VECTREX

CASSETTE

FROG JUMP

FROG JUMP

GAME CONTROLS

Frog Jump is designed to be played with the built-in control panel only. The functions of the controls are:

Button 1
Not used

Button 2
Start the game

Joystick
Move player left and right

Button 3
Not used

Button 4
Use tongue attack

HOW TO PLAY

PLAYER SELECTION
Single player game.

GAME PLAY

The point of the game is to jump as high as possible by jumping on the platforms. These platforms are either moving from left to right or not moving.

Apart from you need to watch out for the bird, which randomly appears sometimes. In order to defend yourself, you can you use the tongue attack or jump on top of it.

Keep in mind while using the tongue attack that it will only work if you are in an upward motion and as soon as you move downwards it will reset.

The character is controlled with the joystick, by moving it left or right. If you move the character out of the screen, he will appear on the other side again.

To make it not too easy the game has 4 different difficulties, which get incremented every time the score increases by 100.
After the difficulty increases the next platforms will be smaller and the moving platforms will move faster.

SCORING

The score represents your height. Once you die it will start with 0 again.
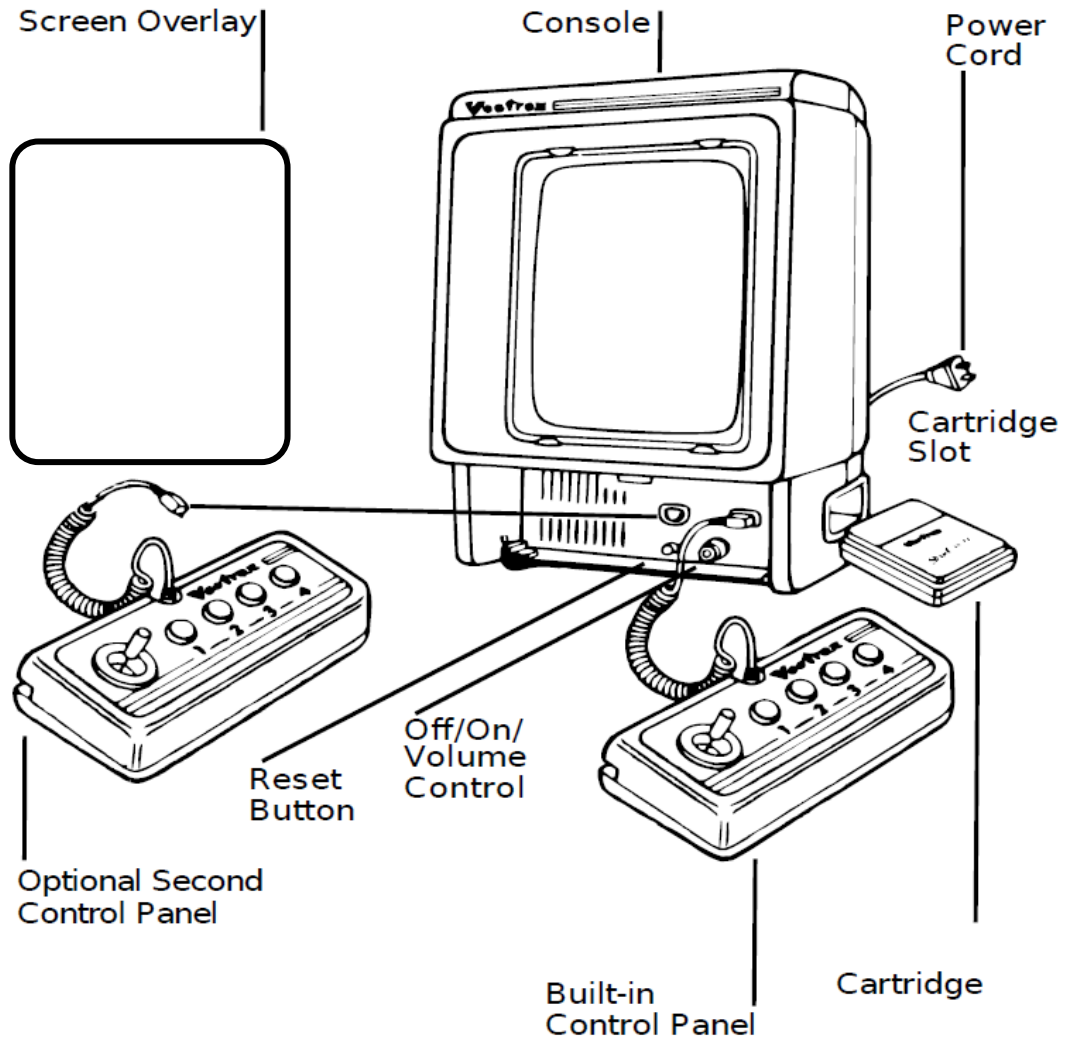
HIGH SCORE MEMORY

As long as your machine is on, with the game cartridge in place, the highest score is retained. The high score is shown in the start menu. When the machine is turned off and the cartridge removed, the score is lost.

RESTARTING THE GAME

To restart a game, press the Reset button.

SETTING UP

Screen Overlay

Console

Power Cord

Cartridge Slot

Off/On/ Volume Control

Reset Button

Optional Second Control Panel

Built-in Control Panel

Cartridge

CREDITS

This game was developed by Manuel Kaiser and programmed in C and MC6809 assembly language. It is the outcome of a student project which was part of the elective course "Advanced hardware-oriented C and Assembly Language Programming" at Pforzheim University, Germany, in spring term 2021, supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen.

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