

Frogger 2: Swampy's Revenge FAQ/Walkthrough

by scurty235

Updated to v3.3 on Feb 4, 2003

```
88888%88";
;8@      ";
;;O      8;      88888.""8
;"      %";      "Oooo%'@ ;OoooooO8;% @8
;%      OOO%88888O@";      ;;";8o%8%o @# @ 'O o@% O@
;%      oO@8' ;8' @% @ % @"O O%888 o@% @"8OOo@
;8      %@ Oo%.8OooOo% ;8o @,@ @% @ % @8o 8; %"% @";
;%      %8 8O o%'',;,%o %8 % @8 '@8 @8O %OOoo;8;;@ 8;
;@      % %o oO@88@ OOO%% @o o@ % @; O@"@ 8;8 8;
;%      @;;;.8O O8 8O @8 8% @% '@% %"%%8"8'o@ ;@%OO'oOO%8;8%O8;
"8%      ;% O88O 88%Oo O@ O@oo %8 ,,,;"88"";,,
"8      ;8 @%OOo oo 8888",,8oO@%OOooo%8 ,"8 8;
"@      @;' ;% 8; 'OOOOoO' 8o %8; ,8 O8
;8      @; 8% @; 8O @; ,8%Ooo%@"@o o%
;@      8; "" 8@%OOO@" ,;"8 oO
;#      ; ;8 O%
""      ;;" "O %@8"
"O      8888";;;;
;O      88
;8      8@
888888";;;;"8@@
```

* * * NO MORE SITES WILL BE ALLOWED TO POST MY FAQS FROM NOW ON * * *

[Game] - Frogger 2 Swampy's Revenge
[Console] - Dreamcast
[Version] - 3.3
[Type] - FAQ/Walkthrough
[Author] - Chris Wasnetsky (scurty234)
[E-Mail] - chriswasnetsky205@msn.com
[Last Updated] - 2-04-03

Introduction

As of 12-23-02, this guide is the most complete on the net (not counting official guides). I hope this guide will help you in one way or another. I have a very detailed walkthrough for getting past levels and I also have a very detailed way of finding all 25 coins in each level. I have unlocked every secret, so you will know how to get all of those too. Anyway hope you like this!

Table of Contents

I. E-MAIL POLICY

II. VERSION HISTORY

III. CONTROLS

IV. CHARACTERS

FROGGER
LILLIE FROG
TAD
TREEBY
WART
TANK
ROOBIE
SWAMPY

V. POWER-UPS

EXTRA LIFE
QUICK HOP
SLOW HOP
AUTO HOP

VI. STORY MISSIONS WALKTHROUGH

TRAINING
THE GARDEN
BOULDER CANYON
THE GOLD MINE
GRINDSTONE
PYRAMID CLIMB
THE ANTS NEST
LAVA PALAVER
DI5CO LAB
RESEARCH FACILITY
SPACE CHASE
SPACE STATION
INFERNAL MACHINE
SPACESUCKERS
GRAVEYARD GARDEN
HAUNTED HOUSE
WINDUP

VI. COIN MISSIONS WALKTHROUGH

TRAINING
THE GARDEN
BOULDER CANYON
THE GOLD MINE
GRINDSTONE
PYRAMID CLIMB
THE ANTS NEST
LAVA PALAVER
DI5CO LAB
RESEARCH FACILITY
SPACE CHASE
SPACE STATION
INFERNAL MACHINE
SPACESUCKERS
GRAVEYARD GARDEN
HAUNTED HOUSE

WINDUP

- VII. SUPER RETRO WALKTHROUGH
 - WAY BACK WHEN
 - TOAD ROAD
 - ONE WAY
 - ROUND THE BEND!
 - LIKE CROCWORK!
 - FROG JAM
 - GRIDLOCK
 - DRIVEN BACK
 - TWISTER
 - BLOCKADE

- VIII. MULTIPLAYER
 - CAPTURE THE FLAG
 - RACE
 - SNAKE

- IX. OPTIONS
 - SOUND OPTIONS
 - EXTRAS

- X. SECRETS

- XI. COPYRIGHT

- XII. CREDITS

- XIII. AUTHOR'S NOTE

E-Mail Policy

You may E-Mail me as long as you wait about 2 weeks before I reply. I only get to play this game (harldy ever now) once every two weeks and I will answer your E-Mails when I get a chance. My E-Mail is at the top of this FAQ.

VERSION HISTORY

- 0.4 - FIRST DRAFT/RELEASE ----- ???.? KB
Just a start.
- 0.65 - UPDATE ----- 47.3 KB
Added more of the coins walkthrough.
- 0.9 - UPDATE ----- 50.2 KB
Added two more coins walkthrough. I also found the last coin in PYRAMID CLIMB. Format change.
- 1.4 - MAJOR UPDATE ----- 60.8 KB

Added the coins walkthrough up to level 12. If you are wondering, I'm trying to stay even with the coins walkthrough and the STORY walkthrough just to keep this FAQ neat :) I also corrected the Table of Contents. Also I found out how to unlock WART (see SECRETS section).

- 1.65 - SMALL UPDATE ----- 64.9 KB
I'm very sorry for the late update. I just didn't have time :P I found out how to get ROOBIE (see SECRETS section for more detail). Also some more of the coins walkthrough. I let IGN post my FAQs from now on.
- 1.8 - BIG UPDATE ----- 77.0 KB
Finally back I just corrected a few errors and I finished the STORY and coins walkthrough! I also unlocked everything (see SECRETS section).
- 1.9 - UPDATE ----- 86.1 KB
I added SUPER RETRO section.
- 2.1 - UPDATE ----- 94.3 KB
I guess this won't be my last version :P I added only the MULTIPLAYER section in this update.
- FINAL - UPDATE ----- 102.? KB
Sorry for the long wait! I finally finished the Options section. I finally topped 100 KB! Anyway besides the Options section, I just spell checked everything.
- 3.2 - UPDATE ----- 85.7 KB
From now on, I will NEVER mark another guide final. Too many things are always wrong. Well, I basically reformatted the entire guide from scratch. It took many hours, so I hope this format looks better than the previous ones. Also added a nice logo on the top made by me.
- 3.3 - UPDATE ----- 85.9 KB
I went through the FAQ and fixed stupid mistakes (like where the last three sections were named Copyright). In the next version I will most likely run the whole FAQ through a spell check.

CONTROLS

D-Buttons - Control Frogger
Start Button - Pause/Unpause Game
X Button - Power Croak
B Button - Bug Seeking Tongue
A Button - Hop (when pressed once); Super Hop (when pressed twice really fast)
R Button - Bug Seeking Tongue
L Button - Power Croak

CHARACTERS

These are the guys who you play with throughout the game. Some are default and some need to be unlocked. In STORY mode you play with the default frog but in FROGGER'S ARCADE you play with whom ever you choose.

FROGGER

He's the basic guy. He's what the game is all about! You'll play with him the most.

LILLIE FROG

She's possibly the girlfriend of Frogger. You will play as her, but not as much.

TAD

He's the blue frog. I don't know a lot on him though.

TREEBY

He's the other green frog. I don't know a lot on him either.

WART

Yes I finally unlocked him! Yay! Anyway this 'toad' can move pretty fast. Don't let his brown appearance fool you. This is my favorite one so far (until I unlock more :P). Check the secrets sections on how to unlock him.

TANK

Yes it's weird how I unlocked two characters within an update O_o Anywho you unlock him after you collect 25 coins on a new level after gaining access to WART. Now onto his appearance. He doesn't look like an ordinary frog. Oh no. He is blue and wears armor?! Yep you heard me right, ARMOR. It's funny how it doesn't affect him. Also, his eyes look like this O_o How strange. Anyway I like him, but not as much as toad ^_^

ROOBIE

I don't exactly call this _thing_ a frog. It looks like a kangaroo to me O_o Anyway, it's brown, tall >_<, and it's a girl! Nooooooo! What I like about her is that when you double jump, her ears spin like a helicopter :) She's _Okay_ , but I wouldn't really consider her.

SWAMPY

He's just your average croc! No! Wait he isn't. He's trying to kill Frogger :(Anyway I don't know what he hops on, but I don't like it. He's just as slow as everyone else. I think he's the last secret character unlocked, but I'm not sure. I don't really like him that much.

All of these help you throughout the game, except one. I will tell what they do.

EXTRA LIFE

I think the name says it all! If you die, you will lose a life. These bugs will give you another life for free!

QUICK HOP

Once again, the name says it all! You get these and you hop about twice as fast now. This lasts for a short time though, so use them wisely.

SLOW HOP

OK, enough with the name says it all stuff. Everything is like that. This slows down the other player down. (Only in Multi-Player).

AUTO HOP

As soon as you move you can't stop. The computer takes it over from there. You can only steer. I'm not sure if there's a time limit for this.

STORY MISSIONS WALKTHROUGH

TRAINING

This is more like a training course than a level. In all the walkthrough parts I will tell detailed information on how to beat the level. Now here we go. Go straight then left and you will see a piece of land blocking your way. When you land on the icon it says to press A to Super Jump Over Obstacles. So press A. When you do you'll be on top of it and you have rescued one frog!

Continue going right until you land on another icon. It says to Slurp Up Bugs With Your Tongue Using The B Button. Press B and you get an extra life. After that go to the next icon you see and it tells you to double tap A to jump across. Double tap A and you will jump high and across. You will land on another frog. You found the second one.

Go straight and you'll see another icon. It says you can double jump to reach high places too. Double jump from the icon and you'll be on the ledge and you got your third frog. Only two more to go!

Make your way up the ledge using the strategy and you'll see another icon. It says to croak to find baby frogs. Press X and you will see green light going out in a circle. Shortly after a pink light will appear too. The baby frog is in the direction where the pink light came from. In this case it's to the right. Go to the right and you'll find your fourth frog. Only one more to go!

The next icon says hop onto the switch to activate it. Jump on it and you'll see lily pads floating across the river. You have to jump on one of these and jump to another. Then jump onto land. You can't go into the water or else you will drown. When across go onto the next icon. It will say watch out for Frogger's enemies. Just hop across the tracks without getting hit by the moving enemies. Now double jump to get the last frog baby. Congratulations! You finished your first level! Now try the next.

THE GARDEN

First go straight ahead without being hit by Frogger's enemies. After that you'll find your first baby frog on a pier.

Now make your way across the river without going on an alligator. Go across the bridge and find your second baby frog sitting there and waiting for you. Pick him up.

When you get to a fence look to the left and go in the house. Get the extra life and come back out. Now go left into one of those places with the coins. Wait for the lawnmower to go around and as soon as it passes you follow it. Now go in the little opening to the left and wait in there. Wait for the lawnmower to go around and follow it. Get in the spot where the frog is and wait for the lawnmower.

When it passes you follow it again. Go to the south and stop at the fence. Wait for the lawnmower (To the right going up and down) to come all the way down. Then follow it up and take cover in the first or second hole to the right. Then when the lawnmower goes down again head up and turn left. Now follow this path and wait for the lawnmower to pass you. Then go in the second or first hole towards the left. Wait for it to pass and continue down. Get the purple baby frog.

Go up the steps and make your way across making sure you don't get hit. When you get to the part where three lawnmowers are driving in a circle, double hop to the orange baby frog. After that, You're done.

BOULDER CANYON

Go over the middle bridge. Then jump your way up the steps, avoiding the beetles. Make your way across this bridge carefully. Map your plan out and take it. Watch out for the vulture that flies across the bridge twice. Once done go straight and get your baby.

Make your way across the sand carefully. Then go up the steps. Go down the right or left side to avoid the cannon ball. When the cannon ball passes (If your on the right side) go 1 block left, 2 blocks up, and 1 block right very quickly. Just do that the whole way up and you should be fine. Just do the opposite if you're on the left side. Now at the end just jump up on the ledge (Only a jump, not double jump) and wait for the arrow to move in. When it does quickly go around then do the same with the next arrow. Get the yellow frog.

Make your way across the river carefully. When you do, a giant door will open showing a stair case going downward. Follow it and get the blue frog.

Then head downwards and activate a switch. 3 blocks will rise in front of you. Go UP and go across them to find a frog up there.

As soon as you get it a boulder will start to roll down so hurry up. Go down towards the switch was and follow that path. Hurry up because you can die from the boulder squashing you. Follow it ALL the way to the end to find the last frog. You're done now.

THE GOLD MINE

Go across the tracks to the other side. Now you will see these rats that run around in circles. Just look at their path so you won't be hit by them. Go down the path and up the stairs. Make sure no rats are coming and go over to a platform with a dynamite switch on it. Jump on it and a path will open. Go down (Making sure no rats are coming) and up the path. Grab the frog and go on the ride.

During the ride you will have to move left and right on the mine carts to avoid obstacles. To make things easier, you can grab a quick hop on the silver platform. Get the frog and start your way down.

When done get on the silver platform at the end. Rats will come out of the wall to the left. As soon as one or two come out, follow them. Get the yellow frog and wait for the next one or two to pass you.

Then continue down the path. Make sure all the rats came out of the hole at the north end of the screen. Then follow your way to the end. When there, jump on the divider. Rats will come out at the southwest end of your screen, so watch for them. Just follow the path north until you get to the blue frog.

Then go east and make your way over to the boxes. As you go down the river you will see three spiders that you have to avoid. It's not that easy so be careful. At the end make your way to the east to get the pink frog. Follow the path east. The bridge here is unstable so move across it quickly. At the end go south and make your way across the tracks. When you do, go down the steps and get on a ride. Then jump off to get the red frog. Well done you passed.

GRINDSTONE

This one is hard. You have to make your way across the sand without being squashed by these huge rolling stones. There are raised stones in the sand which is a 'safe zone'. Travel to each one making sure not to be squashed by the rolling stones. By the way, you can go on the sand. When you get to the other side (It's northeast from where you started) get the green frog.

Go up the steps and across the sand. The hippo's (I think) move pretty fast, so hurry up. When you're out of the sand, double jump to the little raised space in the water to avoid the ants. Double jump after that (Making sure there are no ants to land on) and immediately double jump again. Double jump once again (Making sure there are no ants to land on) and go up the steps. Get the yellow frog.

This part can be hard. You have to get across water by moving from these big blocks. Sounds easy? It's not. In addition to this there are cannon balls moving to from the platforms. You have to avoid these while jumping from one platform to another. Once you made it, get the blue frog and head north.

Go up these steps fast by repeatedly pressing up on the d-pad to move up. If

you don't, you will die from the spikes. When you get up there follow the path, watching for the little rhinos (I think). Get the pink frog.

Continue north (Avoiding the tree trunks) and at the last step go to the left. Make your way to the right avoiding the little hippos. Go north and go fast over the tree trunks. Then go west, then south (Avoiding the bugs on the way). Go west after you get past the bugs. The tree trunks are here again. You have to jump up on them when they go down then again up to a platform. But beware, a kangaroo jumps up here so time your jumps so you don't get killed. The last frog is in the middle square where the kangaroo jumps around. Once you get the last frog you are finished.

PYRAMID CLIMB

Start off by going up the steps which the boulders are falling down. If you see a boulder coming down the middle then move to right or left and so on. Go to the west to find the green frog.

Follow the path. It goes up the pyramid. Go down the other path to find the yellow frog.

If you don't want to risk going down the path you can go on the side. Go on the right side and slide down. You will be stopped. Slide down again once the kangaroo is clear. Once he's clear go left two spaces and up two spaces. When the middle bull(?) starts going north, go up two spaces, left or right one space, and then up two spaces. No go up two spaces and one space left (If on right side) or one space right (If on left side). Now go north to find the blue frog.

When you are on the last part of the bridge, stop. Go two spaces north, right one space, up one space, left two spaces, and up three spaces. Make sure you don't collide when you do this. When you do this an opening will appear. Go down the log. Go straight until you see tracks. After the small elephant(?) comes out of the left hole follow it. As soon as you come right next to the blank space, quickly go up one space, right one space, and up one space. Then after the last orange bug goes into the hole to the right, double jump over the gap and go up one space. From the space that you landed on go up two spaces, (wait until there's a gap between the orange bugs) go up three spaces, go left one space, and up one space. After that go up one space, left one space, up all spaces to the end (If a bug comes at you during the last step just jump over it) until the frog.

From there just go across the river. After that go one space to the left of the 'S' thing. Go up one more space. Time yourself to make three quick hops going north. From those three make another quick three hops and you're done. Get the frog and you're outta there!

THE ANTS NEST

Make your way across the field of ants untouched. Go to the safe spot. Go west and double jump over any spider coming your way. Go to the coin for a safe spot. Come out, jump over any spider and go in the next safe spot. Do the same again. And again. And again. And again! And again!! And again!!! And again!!!! And again!!!!!! Oh wait here's your first frog :).

From the frog spot go one space up. Go another space once the spider passed and get on one of the leaves. When you get to the third row jump up onto a

platform. From there go over to the yellowfrog.

From the yellow frog 'make a U-turn' to the right (Thus going into a safe place). Be sure to avoid the ants. After that make sure the coast is clear then go up one space, to the right 2 spaces, then up one space (By jumping). Make your way across here. You will see the blue frog so get him.

Follow the path that the blue frog was on. At the end go up one space. From there (When the time is right) 3 spaces up, 2 spaces left, 2 spaces up, 4 spaces right, 2 spaces up, 2 spaces left, and then a quick double jump (To get into the safe zone). From there go 3 spaces up, 4 spaces right, 2 spaces up, 2 spaces left, and go up until you get to the pink frog.

From there follow the path until you are above the middle row of lilipads. As soon as the middle bee flies below you jump. Then as soon as the two on the left and right pass you jump either to the right or left. So on and so forth. After that I would suggest picking the left or right lane of lilipads. If you want an extra life go down the middle. You have to time everything perfectly. If you see an enemy poking out of it's hole either hop backwards or jump over it. Do the same all the way down. Jump at the end to get the red frog. You are done!

LAVA PALAVER

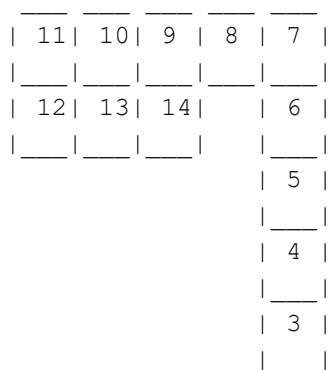
Go forward three spaces and onto a rock. From there go onto one of the moving rocks (The one that north west of you). From there go onto the land north of you. When there go towards the green frog. Don't get hit by the huge insect though.

From there go up the stairs to the top. Now go down to the third step and make your way over to the right without getting hit. Get the yellow frog and go back to the top step.

Jump down and go through the passage way. At the bottom make your way around the circle and into the safe zone. Do the same with the next circle too. Follow this path right next to a lava waterfall. Make sure you don't get hit by a lava ball. Make your way all the way across into the safe zone. From there wait until the platform rises so you can go on it. Get off it and get your blue frog.

This is the hard part. You have to time everything. You have to go across the unstable blocks onto the stable ones. Problem is that the stable keep on having lava balls rolling on them. You go to one and to the other and to the other all the to left. At the end your friend, the purple frog, will be waiting for you :).

Jump down once the uhh... things pass you. Follow them going right then up. You'll come to a bridge that looks like this:



| 2 |
|__|
| 1 |
|__|

Go up the way the numbers go really fast and jump (at the last one) facing south. These are unstable so go really fast. Then from where you jumped from go 1 space right, 4 spaces down, 2 spaces left (You have to jump), 1 space up, 1 space right, 2 spaces up, 1 space left, 1 space down, 1 space left and then 1 space up. Level complete!

DI5CO LAB

Make your way across the platform to get the first frog.

Go on the square platform and go around it until there's a little bridge to the left. Do the same with the next bridge but this time look out for the balloons. Then go onto the next platform and look for an opening to the north. When you get there, there will be a frog waiting for you.

Go on the platform that shoots out of the thing to your left. Look to the south for something to jump on. You will find out that there are moving conveyor belts. And on the still part there are enemies. You know what to do hopefully. Oh man I have to tell you? Oh OK :(. Stay on the moving conveyor belt until the enemy passed. Then hop onto the still part and on the next conveyor belt. Do that three times and onto a platform. Follow this to the end to get the blue frog.

When you get the blue frog wait there until you see a moving platform. Get on it and take a ride. You'll come to another platform. Get on it. This gets hard. You have to avoid these machines. there's a gap in between each one. So you have to go to a space and let it go. You'll move forward eventually. At the end jump on one of the moving platforms going around the pink frog. Then as it goes around up to the north side, just hop to the pink frog.

Then hop back on platform and this time hop north not south. You then have to activate a switch to allow the blue moving platforms to start going in order for you to get across. Go across here and double jump at the end to get the last frog.

RESEARCH FACILITY

As soon as the enemy comes up towards you then away follow him. Get to the last space (Going straight) and stay there. The enemy will start to head up again. Go in the way he came out and down the steps. Just avoid the octopus-like things coming down. After that Go up the stairs and watch out for the enemy. After the enemy comes towards you and then back, follow him and look for an opening to the right. Then you'll see your first frog.

Go down the elevator. You'll see a monkey when you come out. If you move a space, he moves a space towards you. I can't really tell you how to beat him. Just try and get to the light blue surface being untouched. Another monkey is there. Get to the dark blue surface again. Don't bother with the elevator now. There will be yet another monkey. Get to the light blue surface. The last monkey thank God. OK the yellow frog is in here so get it.

Then head back to the elevator which I told you not to go in. Get on the platform that appears and ride it. Get off of it where it stops. Go down one

space and wait for another to appear. Get on it and ride it. Get off and go one space east then 1 space north. Get on the platform that comes by and get off at the next stop. Get on the one that appears and ride it. Get off where it stops. There's a monkey here so go 1 space down, 1 space up, and go all the way around it clockwise until at the bottom there is a space sticking out. Get on that and double jump to the south. Get your baby frog!

Now go in the elevator. Try and make your way through this maze. It may seem impossible but it's possible. Just keep on trying. When you get to the frog you can access the elevator.

Ummm.... Go to it! LOL. All the light brown tiles are unstable. From the start jump up to where the coin is. Then double jump so you are on the stable part. From there go 1 space east then 1 space south. Wait until the helicopter thingy passes you for a second and follow it. Go straight until this white block. Jump up to it. This could save you a life. Now all you have to do is go all the way to the east and up on the white block. You will see a moving platform. Get on it. Get off when it doesn't go anymore. Hop down and start to jump to each unstable block. Then go up to the grey/gray block. Wait for the unstable blocks to regenerate. Then go 3 blocks west and then 2 blocks south. Quickly double jump. Then avoid the enemy to get your frog! Level Complete!

SPACE CHASE

Slide down the wheel and go to the east. You will be on a spaceship that you will ride on top of. It's just like in the one mission where you have to avoid obstacles while moving back and forth. Except this time it's a never ending ride. You will be chasing another spaceship that will throw obstacles and sometimes...frogs! Well, all you have to do is catch them. If you miss, well, they'll just float in space. As you collect more frogs the faster he will drop the obstacles. After you get them all you're done!

SPACE STATION

(SORRY IF THE FROGS AREN'T IN ORDER. JUST BEAR WITH ME)

Go out the exit to the east. Start heading towards your west until you can't go anymore. Then go north and onto the rocks. Be careful because if you go too far right or left while riding these you will die by this shocker machine. One of the frogs (Red to be specific) will be on the third row of rocks. Get him and go to then north platform (where I told you ...Then go north and onto the rocks... Well now you'll see a platform ahead. Go on it.).

When on there jump onto the floating platform that comes near you. Jump on the middle one to avoid an enemy. Then the third one. Then jump onto these steps going downwards to get an extra life. Now get back on the third one and go to the steps leading upwards. Go on the green floating rock and get the extra life. Now go on the floating platform that comes near you. Then on the next one. Then the next one. Now go on the new platform. Double jump to the greenish rock. Now get the green frog!

You will get transported back to the start. Go out of the starting area and double jump to the right. As soon as you do, jump on one of those green floating rocks and make your way across to the blue platform (directly north from where you landed from double jumping). Follow that path around a curve and stop when you see enemies floating downwards. You have to make your way

up this twisting path to the top. Avoid all the enemies and when you get to the top you will get the purple frog!

You will be transported back to the start. Go out of the starting area and double jump to the right. As soon as you do, jump on one of those green floating rocks and make your way across to the platform to the right of where you just went to get the purple frog. Each floating blockhead (heh heh) has it's own path. Make your way through here. Next you'll see these floating creatures in suits of armor. They also have their own path. Make your way through here. Then a last floating blockhead. Make your way past him to get the blue frog.

Now one more to go and you'll get off this miserable level. Go to the platform to the left of the shocking thing when you come out. Now straight ahead is a platform that you didn't get to yet. Jump across on the rocks to it. From there avoid the enemy and activate the switch to the west. The door will open. Go through it. Do the same thing this time except the switch is where the enemy walks on. Hurry up and turn it on. Go through the door. Do the same here except it's a little bit harder. Activate the switch to get a bridge to come out. Go on it to the other side. The last frog will be trapped in a forcefield. You have to go to the other side and activate the switch then get the frog. Once you do it's mission passed!

INFERNAL MACHINE

Go 6 spaces to the west, fast. Go 1 space west and double jump. Go 1 space west and double jump. Double jump quickly after that. Go one space west and double jump. Go one space west and stop. As soon as the enemy goes into the door (nearest to you) quickly hop to the steps. Go up the steps until there's a gap. Double jump up to the next step and continue. Get the green frog.

Now as soon as the enemy goes in the door nearest you hop towards the platform sticking out and take cover there. As soon as the enemy passes you, double jump over the gap to the west. Now go over to where the extra life is (The butterfly). Now go to where the coin is and stop. As soon as the enemy goes through the door, hop and jump over to the steps as fast as possible. Now get the yellow frog.

Jump up on the block in front of you and continue to the next block. Wait until the floating enemy passes you before you go up on the block. When you do, make sure there is noone below you. When you have the chance, go to where the coin is. Now wait for the 'dog' to pass you. When it does go over to the block and get on it. Then quickly double jump and you're safe. Now just double jump over each block when the enemy passes you. How easy is that? Go up the stairs (Watch out for the black ledge, it goes in and out) and get the blue frog.

To get across this there are two ways. First you can just quickly hop over each one. Second you can hop to the second one and double jump. As soon as the second thing comes out, double jump twice in a row. Get the quick hop to get across all of these! Now just double jump over these blocks when the enemy isn't near. Watch when you go up these steps because you can get killed by the electricity! Just time yourself going up here. Get the pink frog.

Now you really have to time yourself. The pattern is that the first and third (From the left) will get electricity. Then the second and fourth will too. It goes that way forever. Once you get past there get across the next

two (They get electricity pretty slowly) and double jump when the next one doesn't get electricity. Jump the block and take refuge on the jutting platform. As soon as the enemy passes, go to the steps. Go up them and you come to the greatest challenge of all in this level. This is crazy up here. With your experience just try to get to the other side to find your final frog. Mission Passed!

SPACESUCKERS

Go to the west and through the door. You will be on a slide. Go up the orange tiles to the top and then down towards the west. Get the green frog and go through the door at the top.

You will slide back to the beginning. Go in the door to the south of what you previously went in. When you get off, hit the switch to the right. Make your way across and hit the switch floating. Hit the other one too. Then hit the switch that will appear floating to lower the walkway. Hit the switch to the north to free the yellow frog.

Watch out because you can get electricuted. You will be transported back to the start. Make your way across to the right and go through the door. Make your way across all the conveyor belts to get the blue frog.

You will be transported back to the start. Make your way across to the right and go through the new door. This could be tricky. You have to hit the _blinking_ switches in _order_ from start to finish. If you mess up you will have to go to the previous switch in order to do it right. Get the pink frog and you'll be transported back to the start.

Make your way to the right again and go through the door. Make your way to the top while avoiding all the enemies. Once you get the frog, level complete!

GRAVEYARD GARDEN

Go behind you for a quick hop and hop down to the path in front of you. A ghost will follow you..and it goes pretty fast! Just jump at the end and you'll do fine. Make your way across the river of floating cofins to get the green frog.

Keep on going to the west until you see two green ghosts coming down towards you. Time yourself by going either left or right to avoid the ghosts. When you get the yellow frog you'll be able to proceed forward.

The blue frog will be towards the northeast.

Once you get him, go south and a gate will open for you. Go in and go across the moat and up onto a platform to get the pink frog.

Once you do, the two blue ghosts will disappear. Then head to the west and a gate will open. Go through it. Watch out for the people who chop there axes. Head east and go up. Head west and continue up the path. Eventually you will get to the last and final frog for this level!

HAUNTED HOUSE

From the start you can see the green frog! But go slow. Why? Because the

ground falls when you get close. So make your way very slowly and get the green frog.

After you get the green frog, go up the stairs where the pumkins come down. Get the yellow frog and continue.

Continue down the twisty path making sure you avoid all the enemies. Get the blue frog and proceed to the left.

This has to be the hardest frog to get in thw WHOLE game. Just keep on following him until he gets to the chest. Then you can get him. The ghost following you around makes this hard. Once you get the frog, the ghost will disappear.

Go back to where the blue frog was and a path will open from the wall. Proceed down the steps. The fire coming out can kill you. Time yourself and then proceed. Wait for the platform to come down and go on it. Get off it at the top and follow the path. Watch out for the two red parts of the bridge, as they are unstable. Proceed up the platform and get off. QUICKLY double jump over the gap and continue. This time just doublejump and QUICKLY move to the next tile. Go on the platform and get off at the top. Get on the first pumkin and doublejump, making sure that the steam that you jump over is settled. Doublejump again once the steam has settled. Doublejump up to the last frog!

WINDUP

From the start, head towards the west (duh!). Make sure you don't get crushed by the...crushers(?). Make your way through the... electricutors(?). Continue and you'll soon be brought up to the next level. Make your way through the electricutors again and stop. Make your way through this part. NOTE: These enemies you can avoid by going under the raised part. Go up to the next level and thing will start to fall. Go up to the next level and make your way through here. Just go into the lowered part of the ground to avoid the spinning thingy :P Make your way across the cylinders, making sure you don't die by being smushed >_< Go up to the next level and continue. The ground is shaking. Make your way across and make sure you don't get squashed or pushed off. After the electricutors, wait for the cylinder to go up, then drop and go right immediately. Then when it goes up again, just continue. Wait for the electricutor to stop, then go up the next level. Now it gets REALLY UNSTABLE! Just hop on the cylinder and immediately go to the right. Then get off of it. Doublejump up to the switch in order to unlock the way up to the next lev...oh wait, to unlock the way to finish the level :P

COIN MISSIONS WALKTHROUGH

THESE ARE WHERE TO FIND ALL THE coins IN A LEVEL.

TRAINING

(THERE ARE NONE)

THE GARDEN

-
- Coin 1 - Right behind you from the start.
 - Coin 2 - Right behind you from the start.
 - Coin 3 - In the third row of enemies right in front of you.
 - Coin 4 - In the fourth row of enemies right in front of you.
 - Coin 5 - The row right before the pier, to the left.
 - Coin 6 - The first row of lilipads to the left, when crossing the river.
 - Coin 7 - Ther first row of turtles to the right, when crossing the river
 - Coin 8 - To the right of the yellow frog.
 - Coin 9 - To the right of the yellow frog.
 - Coin 10 - After you get the yellow frog, the opening to the left.
 - Coin 11 - After you get the yellow frog, the opening to the left.
 - Coin 12 - After you get the yellow frog, the opening to the left.
 - Coin 13 - After you get the yellow frog, the opening to the left.
 - Coin 14 - After you come out of the opening, to the east.
 - Coin 15 - After you come out of the opening, to the east.
 - Coin 16 - To the southeast of COIN 15, on a fence.
 - Coin 17 - From that fence you should see it to the east.
 - Coin 18 - To the east of the blue frog, other side of fence.
 - Coin 19 - To the east of the blue frog, other side of fence.
 - Coin 20 - To the south of the purple frog.
 - Coin 21 - To the southwest of the purple frog.
 - Coin 22 - Right after the first row of lawnmowers.
 - Coin 23 - Right after the second row of lawnmowers.
 - Coin 24 - Right after the third row of lawnmowers.
 - Coin 25 - To the north of the red frog.

BOULDER CANYON

- Coin 1 - To your northeast from where you start.
- Coin 2 - To the north of coin 1.
- Coin 3 - To your north from where you start.
- Coin 4 - To the north of coin 3.
- Coin 5 - To your northwest from where you start.
- Coin 6 - To the north of coin 5.
- Coin 7 - The first coin on the bridge (you can't miss it).
- Coin 8 - The second coin on the bridge (you can't miss it).
- Coin 9 - The first of the three (Where the canon shoots).
- Coin 10 - The second of the three (Where the canon shoots).
- Coin 11 - The third of the three (Where the canon shoots).
- Coin 12 - Southwest of the yellow frog.
- Coin 13 - Southeast of the yellow frog.
- Coin 14 - To the left of the purple frog.
- Coin 15 - To the left of the purple frog.
- Coin 16 - To the right of the purple frog.
- Coin 17 - To the right of the purple frog.
- Coin 18 - To the north of the purple frog.
- Coin 19 - The first coin you get to (Once you get the purple frog).
- Coin 20 - The second coin you get to (Once you get the purple frog).
- Coin 21 - The third coin you get to (Once you get the purple frog).
- Coin 22 - The fourth coin you get to (When you get the purple frog).
- Coin 23 - The fifth coin you get to (When you get the purple frog).
- Coin 24 - The sixth coin you get to (When you get the purple frog).
- Coin 25 - The square part of platform, the southwest (The square right before you turn east to get the last frog).

THE GOLD MINE

- Coin 1 - On the third row of tracks.
- Coin 2 - On some dumped gold. Northeast from coin 1.
- Coin 3 - It's by the third rat going around in a circle.
- Coin 4 - It's southwest of the dynamite activator.
- Coin 5 - The first coin you see going down the "slide".
- Coin 6 - The second coin you see going down the "slide".
- Coin 7 - The third coin you see going down the "slide"
- Coin 8 - The fourth coin you see going down the "slide".
- Coin 9 - The fifth coin you see going down the "slide".
- Coin 10 - The sixth coin you see going down the "slide".
- Coin 11 - The seventh coin you see going down the "slide".
- Coin 12 - The eighth coin you see going down the "slide".
- Coin 13 - As soon as you come off the "slide".
- Coin 14 - As soon as you come off the "slide".
- Coin 15 - To the south of the blue frog.
- Coin 16 - To the south of the blue frog.
- Coin 17 - To the south of the blue frog.
- Coin 18 - To the east of the blue frog.
- Coin 19 - To the west of the purple frog.
- Coin 20 - To the north of the unstable bridge.
- Coin 21 - Right before the tracks to the west.
- Coin 22 - After the tracks, the steps leading down.
- Coin 23 - After the tracks, the steps leading down.
- Coin 24 - To the west of the last frog.
- Coin 25 - To the west of the last frog.

GRINDSTONE

- Coin 1 - To the right of the 'left wooden stakes'.
- Coin 2 - To the right of the 'left wooden stakes'.
- Coin 3 - To the left of the 'right wooden stakes'.
- Coin 4 - To the left of the 'right wooden stakes'.
- Coin 5 - To the left of the 'right wooden stakes'.
- Coin 6 - To the left of the 'right wooden stakes'.
- Coin 7 - To the right of the green frog.
- Coin 8 - To the right of the green frog.
- Coin 9 - In the bottom of the '8' platform.
- Coin 10 - In the top of the '8' platform
- Coin 11 - Northeast of the yellow frog.
- Coin 12 - Northwest of the yellow frog.
- Coin 13 - Southeast of the purple frog
- Coin 14 - Southeast of the purple frog
- Coin 15 - Southeast of the purple frog
- Coin 16 - Southeast of the purple frog
- Coin 17 - Southeast of the purple frog
- Coin 18 - Southeast of the purple frog
- Coin 19 - To the north of the purple frog.
- Coin 20 - Northwest of coin 13.
- Coin 21 - Northwest of coin 13.
- Coin 22 - North of coin 13.
- Coin 23 - North of coin 13.
- Coin 24 - In between the red bugs.
- Coin 25 - In between the red bugs.

PYRAMID CLIMB

- Coin 1 - On the left side of the steps.
- Coin 2 - On the right side of the steps.

- Coin 3 - To the east of the monkey.
- Coin 4 - To the east of the green frog.
- Coin 5 - At the top of the pyramid.
- Coin 6 - At the top of the pyramid.
- Coin 7 - At the top of the pyramid.
- Coin 8 - On the west side of the pyramid.
- Coin 9 - On the east side of the pyramid.
- Coin 10 - To the east of coin 4.
- Coin 11 - To the north of the yellow frog.
- Coin 12 - To the north of coin 11.
- Coin 13 - To the east of coin 11.
- Coin 14 - To the west of coin 11.
- Coin 15 - The first coin on the curved slide.
- Coin 16 - The second coin on the curved slide.
- Coin 17 - In the first place where the blue and orange bugs are.
- Coin 18 - The first coin in the second place where the blue and orange bugs are.
- Coin 19 - The second coin in the second place where the blue and orange bugs are.
- Coin 20 - In the second place where the blue and orange bugs are, the little platform to the west of the blue bugs.
- Coin 21 - To the west of coin 22. Just hop in the place and go to the top.
- Coin 22 - In the place where the moving blocks are.
- Coin 23 - In the place where the moving blocks are.
- Coin 24 - To the east of the last frog.
- Coin 25 - To the west of the last frog.

THE ANTS NEST

- Coin 1 - Go across the ants and to the west. You should see it.
- Coin 2 - The next coin you see going up the ramp.
- Coin 3 - The next coin you see going up the ramp.
- Coin 4 - The next coin you see going up the ramp.
- Coin 5 - The next coin you see going up the ramp.
- Coin 6 - In the first row of ants towards the east of the green frog.
- Coin 7 - In the second row of ants in front of the green frog.
- Coin 8 - In the third row of ants towards the west of the green frog.
- Coin 9 - Southeast of the yellow frog (Lower Platform).
- Coin 10 - Southeast of the yellow frog (Upper Platform).
- Coin 11 - Southwest of the yellow frog (Upper Platform).
- Coin 12 - To the east of the yellow frog.
- Coin 13 - To the east of coin 12.
- Coin 14 - Northwest of coin 13 (In the second row of ants).
- Coin 15 - East of coin 14.
- Coin 16 - In the fifth row of ants.
- Coin 17 - Northeast of coin 16.
- Coin 18 - Southeast of coin 17 (On higher platform).
- Coin 19 - To the west of the pink frog.
- Coin 20 - Middle row of the leaves with bees on them.
- Coin 21 - On the left side of the leaves.
- Coin 22 - On the left side of the leaves.
- Coin 23 - On the left side of the leaves.
- Coin 24 - On the right side of the leaves.
- Coin 25 - On the right side of the leaves.

LAVA PALAVER

- Coin 1 - When you start you'll see it at the northeastern side of your screen.
- Coin 2 - When you start you'll see it at the very northwestern part of your screen.
- Coin 3 - To the north of coin 2.
- Coin 4 - To the east of coin 3.
- Coin 5 - Northeast of the green frog.
- Coin 6 - West of coin 5.
- Coin 7 - West of the yellow frog.
- Coin 8 - East of coin 7.
- Coin 9 - Go down the steps and eventually to the right.
- Coin 10 - Right next to coin 9.
- Coin 11 - After you cross the bridge where the fire balls drop down.
- Coin 12 - Next to the blue frog.
- Coin 13 - West of coin 12.
- Coin 14 - West of coin 13.
- Coin 15 - South of the blue frog.
- Coin 16 - Next to coin 15.
- Coin 17 - Southeast of the pink frog.
- Coin 18 - West of coin 17.
- Coin 19 - On the way up the 'RIGHT unstable stairs'.
- Coin 20 - On the way up the 'RIGHT unstable stairs'.
- Coin 21 - On the way up the 'LEFT unstable stairs'.
- Coin 22 - East of coin 21.
- Coin 23 - East of coin 22.
- Coin 24 - Right before the last frog.
- Coin 25 - Next to coin 24.

DI5CO LAB

-
- Coin 1 - In the third row of helicopter things to the right.
 - Coin 2 - In the third row of helicopter things to the left.
 - Coin 3 - Straight ahead of the green frog.
 - Coin 4 - In the second row of floating things.
 - Coin 5 - In the third row of floating things.
 - Coin 6 - To the right of the first moving conveyor belt to the south.
 - Coin 7 - To the right of the second moving conveyor belt to the north.
 - Coin 8 - After getting the blue frog make your way to the platform. It's one of the two closest to you towards the right.
 - Coin 9 - To the west of coin 8.
 - Coin 10 - To the north of coin 8.
 - Coin 11 - To the north of coin 9.
 - Coin 12 - To the north of coin 10.
 - Coin 13 - To the north of coin 11.
 - Coin 14 - To the north of coin 13.
 - Coin 15 - To the east of coin 14.
 - Coin 16 - North of the pink frog.
 - Coin 17 - Northwest of coin 16.
 - Coin 18 - East of coin 17.
 - Coin 19 - Northwest of coin 17.
 - Coin 20 - To the left of the last frog.
 - Coin 21 - West of coin 20.
 - Coin 22 - West of coin 21.
 - Coin 23 - To the right of the last frog.
 - Coin 24 - East of coin 23.
 - Coin 25 - East of coin 24.

FIFTH FLOOR

Coin 1 - West of the first extra life you see.
Coin 2 - South of the green frog

FOURTH FLOOR

Coin 3 - Southwest corner of where the second monkey follows you.
Coin 4 - Northwest corner of where the third monkey follows you.
Coin 5 - East of coin 4.
Coin 6 - Southeast of coin 5.
Coin 7 - Southwest of the yellow frog.

THIRD FLOOR

Coin 8 - East of where you come out of the elevator.
Coin 9 - Southwest of coin 8.
Coin 10 - East of coin 8.
Coin 11 - East of coin 10.
Coin 12 - Northeast of coin 11.
Coin 13 - East of coin 9.

SECOND FLOOR

Coin 14 - North of where you come out of the elevator.
Coin 15 - West of coin 14.
Coin 16 - South of coin 15.
Coin 17 - West of coin 18.
Coin 18 - North of coin 17.

FIRST FLOOR

Coin 19 - East of where you come out of the elevator.
Coin 20 - The closest north of coin 19.
Coin 21 - Northwest of coin 20.
Coin 22 - East of coin 20.
Coin 23 - Southeast of coin 19.
Coin 24 - Northeast of the last frog.
Coin 25 - West of coin 24.

SPACE CHASE

All I can say is: Just get them as they're floating in space. There is no way I can tell you where every one is.

SPACE STATION

(SORRY IF THE coins AREN'T IN ORDER. JUST BEAR WITH ME)

Coin 1 - When you come out of the start, head west. You will see it.
Coin 2 - West of coin 1.
Coin 3 - From coin 2, go south as far as you can and double jump to the west. Head west and you'll see it.
Coin 4 - West of coin 3.
Coin 5 - North of coin 3.
Coin 6 - Northwest of coin 5.
Coin 7 - Northeast of coin 6.

- Coin 8 - Northwest of coin 7.
- Coin 9 - Northeast of coin 8.
- Coin 10 - North of coin 4.
- Coin 11 - Follow the path and you'll see it (After getting coin 10).
- Coin 12 - The first coin you see going up the curved ramp.
- Coin 13 - The second coin you see going up the curved ramp.
- Coin 14 - The third coin you see going up the curved ramp.
- Coin 15 - When you come out of the start, you'll see it floating north of you.
- Coin 16 - North of coin 2.
- Coin 17 - East of coin 16 (In first row).
- Coin 18 - North of coin 16.
- Coin 19 - In the sixth row (Towards the west).
- Coin 20 - East of coin 19 (On platform).
- Coin 21 - Behind green frog.
- Coin 22 - North of coin 1.
- Coin 23 - Northeast (A bit) of coin 22.
- Coin 24 - Northwest of coin 23.
- Coin 25 - North of the yellow frog.

INFERNAL MACHINE

- Coin 1 - The first coin you encounter.
- Coin 2 - The coin after coin 1.
- Coin 3 - The next coin you see.
- Coin 4 - Right in front of the green frog.
- Coin 5 - The next coin you see after the green frog.
- Coin 6 - The coin after the yellow frog.
- Coin 7 - The coin after coin 6.
- Coin 8 - The coin after coin 7.
- Coin 9 - The coin after coin 8.
- Coin 10 - The coin after the blue frog.
- Coin 11 - The coin after coin 10.
- Coin 12 - The coin after coin 11.
- Coin 13 - The coin right before the pink frog.
- Coin 14 - The coin after the pink frog.
- Coin 15 - The coin after coin 14.
- Coin 16 - The coin after coin 15.
- Coin 17 - The coin after coin 16.
- Coin 18 - At the top of the tower.
- Coin 19 - At the top of the tower.
- Coin 20 - At the top of the tower.
- Coin 21 - At the top of the tower.
- Coin 22 - At the top of the tower.
- Coin 23 - At the top of the tower.
- Coin 24 - At the top of the tower.
- Coin 25 - At the top of the tower.

SPACESUCKERS

- Coin 1 - North of you from the start.
- Coin 2 - West of coin 1.
- Coin 3 - South of coin 2.
- Coin 4 - East of coin 3.
- Coin 5 - East from coin 1.
- Coin 6 - East of coin 4.

GO INTO FIRST SLIDE THAT IS OPEN

Coin 7 - Northwest of where you get off the slide.
Coin 8 - West of coin 7.

GO INTO NEXT SLIDE AVAILABLE

Coin 9 - North of where you come off the slide.
Coin 10 - East of the yellow frog.
Coin 11 - West of the yellow frog.

GO INTO NEXT SLIDE AVAILABLE

Coin 12 - On the conveyor belt in front of you.
Coin 13 - Next to coin 12.
Coin 14 - On the third conveyor belt towards the east.
Coin 15 - On the fourth conveyor belt towards the west.
Coin 16 - On the eighth conveyor belt.

GO INTO NEXT SLIDE AVAILABLE

Coin 17 - On the second conveyor belt towards the east.
Coin 18 - On the third conveyor belt towards the west.

GO INTO NEXT SLIDE AVAILABLE

Coin 19 - On your way up the spiral tower.
Coin 20 - On your way up the spiral tower.
Coin 21 - On your way up the spiral tower.
Coin 22 - On your way up the spiral tower.
Coin 23 - On your way up the spiral tower.
Coin 24 - On your way up the spiral tower.
Coin 25 - On your way up the spiral tower.

GRAVEYARD GARDEN

Coin 1 - The first coin on the path in front of you.
Coin 2 - Northwest of coin 1.
Coin 3 - In the river with cofins towards the north.
Coin 4 - In the river with cofins towards the south.
Coin 5 - East of coin 4.
Coin 6 - Southwest of the green frog.
Coin 7 - North of coin 6.
Coin 8 - South of coin 6.
Coin 9 - West of coin 8.
Coin 10 - East of the yellow frog.
Coin 11 - East of the yellow frog.
Coin 12 - South of coin 10.
Coin 13 - South of coin 11.
Coin 14 - North of the yellow frog.
Coin 15 - Northwest of the blue frog.
Coin 16 - Southwest of the blue frog.
Coin 17 - Near coin 16.
Coin 18 - Near coin 17.
Coin 19 - South of the pink frog.
Coin 20 - West of the pink frog.
Coin 21 - In front of the second 'chopping guy'.
Coin 22 - On top of the first place where the birds come out of.
Coin 23 - West of where the third place of birds come out of.
Coin 24 - East of the last frog.

Coin 25 - West of the last frog.

HAUNTED HOUSE

-
- Coin 1 - Southeast of the green frog.
 - Coin 2 - Southwest of the green frog.
 - Coin 3 - West of the green frog.
 - Coin 4 - Northwest of coin 3.
 - Coin 5 - North of coin 4.
 - Coin 6 - Behind the stairs with the pumkins falling.
 - Coin 7 - Southwest of the yellow frog.
 - Coin 8 - Near coin 7.
 - Coin 9 - The first coin you encounter after going on the path after getting the yellow frog.
 - Coin 10 - Northeast of coin 9.
 - Coin 11 - West of coin 10.
 - Coin 12 - On the chair in the room where you get the pink frog.
 - Coin 13 - On the bed in the room where you get the pink frog.
 - Coin 14 - On the spiral staircase north of the blue frog.
 - Coin 15 - On the spiral staircase north of the blue frog.
 - Coin 16 - On the spiral staircase north of the blue frog.
 - Coin 17 - On the spiral staircase north of the blue frog.
 - Coin 18 - On the spiral staircase north of the blue frog.
 - Coin 19 - North of coin 18.
 - Coin 20 - East of coin 19.
 - Coin 21 - East of coin 20.
 - Coin 22 - When you get to the top floor, it's to the west.
 - Coin 23 - South of the last frog.
 - Coin 24 - Near coin 23.
 - Coin 25 - Near coin 23.

WINDUP

FIRST FLOOR

-
- Coin 1 - The first coin you see.
 - Coin 2 - West of coin 1.
 - Coin 3 - West of coin 2.

SECOND FLOOR

-
- Coin 4 - East of where you come up to the second floor.
 - Coin 5 - East of coin 4.
 - Coin 6 - East of coin 5.
 - Coin 7 - East of coin 6.
 - Coin 8 - East of coin 7.

THIRD FLOOR

-
- Coin 9 - The first coin you see after coming to the third floor.
 - Coin 10 - West of coin 9.
 - Coin 11 - West of coin 10.

FOURTH FLOOR

-
- Coin 12 - East of where you come up to the fourth floor.
 - Coin 13 - East of coin 12.
 - Coin 14 - East of coin 13.

Coin 15 - East of coin 14.
Coin 16 - East of coin 15.
Coin 17 - East of coin 16.
Coin 18 - East of coin 17.
Coin 19 - East of coin 18.

FIFTH FLOOR

Coin 20 - The first coin you see after coming to the fifth floor.
Coin 21 - East of coin 20.
Coin 22 - East of coin 20.

SIXTH FLOOR

Coin 23 - The first coin you see after getting to the sixth floor.
Coin 24 - West of the red switch.
Coin 25 - East of the red switch.

SUPER RETRO WALKTHROUGH

WAY BACK WHEN

First you have to make your way across the lanes with the cars. They move pretty slow..for now. When you get to the pink strip of road, jump on the turtles. Don't jump on the ones that appear to go under the water. Make your way across to get your first frog. Now the cars go a bit faster. Repeat to get the next frog. The cars go the same speed as they did, but now there's more. Make your way across and make sure you don't get hit. Get the next frog. Now the cars move really fast. Then there's going to be a snake moving across the pink strip of road. Get the next frog. Now there's a lot of cars! They move pretty fast too. It's hard to get past them unscathed. It may be hard to get across the river since you will MOST LIKELY have a frog on one of the ends. If you don't then it's easy. Get the last frog and you win.

TOAD ROAD

This is an easier version of WAY BACK WHEN. Just go across and get a corner frog first. Now some cars will go faster than others. Get the other corner frog. Now there will be cars that go a lot faster. Make your way across and get your next frog. Now there will be a lot more frogs, especially near the frogs. It can be hard to get to them. See why I said to get the corners first? It'll make the rest easier. Get your next frog. Once again, the snake will be crossing the pink strip and cars go faster and a lot more of them are near the frog. Get the last frog.

ONE WAY

I like this course. Get the frogs near the top first. Once you get your first one, traffic will be greater. Get the other frog at the top. Now snakes will start going down the pink strips. Once again, get the ones near the top. Now the cars on the very outside are going extremely fast! And you only got 3 frogs. Get either one on the left or right. Traffic nearly the

same again, but this time it's VERY hard to get to the next frog. Getting out is even harder. Just avoid traffic and you'll do fine.

ROUND THE BEND

This course is pretty tough. You have to go against traffic at first, until the end then go up and go left to get to the frogs. I find it difficult when I just start...imagine it at the end! Get the first one. Now traffic will be heavier and faster :(Get the next frog. Traffic will be the same, but it's faster now. Near the frogs it's even worse. Get the next frog. Traffic's much heavier near the start. It's almost ridiculous near the last frog. If you manage to get the last frog, consider yourself lucky. It's hard, but I got there. After you get the last frog, you win.

LIKE CROCWORK

This course is actually fun. Unlike the previous ones, the cars actually have a fixed route. Instead of disappearing and reappearing, they just go around in a circle. Make your way across and get your first one. I think the speed increases once you get the first one. Get the next frog. NOTE: Go for the ones blocked of by three cars instead of two. Now the cars go faster, so it'll be tougher when you get to the frogs. Just time yourself and get the next frog. The cars go a bit faster now. Get the next frog. Now there are more cars in each area, so watch yourself. They also go faster. Get the last frog and you're done.

FROG JAM

This is like the first level, but without the cars. When you start off, the logs go pretty fast. In this level make sure you get the frogs from right to left, because the turtles at the end go very fast from right to left. After you get the first frog, there will be two barriers down the middle. They won't kill you if you touch them, but they just block your way. Since the logs move so fast, you can get pushed off instantly. Making you die. Get the next frog. Now the turtles that previously didn't move, are moving. Very slowly though. Just make your way across. Now there's two more barriers :(Get your next frog. Now there's two more barriers plus everything moves faster. Now get the next frog. More barriers = very difficult challenge. This is almost impossible, even when cheatin...I mean, even when not cheating :P Anyway, call yourself lucky if you can manage to get the last frog.

GRIDLOCK

This is like ROUND THE BEND except it's more complex. Just make your way across to get your first frog. Now the cars go a bit faster. It's not that hard to get your next frog. Now cars go double with each other. This isn't that hard either. After you get your frog, the cars go a lot faster! Make your way across unscathed to get your next frog. This is basically the same as last time, but there's no resting spot now. Now cars go across the pink strip. If you ask me, this level is easier than the previous one.

DRIVEN BACK?

Wow, this is HARD. Here's my strategy. Get in front of the slower moving

cars and wait for the faster ones to pass. Now, go around the slower ones and get in front of the next slower ones. Repeat until you get the first frog. Now the cars go a bit faster. Get the next frog. The cars go the same speed as they just did. Get your next frog. Now they definitely go faster. It may be hard to get the next frog. Get your next frog. The cars go about the same speed as they just did. Get your last frog. This was easier than the last one!

TWISTER

This one's difficult. I would suggest getting the frog in the middle first and work your way back to the one north of you from where you start. Yes, you can get on crocodiles, as long as you get on their backs, not heads. Get your first frog (the one in the middle). Now everything still moves slowly (thank God), but it's still hard. Get one of the ones to the east of you when you start. Now everything seems to get shorter instead of faster. Get the last frog to the east of you. Now everything goes a bit faster. Maybe even smaller than a bit. Get one of the frogs to the north. Now everything going to the LEFT goes faster. If you can, get the last frog :P

BLOCKADE

The last one, FINALLY. Now, maneuver yourself to the upper right hand corner frog. Make sure you avoid the yellow frog or it'll be harder. Get that one first. Now the traffic is moving faster. Now get one that was closest to the frog you just got. The traffic is still going the same speed. Get the closest frog to the last one you got. Now everything goes faster. And now you can get the yellow frog :) The traffic is heavier now. If you can manage it, get the last frog so you can finally end the last level!

MULTIPLAYER

There are three rounds in each Multiplayer section. Whomever gets two out of three first wins! Don't worry if you don't win the first round, because there's another round coming up! I hope this will help to beating your friends and completing the courses in the shortest way possible!

CAPTURE THE FLAG

OBJECTIVE: The player to rescue the most babies wins! There are only 5 babies in a level, so you have to act quickly.

RACES: WAY BACK WHEN
TOAD ROAD
GRIDLOCK

TIPS: o You can 'squash' a player by jumping on them. This helps to make them run over by a car or by letting you take your time.
o Make sure you don't get squashed by another player!
o Since the screen zooms out when players get far apart, try to stay close so you have a better view of traffic.

WAY BACK WHEN: First you have to make your way across the lanes with the cars. They move pretty slow..for now. When you get to the pink strip of road, jump on the turtles. Don't jump on the ones that appear to go under the water. Make your way across to get your first frog. Now the cars go a bit faster. Repeat to get the next frog. The cars go the same speed as they did, but now there's more. Make your way across and make sure you don't get hit. Get the next frog. Now the cars move really fast. Then there's going to be a snake going across the pink strip of road. Get the next frog. Now there's a lot of cars! They move pretty fast too. It's hard to get past them unscathed. It may be hard to get across the river since you will MOST LIKELY have a frog on one of the ends. If you don't then it's easy. Get the last frog and you win.

TOAD ROAD: This is an easier version of WAY BACK WHEN. Just go across and get a corner frog first. Now some cars will go faster than others. Get the other corner frog. Now there will be cars that go a lot faster. Make your way across and get your next frog. Now there will be a lot more frogs, especially near the frogs. It can be hard to get to them. See why I said to get the corners first? It'll make the rest easier. Get your next frog. Once again, the snake will be crossing the pink strip and cars go faster and a lot more of them are near the frog. Get the last frog.

GRIDLOCK: This is like ROUND THE BEND except it's more complex. Just make your way across to get your first frog. Now the cars go a bit faster. It's not that hard to get your next frog. Now cars go double with each other. This isn't that hard either. After you get your frog, the cars go a lot faster! Make your way across unscathed to get your next frog. This is basically the same as last time, but there's no resting spot now. Now cars go across the pink strip. If you ask me, this level is easier than the previous one.

RACES

OBJECTIVE: Get to the finish line before everyone else. If you die, fall behind, or get crushed you get a second added to your final time each time you do so.

RACES: VALLEY RALLY
DOCK DASH

TIPS: o You can 'squash' a player to get ahead of them.

- o Don't fall behind otherwise you'll get a second added to your final time.
- o Don't get killed otherwise you will get a second added to your final time.
- o Don't get crushed otherwise you'll get a second added to your final time.

VALLEY RALLY: From the start, you can either doublejump over the barrier or go around it. Time yourself so you don't get crushed by the boulders. When there's a onespace gap in between the S-shaped path, doublejump instead of going all around it. Time yourself to go across the water. Now start to double

jump until the end.

DOCK DASH: From the start, keep on going straight and keep on double-jumping over the obstacles. Go over where the floating platform is. Then there's another one. After going over both, go up either the right or left side. Now make your way across the next part. Now doublejump and continue. Now doublejump over everything in your way. Now double jump to get on the platform. Then just hop a few spaces and you're done!

SNAKE

OBJECTIVE: All players hop at ALL times. You can't stop. Each time they move a space, that space is filled in with a block. If your frog or anyone else's frog hits that square, they will be eliminated from the round. If you pick up a coin, your frog will leave a longer trail of blocks. Once there's one player left, that player wins! Win two out of three rounds, and you win.

RACES: TRAIL BLAZER
CORNERED
BOXED IN

TIPS: o Don't bump into anything otherwise you die.
o You can trap a player by collecting coins and circling them so they can't get out.
o The more coins you collect, the longer trail you will have.

Just read the TIPS because I can't really give you a walkthrough for SNAKE.

OPTIONS

SOUND OPTIONS

Mono/Stereo : Choose between either ones

Music Volume: Adjust the Music Volume

Sound Volume: Adjust the Sound Volume

EXTRAS

Difficulty: Easy | Normal | Hard Changes the difficulty level of the game.

View Movie:

Intro

Swampy is walking down a sidewalk when he sees the poster for Frogger 2. Then his mind goes back to the old days. Then he rips down the poster and tries to run over frogger when he is in the middle of the street. Frogger jumps out of the way just in time. Now a boulder comes rolling down the

street and his girlfriend saves him. Then a bomb comes and Frogger and his girlfriend jump out of the way.

Baby Frog Rescue

Frogger and his girlfriend are on a lily pad while enjoying their baby frogs. Then Swampy the crocodile comes and takes them away, one by one. Then Frogger and his girlfriend cry out to them to see if they are close by. Then as Swampy is taking them away in his bag, the bag rips unnoticed. One frog jumps out, then another, then another. Then they cry out again. Now they start to head towards a gate.

Seperate Ways

Swampy jumps on a bridge and drops a bag in order to look at his map. He checks off a number 3 on his map. He looks to his left and sees Frogger. He looks to his right and sees Frogger's girlfriend. He then throws two baby frogs in two directions. While Frogger and his girlfriend are stumped, Swampy runs along in the river.

Crocs Away

Swampy is walking towards a space shuttle launch pad. When he steps on a switch, the gate doesn't open. He tries to reach it, but he can't. He then takes out a frog and whams it on the other switch, almost knocking it out. He then goes to a computer and he disarms the electrical shock guarding the space shuttle. He then takes off.

Big Bad Bugs

The pink frog goes up to the space shuttle pad and tries to get in. When she goes on one switch, she jumps to the other. Then, she looks all confused.

Toad Breaker

Now Frogger comes. They both get on the switches. The gates opens. Then, Frogger goes to the control panel to try to disarm the electrical wave guarding the spaceship. Then, the pink frog starts to head to the right...

Frogs In Space

Then pink frog then goes into a control room. Meanwhile, Frogger is still trying to get the control panel to work. The pink frog then flips the switch and the electrical charge shuts off. Then, the door opens to the space shuttle. Frogger gets on, leaving the pink frog behind. The space shuttle then takes off into space.

Swampy's Revenge

The space shuttle that Swampy is in, lands at a space station. He then heads towards a computer. Then, he puts in a CD. The movie clip from the CD is trasmitted down to Earth. Then the blue frog and others watch it. It starts off by going into a house and then followed by a scream by a girl crocodile. Then Swampy comes in and shoots "SWAMPY" across the wall. Then, Swampy's laugh is followed.

Trail Of Terror

Swampy runs around a room and pulls a switch. Thus, sets a warphole. As Swampy is looking at his map, he sees Frogger and gets scared. He falls into

the warphole. Frogger looks at the map and then follows Swampy. He sees him going into a house. Swampy looks back and laughs.

Swampy's Lair

The girlfrog then follows Frogger into the warphole. Then Frogger jumps up and knocks on the door. The girl frog falls down a trap door! Frogger looks down, and then goes in the house when it opens up.

The Good, The Tad And The Ugly

Frogger goes through a tunnel a sees a river of flowing barrels. He jumps on one of them. It gets dark and sort of goes down a waterfall. When it's over, Frogger jumps off. He then sees the girl frog. He goes over to meet her and gets trapped inside the cage! Swampy flips a switch and a conveyor belt starts to move. Frogs are being put into boxes. Swampy flips another switch and the cage starts to go down into the lava. Then a frog escapes and hops along...

Victory!

The frogs are being lowered into the lava. Then the blue frog starts trampling on all the controls. Eventually he messes up the conveyor belt. Then, just as the frogs are being lowered down, the blue frog flips a switch and they stop. Then, they swing over to a ledge. Then control panel starts to blow up. Then, Frogger goes into the baby storage. Then rocks start to fall everywhere. Then the house blows up. Eventually, the sun comes up.

Credits: Get to know the guys who created Frogger 2!

Clear Best Times: Clear the best times you got on courses.

Clear Story Mode: Start all the way over from the beginning.

Mini Frogs On/Off: If on, all the frogs will be miniture size!

View Artwork: View various pictures drawn by hand.

Feeding Frenzy On/Off: When turned on, you will emit a strong wave of energy once you eat anything.

SECRETS

Level select

Pause game play, then hold X and press Up, Down, Left, Right(3), Down, Left.

Level skip

Pause game play, then hold X and press Right, Left, Up(3), Right, Left(2).

Unlimited lives

Pause game play, then hold X and press Down(2), Up, Down, Right, Down, Up(2).

All characters unlocked

Pause game play, then hold X and press Left, Right, Left(3), Up, Left(2).

Extras and bonus levels unlocked

Pause game play, then hold X and press Right, Up(2), Down, Right, Down, Right.

Temporary invincibility

Pause game play, then hold X and press Left(2), Up, Left, Down, Right(3).

Turn coins into Mad Garibs

Pause game play, then hold X and press Right, Left, Right, Left, Up(2), Left, Right.

The first nine levels in STORY MODE that you complete by collecting all the coins you unlock games in SUPER RETRO (In Arcade)

WART is available after you have ten levels in which you collected all the coins.

TANK is available after you have collected 25 coins on a level that you haven't already done so on, after you have gained access to WART.

ROOBIE is available after getting 25 coins on a level that you didn't already done so on, after getting TANK.

SWAMPY is available after unlocking ROOBIE and getting 25 coins on a level that you haven't done so already on.

MINI FROGS are available after getting 25 coins on a new level after unlocking SWAMPY.

ARTWORK VIEWER is available after getting 25 coins on a new level after unlocking MINI FROGS.

FEEDING FRENZY is available after getting 25 coins on every level.

Copyright

THIS DOCUMENT COPYRIGHT © CHRIS WASNETSKY 2002-2003. ALL RIGHTS RESERVED
N|
O|This is _MY_ FAQ. I don't want to see it anywhere else than the following
|websites. NO MORE SITES WILL BE ALLOWED TO HOST MY FAQS FROM NOW ON. The
C|_3_ sites that spell _ING_ with their first letters are:
H|
E|GameFAQs [http://www.gamefaqs.com/]
A|Neoseeker [https://www.neoseeker.com/]
T|IGN [http://faqs.ign.com/]

C|
C|You may NOT plagiarize this. If you don't know what that means you shouldn't
.|even think about stealing any parts of my FAQ to put in yours. I don't want
C|this published or made profit of. If you violate any rules, you will face
O|severe punishment.

M|
THIS DOCUMENT COPYRIGHT © CHRIS WASNETSKY 2002-2003. ALL RIGHTS RESERVED

Credits

- o HASBRO INTERACTIVE: For making/producing this game.
- o CHRIS WASNETSKY: For making this FAQ.
- o CjayC: For managing the best site on the www!
- o GameFAQs: For posting this on their site.
- o Neoseeker: For posting this on their site.
- o IGN: For posting this on their site.
- o Gamewinners and Mark Vaughn: For there secrets. Thanks again.

Author's Note

I hope this guide helped you. If you have any questions, comments, or
corrections E-Mail me right away at:

chriswasnetsky205msn.com

* * * E N D O F D O C U M E N T * * *
