

# Pollywog™

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Explore the adventures of pond life.

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A Product of  
**The Software Guild**

## SYSTEM REQUIREMENTS

Apple® II, II +, IIe, or Franklin Ace™ 1000  
48K • One Disk Drive • DOS 3.3  
Color Monitor or TV • Joystick

## PACKAGE CONTENTS

Pollywog Disk  
Instruction Booklet  
Warranty Card

## OVERVIEW

This could be the story of your life. Born an egg, you hatch into a pollywog and eat all of the algae in sight. Soon you sprout legs, and finally a tongue. When you're fully grown, you can lay your own eggs. Maybe one of these will be a prince. But life isn't all a bed of tasty plankton—those orange creepies are just waiting to make a meal of you. Then, out of nowhere, the great white killer fish appears, devouring all the pollywogs in sight.

## IT'S A POLLYWOG'S WORLD

You're about to enter the greatest adventure of all—the struggle for life itself. You begin as a batch of 12 eggs that hatch into a school of pollywogs struggling to survive. For food, there is nourishing algae. As you eat, legs grow and your tail disappears. If the orange and yellow creepies or killer fish don't get you, you become a frog—or more than one. Your goal is to keep the royal blue pollywog alive until—at last—you're a prince!

Pollywog features 64 possible levels of play, 15 dazzling colors, and the sweetest soundtrack this side of the pond. Each level has its own intricacies and hidden dangers. Watch as the algae grows and your eggs turn from pink to purple. Then your tongue comes out—bright pink! The soundtrack reflects the action on the screen, letting you know when you've destroyed a creepie, when the white killer fish is on the way, and when you've been eaten.

## GETTING STARTED

To get started with Pollywog, simply follow these steps. (This is called "booting.")

1. Turn off the computer to clear the memory. Turn on the TV or monitor.
2. Open the disk drive door by pulling out and up on its bottom edge. Slip the program disk into drive #1 with the labeled edge being last to enter the drive.
3. When the disk is entirely in the drive, close the drive door.
4. Turn the power switch to the on position. (Apple II users skip to 5 below.) You will hear a "beep" from the computer and the "in-use" light on the disk drive will come on. This means that the program is loading.
5. (For Apple II users only.) After the ] prompt appears, type **⌘ CTRL-P** (the **CTRL** and **P** keys simultaneously), and then press **RETURN**.

You will now see the Softsmith logo and Pollywog title appear on the screen. If you don't, please try turning your computer off briefly, and then on again.

## IMPORTANT TIPS

Follow these tips to minimize problems in running this and many other programs on your microcomputer.



Make sure the **(SHIFT LOCK)** light is on, if running this program on the Franklin Ace, or that the **(CAPS LOCK)** key is down, if running this program on the Apple IIe. This program recognizes only capital letters.

Do not open the disk drive door while the "in-use" light is on. This may damage your disk and render it unusable.

Do not press **(CTRL-C)** while the "in-use" light is on. Results are unpredictable and damage to your program may result.

Do not press **(BREAK)** while the program is running.

Do not try to make a copy of this disk. If, during normal use something goes wrong with your disk, please refer to the Warranty section of this manual.

Handle your disks carefully and hold them with your fingers on the labeled edge only. Always keep them in their special sleeves while not in use.

## FROM POLLYWOG TO FROG

When the game title appears on the screen, the program automatically starts a demonstration game. Watch carefully, so that you can get the gist of the action. When you are either sure of the action, or totally bewildered, press **(ESC)** to end the demonstration.

One of the keys to playing Pollywog is having the correct color adjustment on your monitor or TV. When the game title appears on the screen, press a button other than **(ESC)** to start your game. Then, when the pond begins forming, press the **(ESC)** key. This will freeze the action, so that you can adjust the color.

The twelve small rectangles in the center of the screen are your pollywogs. They should be bright pink. (Once you begin playing, they will hatch and turn purple.) The algae goes off the right and left sides of the screen. It should be green. The pond water going off the top and bottom of the screen should be light blue. In the corners of the screen are patches of darker blue with black in them. These are barrier reefs. (They won't hurt the pollywogs, but may impede their progress around the pond.) If there is a creepie on the screen, it should be bright orange or yellow.

Once you have the colors set, you're ready to play. The level of play and your score are displayed on the right side of the screen. Center your joystick and then press any key on the keyboard other than **(ESC)**, and the struggle for life begins.

Use the joystick to move the school of pollywogs in any direction. Press the bottom button on the joystick to keep the school together; press the top button to scatter them apart. Press either button to move the school through barrier reefs.

As the pollywogs consume algae (simply by passing through it), they grow and turn into adult frogs eventually. You know the frog is fully grown when a pink dot appears where the belly button ought to be. Press either button to **stick out** the frog's tongue; that's how it eats creepies.

If the frog's belly turns pink, push both fire buttons to lay a batch of eggs. From this batch, a special blue pollywog possessing royal characteristics may hatch. (If it doesn't happen the first time, wait until you hatch another batch.) If the blue pollywog survives to the end of the level, it will become a prince and you will receive a bonus batch of eggs.

There are two ways to advance to a higher level of play: the pollywogs can eat all of the algae in the pond, or they can eat all of the creepies. You'll advance as many levels as there are pollywogs left. (For example, if you have 10 pollywogs left when they finish eating all of the algae in pond 1, you'll advance to level 11.)

If your entire school of pollywogs is consumed by the killer fish or the creepies, you must repeat the level.

## SPECIAL KEYBOARD CONTROLS

CTRL-H

reverses the left-right direction of the joystick

CTRL-V

reverses the up-down direction of the joystick

CTRL-R

restarts the game

CTRL-S

turns off the sound

ESC

freezes the action on the screen and ends the demonstration game

SPACE BAR

resumes the action



## SCORING

each cell of algae eaten	1
turning into an adult frog	500
eating a creepie	1000
laying a prince egg	300
advancing a level of play	750
becoming a prince	5000

## PLAYING HINTS

- Avoid the orange and yellow creepies and the white killer fish—both mean injury or death to pollywogs. If the creepies eat enough pollywogs, they will lay their own eggs and multiply.
- You can never destroy killer fish; avoid them at all times.
- Creepies will eat an adult frog if the frog doesn't eat them first. Stop in front of the creepie and press one of the fire buttons to stick out the frog's tongue.

## WARRANTY MESSAGE

Please take a moment to fill out and mail the enclosed Warranty Card. By having your name on file, we will be able to provide the best possible customer service, including information on program updates and replacement of damaged disks.

A great \_\_\_\_\_ of effort has gone into preparing this program to operate smoothly and without "bugs." Should you have problems with this program, please contact our Customer Service Department at the following toll free number. We have the experience and service network to assist you.

1 (800) 341-4000

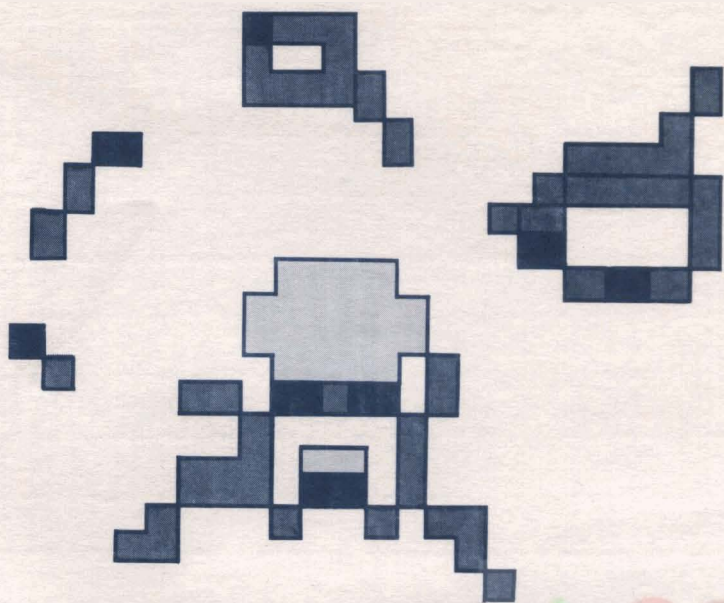
Given normal use, it should not be possible to damage this disk. However, should the disk or the program on it become damaged, please return it to us with a short description of the problem. The Software Guild will replace your disk promptly, according to warranty provisions.

The objective of the Software Guild is to provide the best software available. A Softsmith product is the trademark of software quality. We

ensure that the program functions smoothly and is easy to use. To improve our products whenever possible, we are happy to receive comments, criticism, or praise. Please write to us at:

The Software Guild, Inc.  
Customer Service  
2935 Whipple Road  
Union City, CA 94587

Consult your local Softsmith dealer for a catalog of our programs and a demonstration of any of our software products.



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