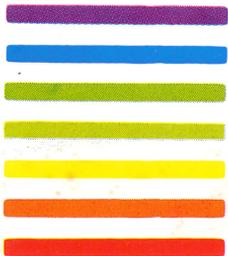


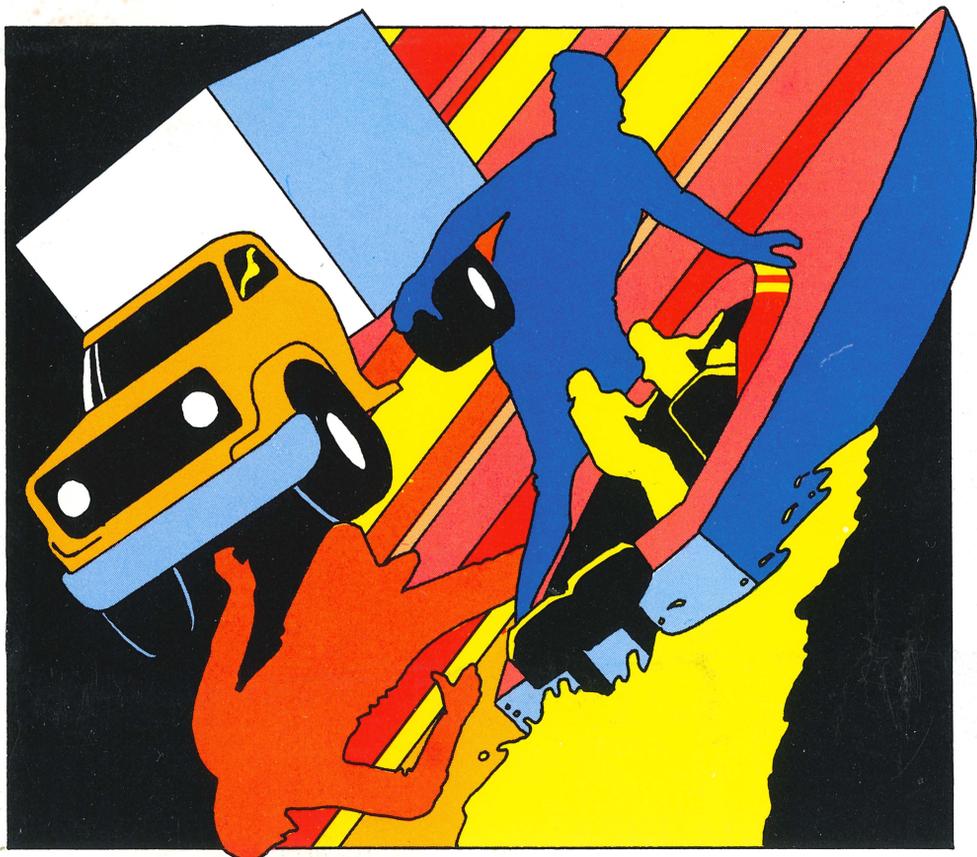


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# Ribbit



**APPLE II/APPLE II PLUS**  
48K - Dos 3.3 or 3.2  
keyboard

**APPLE III**  
keyboard

Written by Chris Eisnaugle  
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**Ribbit!**

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**INSTRUCTIONS**

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# INSTRUCTIONS

1. Boot the Ribbit diskette and follow the directions in order to play. On the screen you will see:

**P-Play**  
**D-Demo**

Press the "P" key and you may play the game. Press the "D" key and you may play the game in the demi mode. (No limit on the number of chances, but no scoring will show on the screen.) Press the ESC key to get out of the Demo or Play mode.

2. Ribbit is played with the keyboard only.
3. You have three chances to complete all five levels of play. Your goal in each level is to get all of the Croakers in their holes.
4. The bottom half of the screen is a busy interstate highway. You must avoid being run over by the moving buses, cars, and trucks.
5. The top half of the screen is a river that is filled with moving logs and turtles. You must jump onto the moving logs and turtles to avoid falling in the river. But beware, some of the turtles have the nasty habit of disappearing at just the wrong moment.
6. You move a Croaker by using the I, J, K, and M keys on the keyboard.
7. If you get all five Croakers into their holes, the next level will begin, but traffic moves faster on the highway and there will be fewer logs and turtles on the river.
8. Watch out for surprises in the higher levels. The Stomper may get you.

9. Don't hesitate too long — you have only about 35 seconds with each Croaker to reach the safety of their hole.
10. After you have lost a game, to start another game press any key.

## PLAY

Keyboard Only

**I Key** - move forward (up)

**J Key** - move left

**K Key** - move right

**M Key** - move backward (down)

## SCORING

Each successful jump forward	— 10 points
Each Croaker in his hole	— 100 points
For every second left on the timer when you get a Croaker in his hole	— 10 points per sec.
Catch the fly in the hole	— 200 points
All five Croakers in their holes	— 1000 bonus points

# **RIBBIT**

## **OBJECT**

To get all the Croakers safely into their holes and avoid being run over or falling in the river.

## **STRATEGY**

Move each Croaker using the keys on the keyboard. Try not to get run over by traffic on the highway, and don't jump into the river. If you successfully finish a level of play, the next level is faster and more dangerous.

Written by Chris Eisnaugle

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