

KONAMI

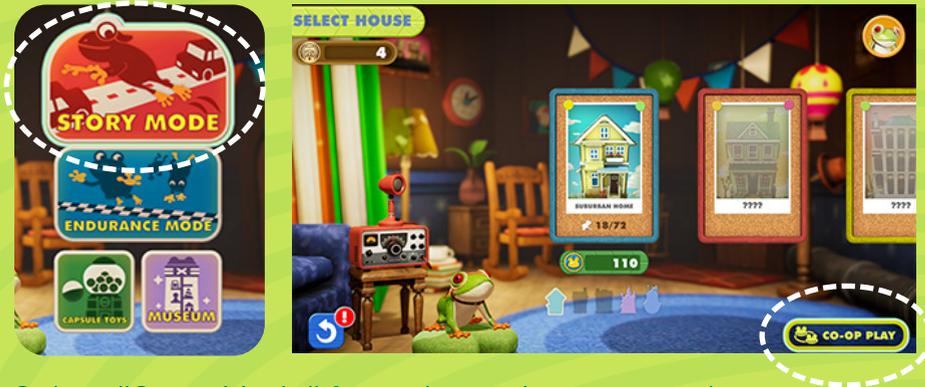
The logo for 'Frogger in Toy Town' is centered on the page. 'Frogger' is written in a large, dark green, sans-serif font. A small green frog silhouette is perched on the top right of the letter 'r'. Below 'Frogger', the words 'in Toy Town' are written in a playful, multi-colored font. 'in' is in a grey, lowercase font. 'Toy Town' is in a larger, white font with a blue outline and a red shadow. The letters are decorated with various toy-related icons: a red toy car on the 'o', a red star on the 'y', a red ball on the 'T', and a small green frog on the 'n'.

Frogger in Toy Town

Co-op play settings

Host

Guest



Select "Story Mode" from the main menu and tap "Co-op play" on the bottom right of the screen.



Select "Invite to Your Game"



The guest should wait with the game running.

Waiting...





Send an invite notification



Search conditions

Choose a co-op partner from players nearby and send an invite.

- Nearby
- Start up the game
- Turn the "Nearby Player" setting on Game Center to ON.
- **Connect to the same Wi-Fi network**

Tap the notification from Game Center to accept the invitation.



Once you've sent your invite wait for the guest to accept it.



 **HOST**

Waiting...

Success 🎵



After connecting successfully, your partners nickname will be displayed, and co-op play will begin.



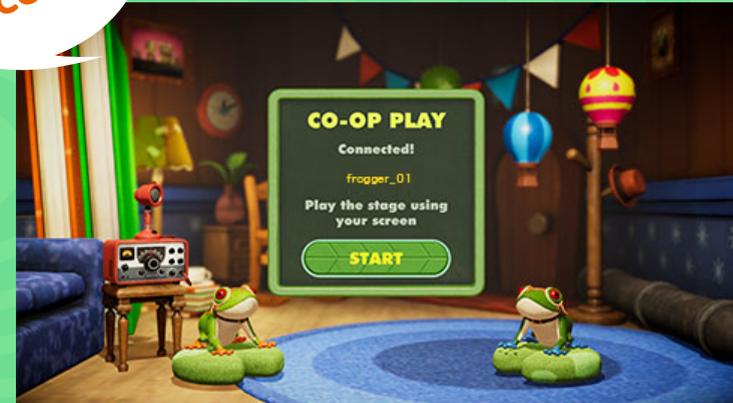
 **GUEST**



Connect

Accept the invitation to begin connecting with your partner.

Success 🎵



After connecting successfully, your partners nick name will be displayed, and co-op play will begin.

HOST



Select stage

When selecting a stage, a confirmation request is sent to your partner.



Success!



After the guest joins, you will start the game together on the host's screen.



GUEST



Confirmation request



Either player can select a stage in co-op play. Once selected, their partner must also approve it.

Approve the request you received



The guest's device can be used as a controller.



HOST



Stage clear rewards are the same as single play mode. Progress to the next screen is controlled by the player who chose the stage.



You will be returned to the menu. The multiplayer connection is maintained, so you can jump right into the next stage.

GUEST



The player who helped clear the stage will get extra coins as a bonus. You will need to wait for the player who chose this stage to progress to the next screen.



You will be returned to the menu. The multiplayer connection is maintained, so you can jump right into the next stage.

Ending co-op play

Co-op play can be ended by either the host or the guest.

Go to the "CO-OP PLAY" menu and select "Exit Co-op Play" to end the play session.

