

# frank the fruit fly.

official player's guide.



by chris read,  
maker of frank the fruit fly.

# Welcome.

Thank you for wanting to play Frank the Fruit Fly. It is a really fun game I spent tons of time on to do, so it's good that it's not just a thing that I only programmed while waiting to die.

Anyway, "Frank the Fruit Fly" is a game for Nintendo's Pokémon Mini, a miniature handheld console that Nintendo made in 2001 and was discontinued a year later. Nintendo's other failure, right after the Virtual Boy. But that's a different story for a different time.



This is the story for now time. Frank the fruit fly has to make his way to Baltimore for the big fruit fly family reunion. Not an easy task for Frank, since he's in Boise. Frank has to fly across the United States, some thousands of miles, in the hopes that

he'll make it.

A fruit fly flying across the country is as treacherous as you might think. So I've made this book to guide you through the long, arduous trek Frank has ahead of him.

So pop the game in the Pokémon Mini, press the power button, and let the journey begin.

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# level 1 – the plains

## Tear down this wall.

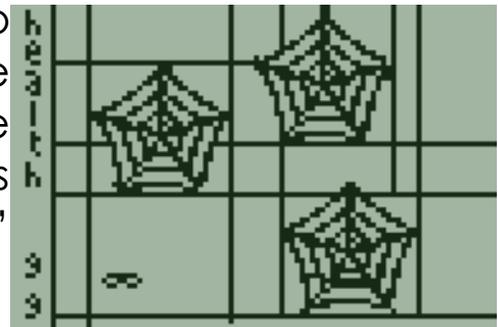
Frank begins his journey just outside Boise city limits, where it seems that someone put up a wall impeding his progress. A bad omen, or just luck? Anyway, there are four buttons on the wall.



Fly up close to the buttons and press them by pressing the A button. But you have to do it in a certain order. Messing up knocks two points off Frank's health meter. Which order? OK, if you're really stuck, it's 2, 3, 1, 4.

## Web-footed.

It looks like some spiders want to eat Frank for dinner. Getting into the spiders' webs causes Frank to move really slow and not only that it takes health points off. Just avoid the spiders' webs and move on.



## Going bananas.



If Frank's health is deteriorating, it may be time to bite the banana. Each yummy bite restores two health points for him. But he can only eat four bites' worth of banana before his fruit fly tummy is full. Everyone knows the best part of the banana is the bottom of it, so aim for that and press A to bite it.

## Straight in the cat's mouth.

When Frank gets to the cat, he has no choice but to go in the cat's mouth, go up through its head and come out of its ear. But don't go too far in the cat's throat because if you do, the cat will cough you out and you'll lose four health points!



## Bee, minus.

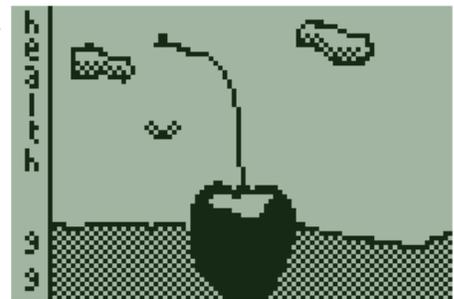


Poor Frank's next obstacle to overcome is a bee hive. Fortunately for Frank, there is only one slow moving bee, but if the bee stings Frank, he'll fly away and another bee will take its place. Since bees are mean and like to sting things, they are chasing after

Frank. Just make sure Frank doesn't get too close to the bee's stinger.

## Very merry cherry.

Just like with the banana, Frank can only eat four bites of a fruit. When the fourth bite is chomped, then it's on to the next screen. Or I guess you can fly around a little. But why would you?





## Frog dinner.

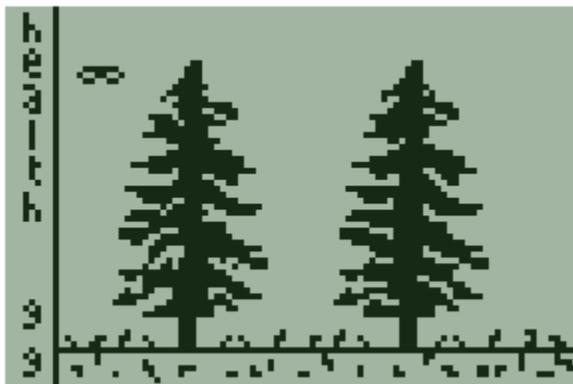
The next thing you'll encounter is a frog. If you touch it or the tongue your health will diminish, so it's best to find the way to not get hurt by this lovely frog. Or perhaps it's not so lovely – it's trying to eat Frank!

## Strawberry surprise.

If you're low on health, or on any occasion where you don't want to lose health, just pass this strawberry without eating it. Eating from it will cause Frank to LOSE health instead of gain it. What a nasty surprise!



## A tale of two trees.



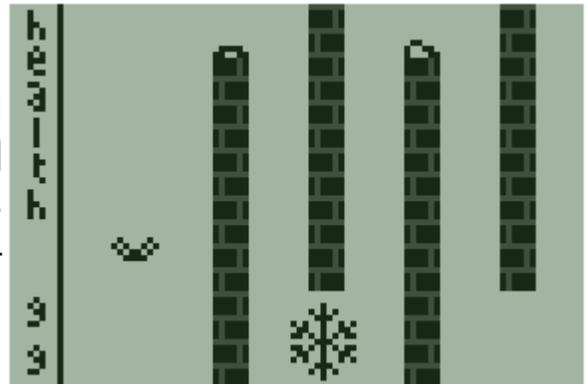
Frank's adventure is impeded by a puzzle. How do I get past this screen? To unlock the path, Frank must fly between the two trees and have his fruit fly body go below the ground. Then he can go forward on his quest. On to level 2: the mountains!

## level 2 – the mountains

Frank journeys into the mountains, where it just began snowing. For people, it wouldn't be too bad, but when you're smaller than the size of a snowflake, it can really hurt when one lands on you. So your best bet is to avoid the snowflakes.

### More walls.

What is it with people impeding Frank with walls? Fortunately, all Frank has to do here is navigate through the passage without getting hit by a snowflake.

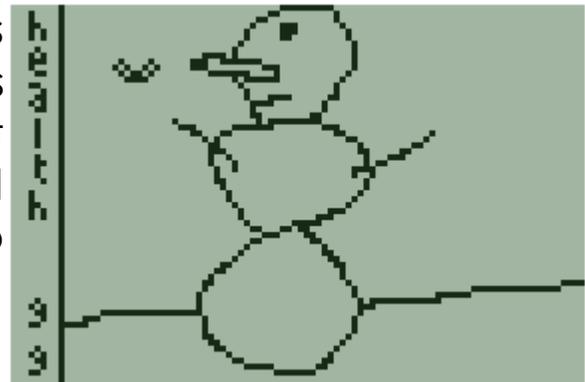


### A pear appears.

This pear will be a welcome sight if Frank hits some snowflakes on the previous screen. Just make sure no snowflakes fall on Frank while he's eating the pear!

### A frosty snowman.

Oh no, not again. Frank hits another roadblock with this snowman. How do you get past him? Bite his eye. Then his head will disappear and you can cross to the next screen.



## The igloo.



Another wall. Fortunately, all Frank has to do here is enter the igloo by pressing A when he's at the entrance, then push the button located inside the igloo, then exit the igloo by flying to the left side of the screen and voila! No more wall.

## Light my fire.

Yet another wall. This one is made of ice. Fortunately, this fire-breathing dragonfly (don't they all do that?) comes along. You use him to melt away a block and then go past. Just don't get burned by the fire in the process.



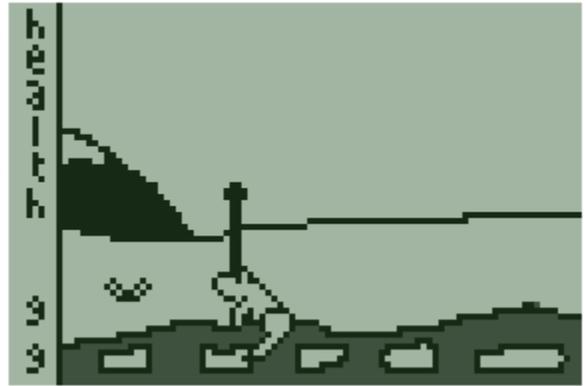
## On blueberry hill.



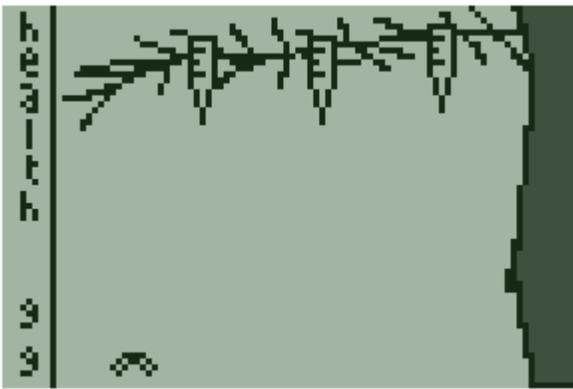
Yep, more fruit. Hey, a fruit fly's gotta eat. Just don't get hit by the snowflakes, it started snowing again.

## On icy pond.

This frog is out to get you with his extra long tongue as he hops from floe to floe trying to gobble up Frank. Hit his tongue and naturally you'll lose a little health.



## I see icy icicles.



These icicles are about ready to fall off. In fact, they do when Frank tries to pass them. Must be Frank's flapping that makes the icicles fall off. They fall really fast, so your best bet is to make the icicle fall and then go back a little to let the icicle fall.

## level 3 – the desert

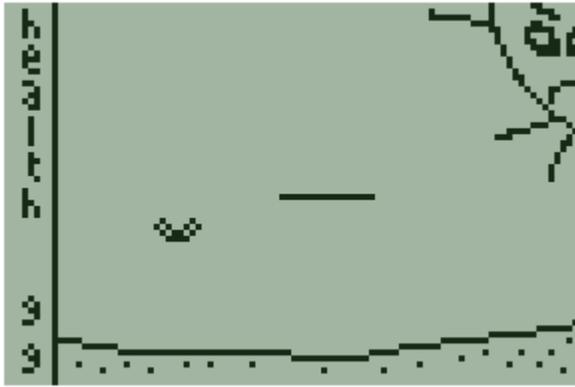
With the mountain behind him, Frank presses on. Now he faces the brutal heat of the desert.

## Cacti.

Frank's first challenge in the desert is getting past this screen. Go between the second and third cacti and fly down until you hear a noise. Then fly down between the first and second one until you hear a noise. Then, Frank can move along.



## Ray, man.



The heat is getting to Frank, and quite literally! The ray of sunshine is bad for Frank, if he touches it, he loses some health. And what's worth, the ray is following Frank! The best players will get past this screen with the ray touching Frank just once.

## An apple a day...

It's been a while since Frank had a chance to regain some health. So if you need to, do it now.



## Space invading.



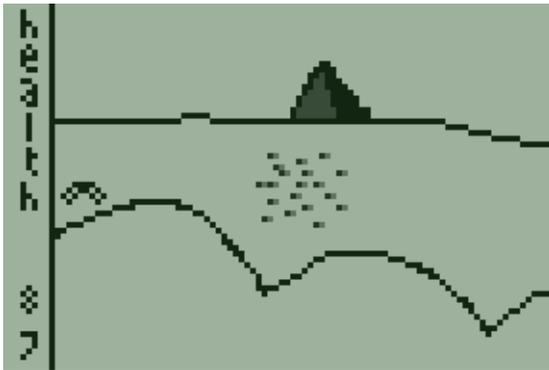
Frank has reached Area 52, the other hidden area in the desert. When Frank gets close to the gray cylinders, the aliens try to get Frank by having lightning come out of them. Dodge the lightning strikes and continue.

## Oasis.

Frank comes across an oasis. But that doesn't mean there's no danger in it. Frank must dodge the very high jumping frog that is at the end of it.



## Here comes the sand.



This sand storm moves from right to left. When it reaches the left side of the screen, it repeats, forming at the same y position as Frank. So Frank needs to dodge the sand by moving up or down.

## Dunes.

Frank has stopped himself at the very oddly-shaped and high dunes. What's a fruit fly to do? Simple, power through the dunes. But how? Press A while moving through the dunes. Frank will move through the dunes and reappear at the other side. One more thing before the level ends: a pineapple.

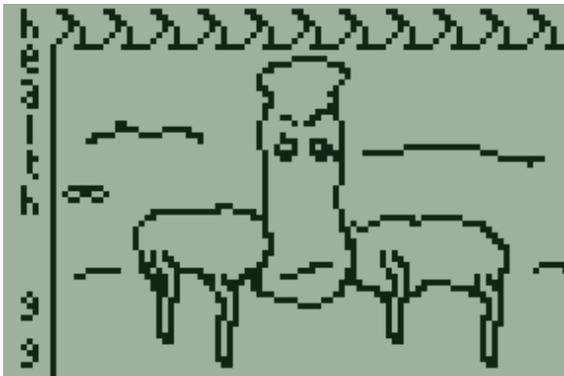
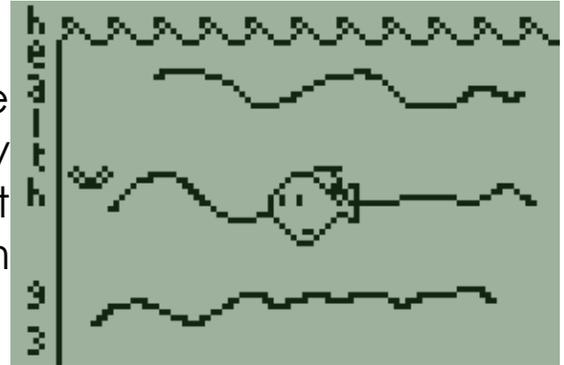


## level 4 – the ocean

Frank is on to his next challenge. Can he brave the cold waters and survive all the mighty ocean has to throw at him?

### Fish dish wish.

A fruit fly seems awfully out of place in the ocean, and looks mighty tasty to this fish! He's coming at you, but with enough time that dodging him isn't a really really hard task.

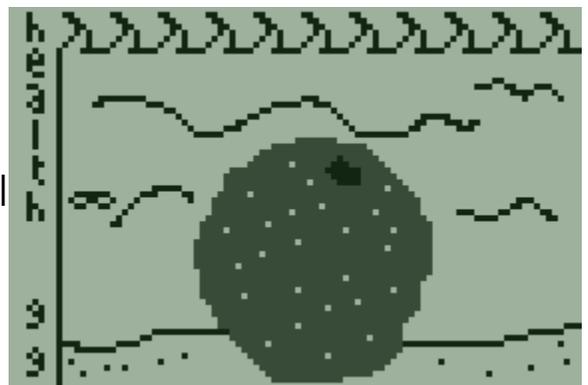


### Squid pro quo.

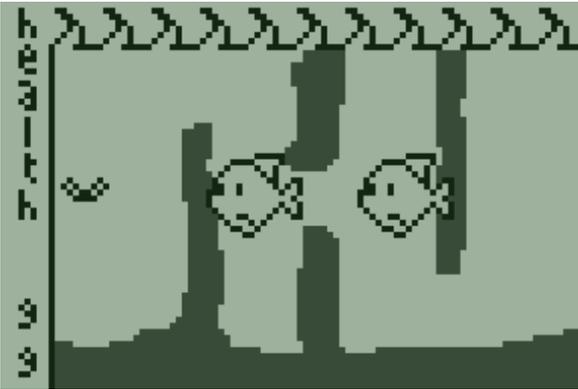
This squid is looking to make a deal: Don't touch his tentacles, and you won't get hurt. They move up and down, so timing is important.

### Who lives in an orange under the sea?

Nobody. But Frank is hungry. So he'll eat the orange.



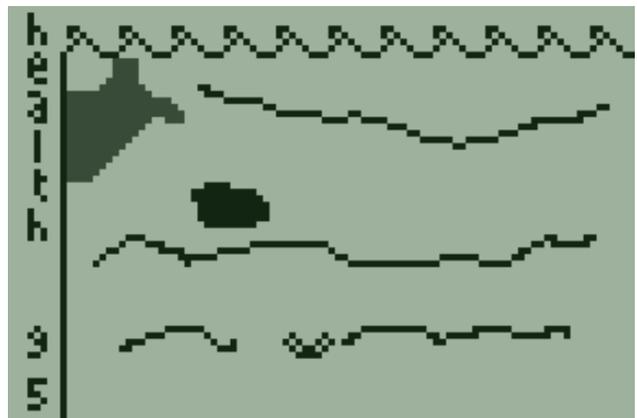
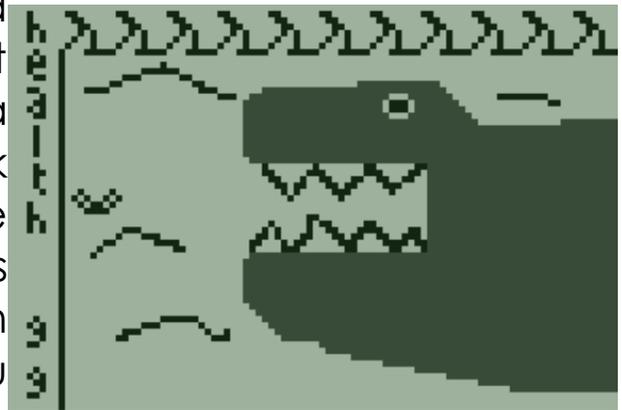
## Two fish.



Your job in this screen is to avoid the fish that are moving up and down. Hint: They won't get you if you're between them.

## Whale tale.

Frank is having a whale of a problem in this lovely scene. It seems he has come across a whale. With no other option, Frank goes in the whale between those nasty looking teeth. Now Frank is stuck. The key is the uvula. Touch it and the whale will swallow you and poop you out. Once you've been pooped out, it seems the whale's stomach hurts because he can't stop. Another piece of poop comes out. Dodge the poop while swimming right to continue.



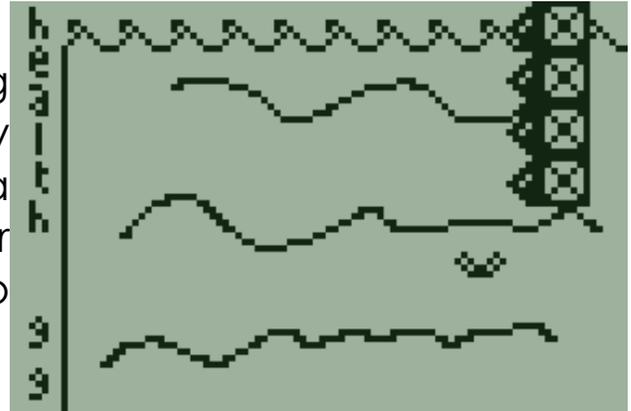
## Pipe, down.

“Those pipes seem really familiar, I think I’ve seen them somewhere before,” says Frank as he swims closer. But they’re evil pipes. Because they force air, and anything in its path, down. Frank has to avoid touching the sharp ground here so it’s best to fight the current as hard as you can to avoid getting hurt here.



## Aw, gust.

The gusts of air continue, pushing Frank right this time. The pointy walls are now vertical instead of a horizontal bottom. Pass four screens successfully and it’s on to level 5.

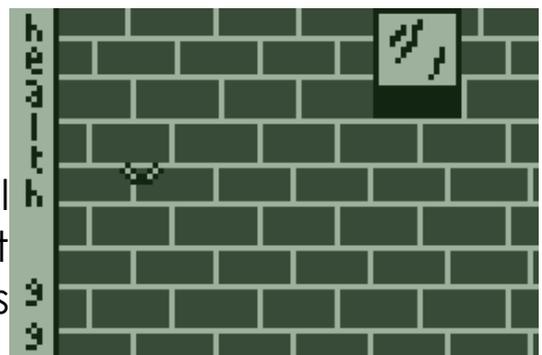


## level 5 – the city

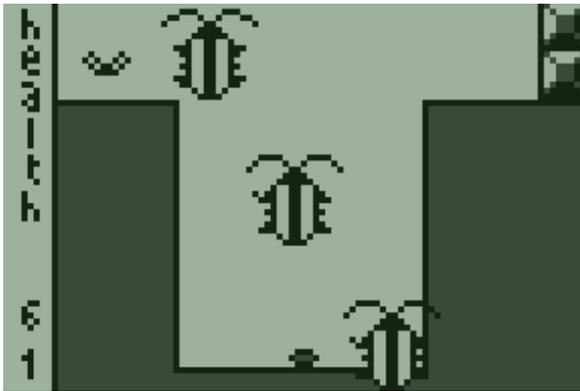
Now Frank has to take on the city. Will it be the big apple, or did Frank bite off more than he can chew?

## He came in through the bathroom window.

This window is opening and closing all by itself. Get inside by flying over to it and pressing A when the window is open.



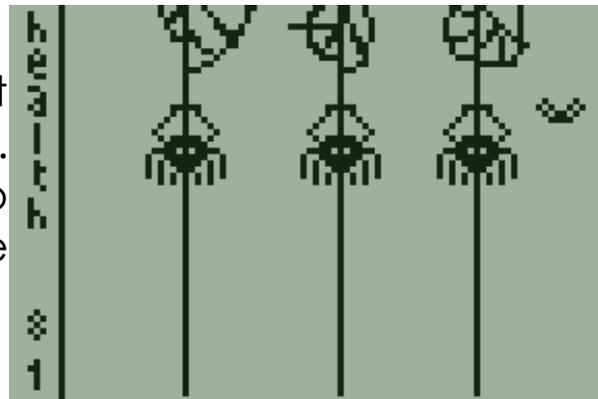
## Push the button, Frank!



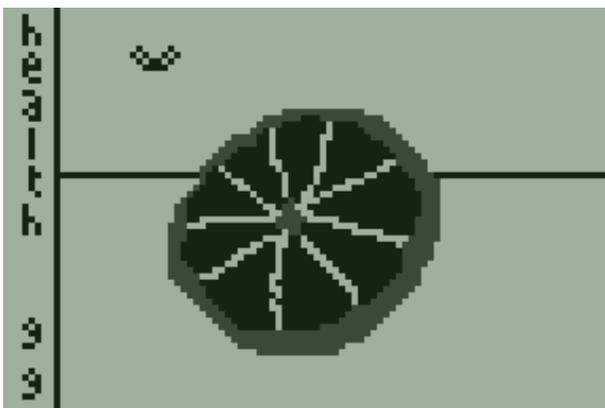
Easier said than done because there are cockroaches in the way of the button Frank needs to press to make the blocks blocking his way disappear. Your job: maneuver through the cockroaches and press the button by pressing A.

## Spider trio

Here is a trio of spiders that follow your vertical movement. But this should be pretty easy to get past since the spiders have to stay on their web strings.



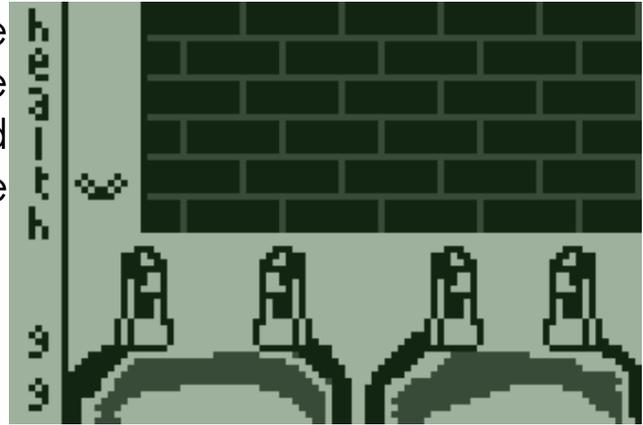
## A quick bite.



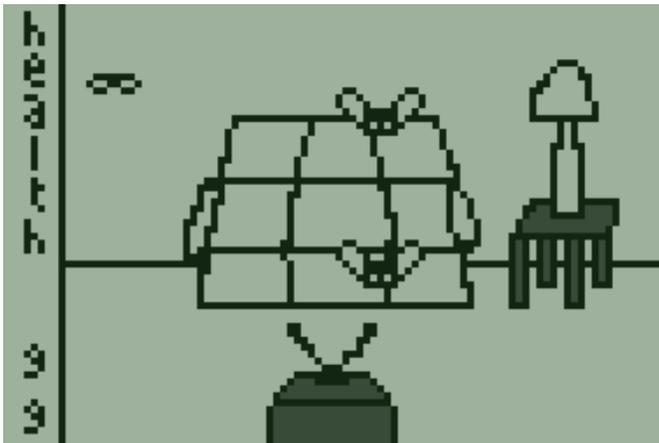
Being the only fruit in the level, this orange half is very important to Frank if he wants to stay healthy. It seems as though the people in this house don't take care of it if they leave fruit out and have insects crawling all over it.

## The owners.

So, where are the owners of the place? Right here. And they are dying to make you dying. Avoid their deadly claps and move along.



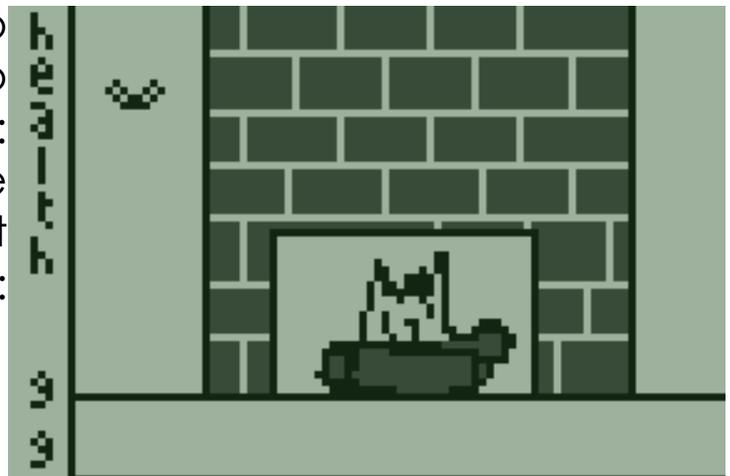
## Flies in the living room.



Here is the living room of the place. It's got a nice sofa, a TV, a lamp sitting on a nifty end table...and two flies bouncing around. Dodge their diagonal ways and move on out of there.

## In the fireplace.

Here you'll find if you move to the right, nothing happens. So what's a fruit fly to do? Easy: Go IN the fireplace through the chimney. Just make sure to not touch the fire when it turns on: It's hot. Because fire is hot.



## Someone's in the chimney with Frank.



It happens to be yet another housefly. He goes around in a circle around the upper horizontal part of the chimney. This causes you to move in a zigzag position if you want to avoid it. And to exit this screen, go up out of it.

## Rooftop.

Frank goes back to his right-moving ways in this screen. But there are flies moving diagonally upwards and they won't stop. Perhaps the owners finally got rid of all the bugs in their house? Do your best to avoid the flies, but be warned: You will lose health

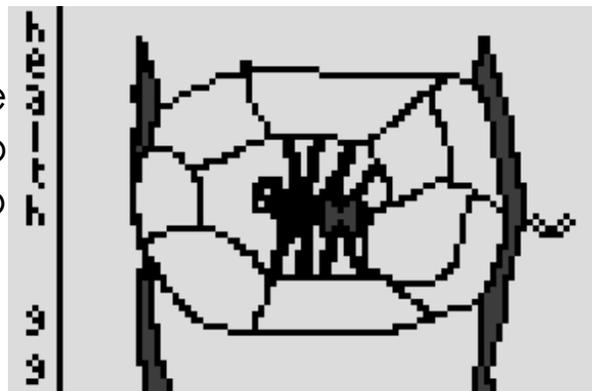


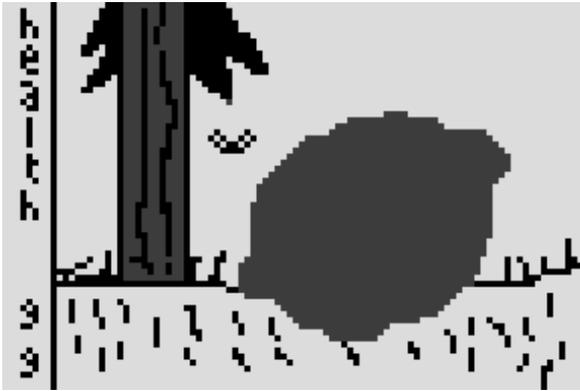
here, but if you're quick enough, it will only be a couple points' worth. Move right and out of this level and on to the next one!

## level 6 – the forest

### Around the web.

Frank has to go in a clockwise circle around the spider's web (without touching it) in order to get to the next screen.





## Lemon aid.

Lemons may be sour, but they still help Frank.

## 2 bees or not 2 bees?

Yes, there are two bees. Frank must dodge them. Frank can go through the bottom of the highest tree.



## Bird is the word.

Dodge the birds, of course, that are flying from right to left at a random height. Also dodge the eggs they are dropping.

## It's all mines!

Well, not ALL mines. Just four. But if you run into one, you'll get knocked back to the left and lose five health points. Hopefully you won't run into one but remember where they are and don't do it again. Their locations don't change.

