

level 1

the meadow

Frank begins his trek in the meadow. A calm, serene meadow? Hardly, especially for a fruit fly. Read all about the hazards and traps Frank has to encounter and then be thankful you're not a fruit fly.

another brick in the wall.



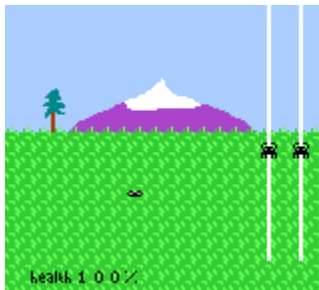
It looks as though someone doesn't want Frank to go in the meadow to begin with. They set up a wall with four buttons. The buttons must be pressed in the correct order. If you press the wrong button, you get a buzz, lose a little health, and must start over again. To press a button, fly up to it and press 1. In case you need the order, it's 3, 4, 1, 2.

blueberry hill.

In case Frank lost some health trying to figure out the wall order, he can go eat some blueberry bites to increase his health. Go up to the blueberry and press 1 to take a bite. Frank can take up to 4 bites before his tummy is all full of blueberries and he can't eat another bite. And no, you can't turn the game off and back on again to get more bites: The game saves how many bites you've taken.



itsy bitsy spiders.



The spiders on their web strands follow Frank's vertical movements and go up to meet them. Fortunately for Frank, they're not very fast. If Frank touches a spider, he loses a bit of health and starts again at the left side of the screen.

flower power.

If it seems that Frank can't move past this screen, it's because you're missing something very important. The screen is barren except for the two flowers. That's where the exit lies: Go between the two flowers and press 1. A sound will play and Frank can move on to the next screen.



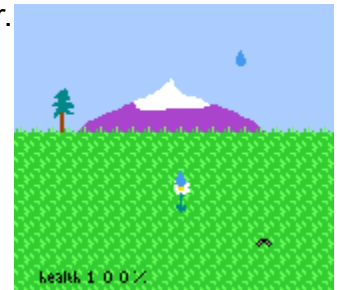
busy as a bee.



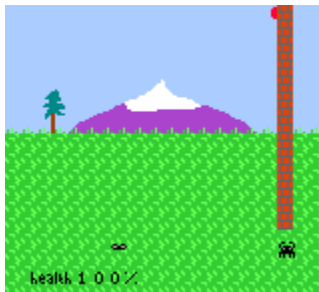
Bees collect nectar. They go up to a flower and get the nectar used to make honey. That's what this bee is doing. But the flower is your only hope of passing this screen. Lure the bee away from the flower with your body and then go to the flower's top and press 1 to unlock your way out of this screen. If Frank goes too close to the bee, he'll sting you and you'll lose a little health.

raindrops keep falling on his head.

The aim is the same: press 1 when Frank is hovering on the flower. But this time it's raining. Avoid the rain.



open and shut case.



To get rid of the spider blocking your way out, press the button at the top. The wall will close and squish the spider. Press the button again to open the wall and go past it.

level 2

the ocean

After his blueberry feast, Frank takes a dip in the ocean. Apparently he should have waited half an hour, not only because you're supposed to, but because the ocean is quite a perilous place as Frank is about to find out.

caution: piranhas

Frank always goes to the right. But on this screen, piranhas are coming from the right and traveling left. Your job is to avoid them. If Frank touches one, he loses a little health. These piranhas travel in pairs so if one gets touched then he won't get replaced until the other one gets to the left.

