

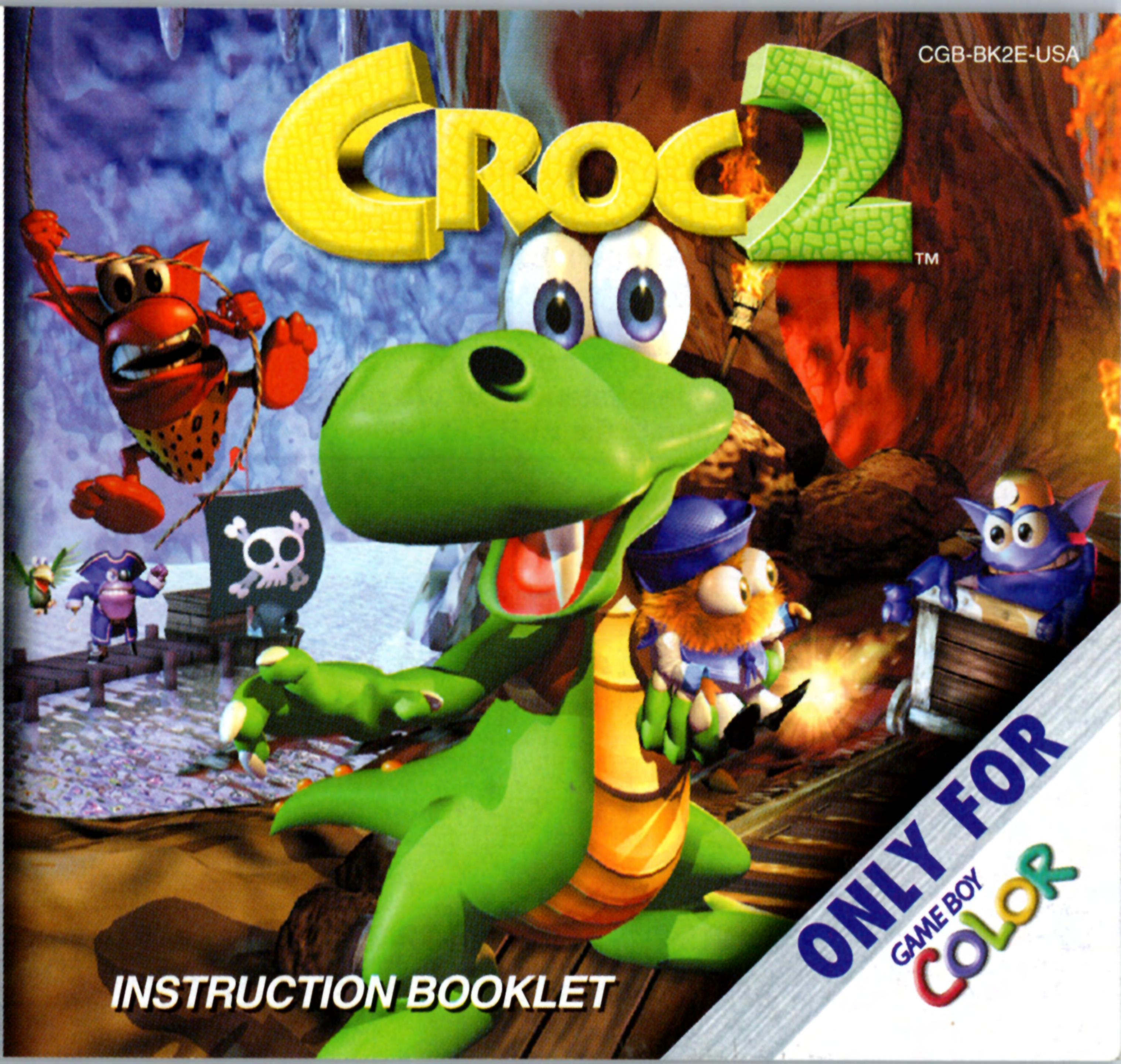
Nintendo

GAME BOY COLOR

CGB-BK2E-USA

CROC 2

TM



INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

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EVERYONE

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A baby crocodile was found by the friendly Gobbos, cute little furballs who inhabit the Gobbo Islands. Rufus, King of the Gobbos, adopted the foundling, and with the help of the rest of the tribe, raised him, teaching him the ways of the Gobbos.

All was well until, one day the evil magician Baron Dante arrived in the valley where the Gobbos lived. Dante was a miserable magician who took great pleasure in inflicting pain and suffering on others. Sickened by the happy Gobbos, he and his rampaging Dantinis swept into the Gobbo Valley capturing the Gobbos. King Rufus was taken by Dante himself and kept in a cage in his Tower of Terror.

Croc managed to avoid capture but was left all alone. He knew he had to try to help the Gobbos any way that he could and that he must save the King from Dante. After many adventures, Croc succeeded in freeing the Gobbos, defeating the Baron and saving King Rufus! Everything was back to normal in Gobbo Valley and young Croc was everyone's hero!

With Dante gone, Croc and the Gobbos have resumed their lives of playing and having fun, but meantime, not too far away, evil Dantinis plot the return of Baron Dante! Unfortunately, an unlucky Inventor Gobbo is captured when he witnesses Dante's return.

NOW...CROC IS BACK

One day, while Croc was playing on the beach, Croc found a bottle at his feet. He picked it up and inside found a message with a baby crocodile footprint on it. The message explained that the senders were looking for their long-lost son.

Croc was amazed! He took the message to King Rufus who read it and eventually told Croc that he would need to go to a far away land where there were other Gobbos who might be able to help him find his parents!

With that, all the Gobbos help to make a jet pak to send Croc all the way to the distant mainland, where his search and adventures begin...

1. Turn OFF the power switch on your Nintendo Game Boy® Color. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of Croc 2™ into the slot on the Game Boy Color. To lock the Game Pak in place, press firmly.
3. Turn ON the power switch. The credit screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.



GAME BOY® COLOR



GAME CONTROLS

See the following pages for commands and actions.



COMMAND

Move Croc Left
Move Croc Right
Move Croc Up
Move Croc Down
Throw an Object

Jump
Stomp
Tail Attack
Run

Tumble Attack

Pause the game

ACTION



B Button (after automatically
picking up an object)

A Button

A Button + A Button

B Button

Double Tap ←, →, ↑ or ↓ +
Hold Direction

Double Tap ←, →, ↑ or ↓ +
Hold Direction + A Button

START (leads to Inventory Screen)



NEW GAME – Starts a new game from the beginning.

OPTIONS – Customize the game before trying to rescue Croc's long lost parents.

PASSWORD – Access a previously saved game to continue where you left off. See page 20 for more information.



BACKGROUND MUSIC (BGM) –
Turn the game music ON or OFF.

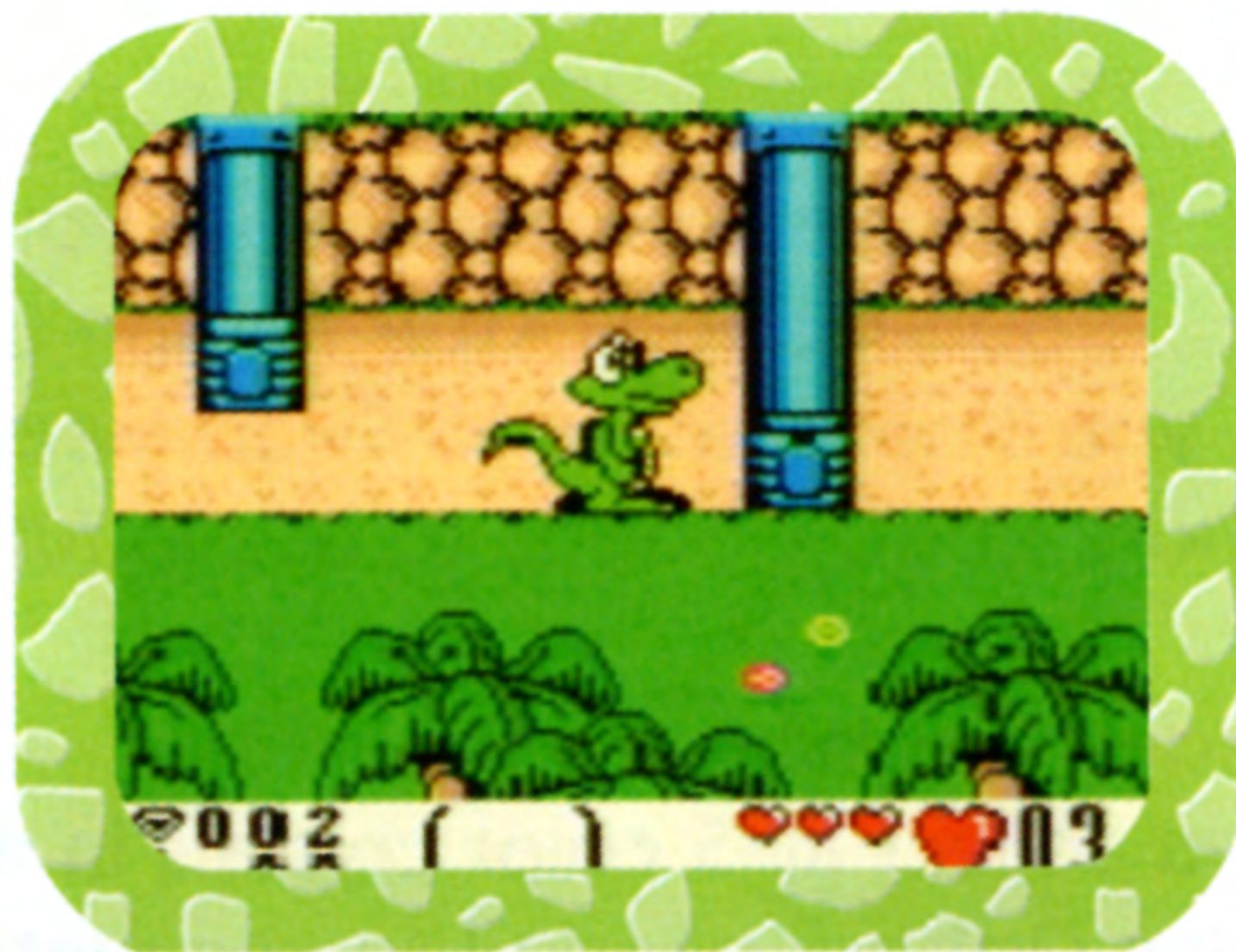
SFX – Turn the sound effects ON or OFF.
Press the A Button to select and the B Button to go back to the Main Menu.



OBJECTIVES

To ultimately defeat the evil Baron Dante and find Croc's parents, Croc must make his way through 4 villages – the Sailor Village, The Cossack Village, The Caveman Village and The Inca Village. Each of the four villages is made up of various stages, including three main levels and one boss level.

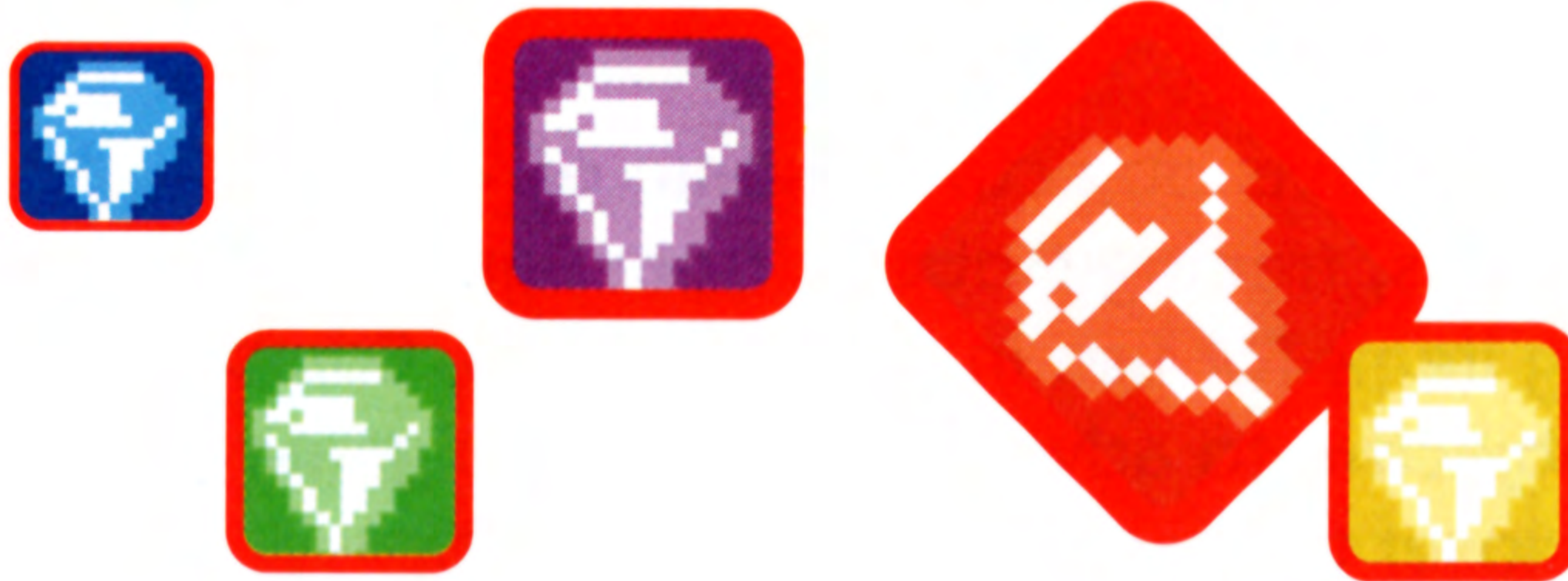
Each village contains objectives, some of which include solving puzzles, freeing Gobbos from Dantinis and collecting items for use in future villages. Complete each objective to advance through the game and get closer to rescuing Croc's parents.



In the Caveman Village you'll run into the Robo Gobbo. After finding the Robo Gobbo you'll need to go to Swap Meet Pete's Shop and buy more Robo Gobbos to use in future levels.

Golden Gobbos

If you collect all 5 color crystals in each level, you'll receive a Golden Gobbo, needed to complete the game perfectly!



THE GAME SCREEN

Crystal Points – Shows how many crystals you have collected, which can be used at Swap Meet Pete's Shop to purchase other helpful items. See page 14 for more information on Swap Meet Pete.

Attack Points – Shows how many Dantinis you have defeated.

Small Hearts – Shows the amount of health you have left. The little hearts symbolize how many hits you can take before losing a life.

Big Hearts – Shows how many total lives you have left.



Crystal Points

Attack Points

Hearts

MAP SCREEN

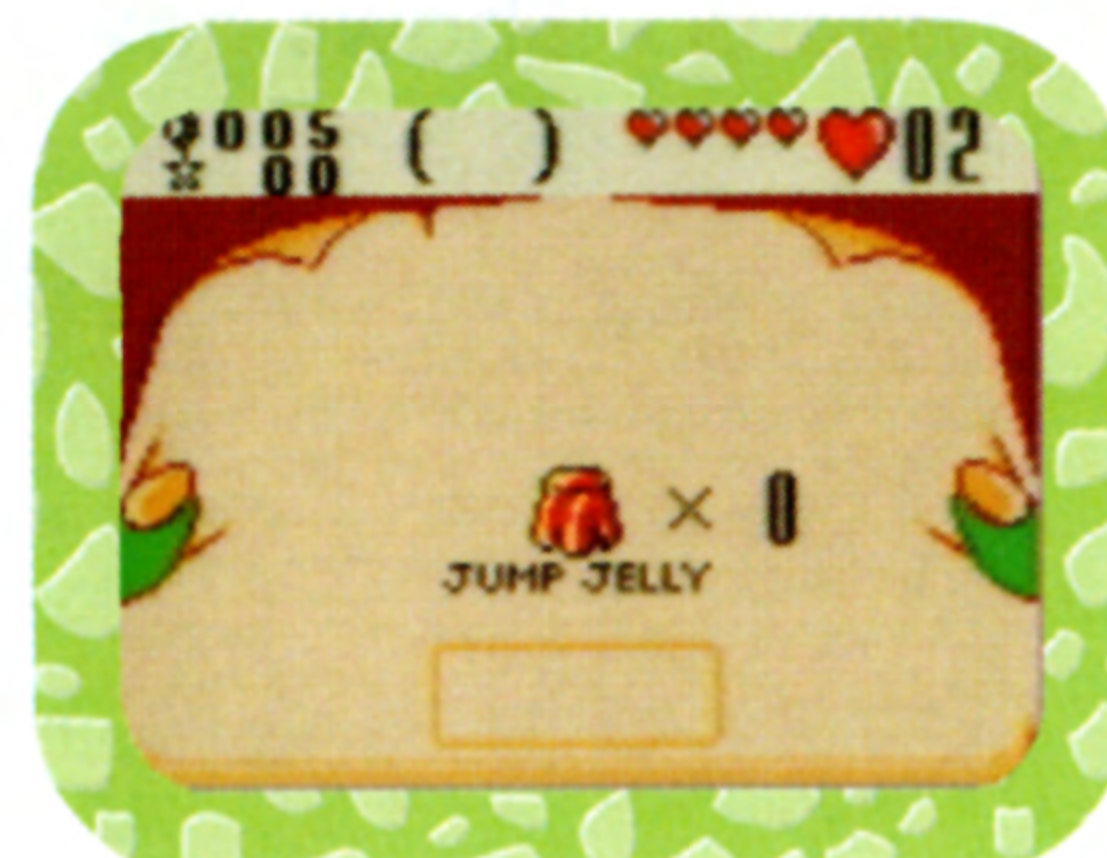
Each of the 4 villages can be viewed from the Map Screen.

When you start the game, the Map Screen shows the next village you must complete to advance in the game.



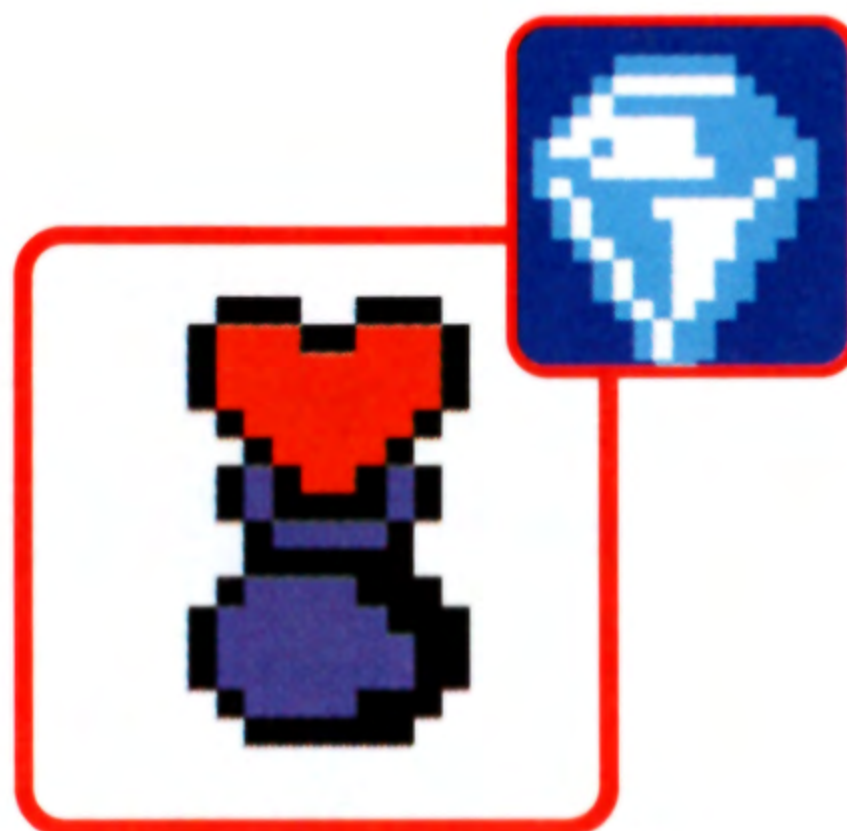
PAUSE GAME

Press START to pause game play at any time and enter the Inventory Screen.



BONUS ITEMS

To help Croc in his adventure, you can find Bonus Items. These do everything from giving Croc an extra life to opening hidden areas within the villages. There are two kinds of items; ones you can purchase from Swap Meet Pete's Shop and items found within the villages.



SWAP MEET PETE'S SHOP

Swap Meet Pete has a shop in each of the Gobbo villages, and Croc can visit him anytime. Crystals Croc collects can be exchanged for items in Pete's shop. In the shop Pete sells Jump Jellies, Heart Pots, Robo Gobbos and Tail of the Phoenix. Jump Jellies cost 20 crystals, Heart Pots cost 50 crystals, Robo Gobbos cost 20 crystals and the Tail of the Phoenix costs 75 crystals.



To choose an item move the Control Pad **←** or **→**. Once the desired item is selected press the A Button. To exit the shop press the Control Pad **←** or **→** to highlight the door and press the A Button to confirm your selection.

Pete can also transport you to other villages with his crystal ball. Select the Crystal Ball in Pete's Shop, then Press the A Button and a village name will be displayed. Toggle through the villages by pressing the Control Pad **←** or **→**. Press the A Button to confirm the selection and you will be transported to Swap Meet Pete's Shop within the village you selected.

INVENTORY OF ITEMS



CRYSTALS – Crystals appear when you defeat an enemy. Use these in Swap Meet Pete's Shop. Large crystals are equivalent to five small crystals.

COLOR CRYSTALS – These are special hidden crystals. Collect all 5 - blue, red, yellow, green and purple, to earn a Golden Gobbo.



JUMP JELLIES – This item allows you to jump to hidden areas when used at a "Jelly Point". Use Croc's Stomp on the Jump Jellies to enter the hidden areas.

ROBO GOBBO – This item allows you to access one of the color crystals needed to open the Golden Gobbo area within each level.



HEART POTS – This item will increase your life gauge by one, allowing you one more hit before losing an entire life.

TALE OF PHOENIX – When Croc has lost all of his small hearts, the Tail of Phoenix will refill them so you will not lose a life.

CROC'S ENEMIES

Croc will come face to face with many different Dantinis, the evil Baron's helpers, throughout his adventures. They are all waiting to get their hands on Croc!

THE SAILOR VILLAGE – These thieving pirate Dantinis will stop at nothing to steal from the helpless Gobbos.



THE COSSACK VILLAGE – The Gobbos run in fear from these cold blooded Dantinis. Only Croc can save them from Dante's icy grip.



THE CAVEMAN VILLAGE –

The Dantinis in this world are primitive, but deadly. Be careful when going up against these pre-historic foes.

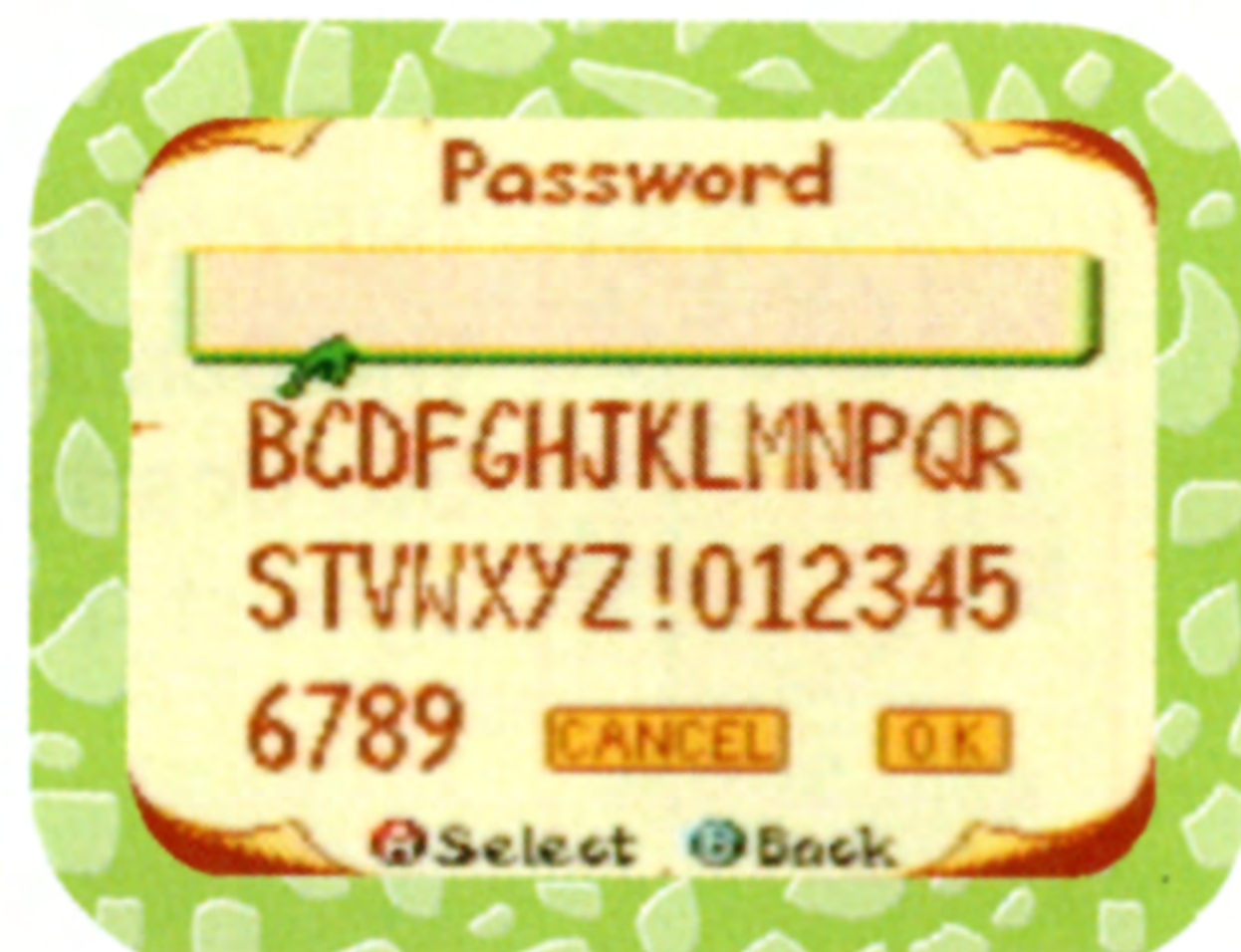
THE INCA VILLAGE – Dante saves the best for last with these ruthless Incan Dantinis. These henchmen are fierce!

In addition to the Dantinis, each village features a unique boss.



PASSWORDS

To get a password, you must go into Swap Meet Pete's Shop and select the Password Option. Write it down for when you return to play more Croc 2.



To enter your password from the Password Screen, use the Control Pad to highlight a letter and press the A Button to select it. Press the B Button to erase or delete the last letter selected. Highlight CANCEL to leave the Password Screen.

When your password is complete, select OK and press the A Button. If you have entered the password correctly, you will be taken to Swap Meet Pete's Shop in the appropriate village.

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