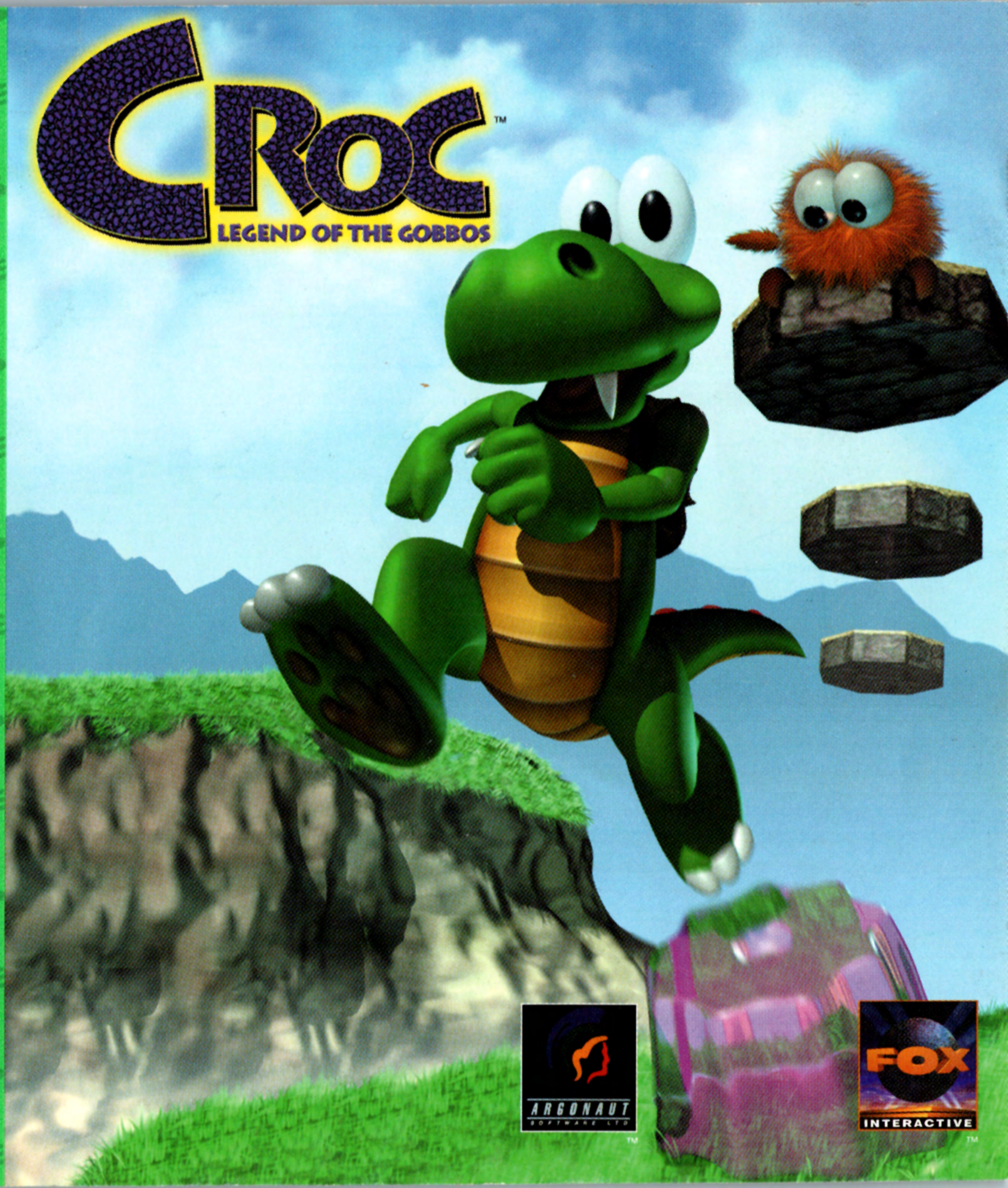
PlayStation®

NTSC U/C

Playstation®

CROC™

LEGEND OF THE GOBBOS



EVERYONE

CONTENT RATED BY ESRB

SLUS-00530
4102834

ARGONAUT SOFTWARE LTD™

FOX INTERACTIVE™

WARNING: READ BEFORE USING YOUR PLAYSTATION® VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns of backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game–dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions–IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TECHNICAL SUPPORT

E-Mail: Send us an e-mail at Croc@fox.com and type the problem in the subject line.

Phone: Call us at 1-970-522-5369 daily between the hours of 11 a.m. - 8 p.m. Pacific Standard Time.

Game Hints: For CROC: LEGEND OF THE GOBBOS hints, tips and tricks presented by Fox Interactive of Los Angeles, California, call **1-900-CALL4FOX**. The call costs $0.90 per minute. Touchtone phone required. If you are under 18, you must have your parents' permission before making this call.

CROC: LEGEND OF THE GOBBOS

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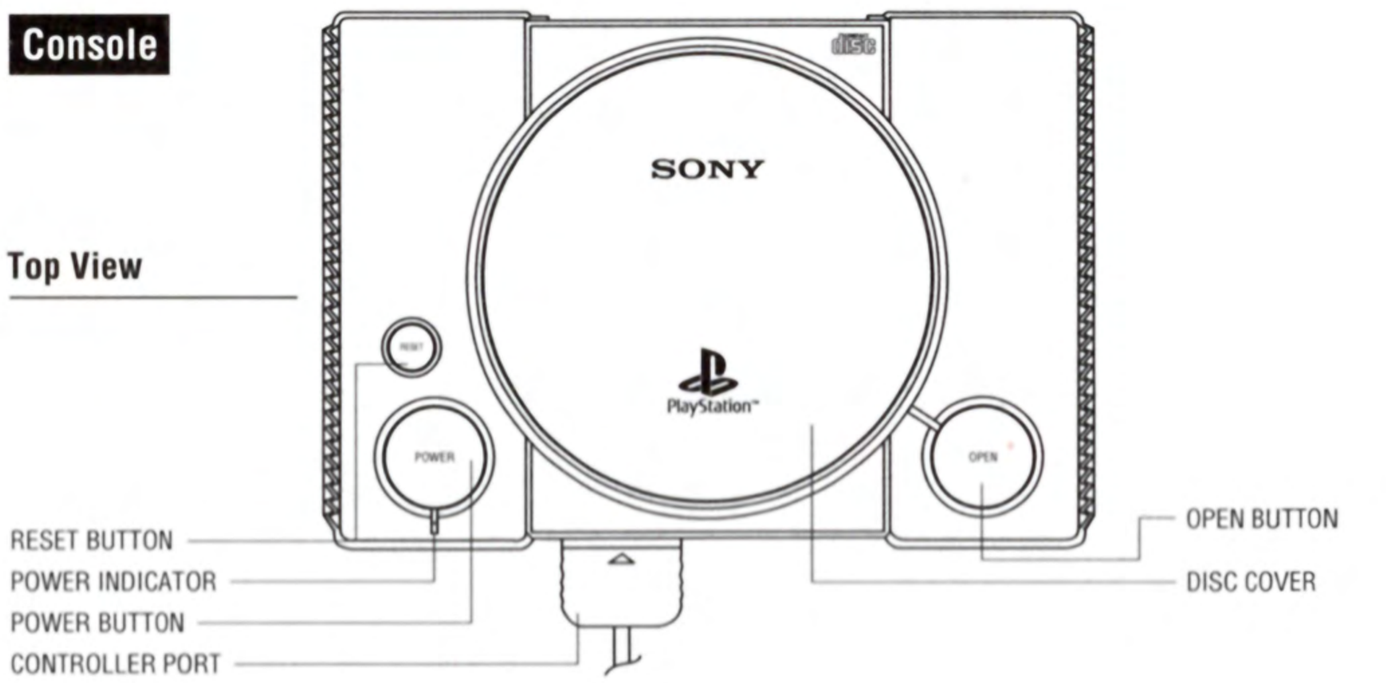
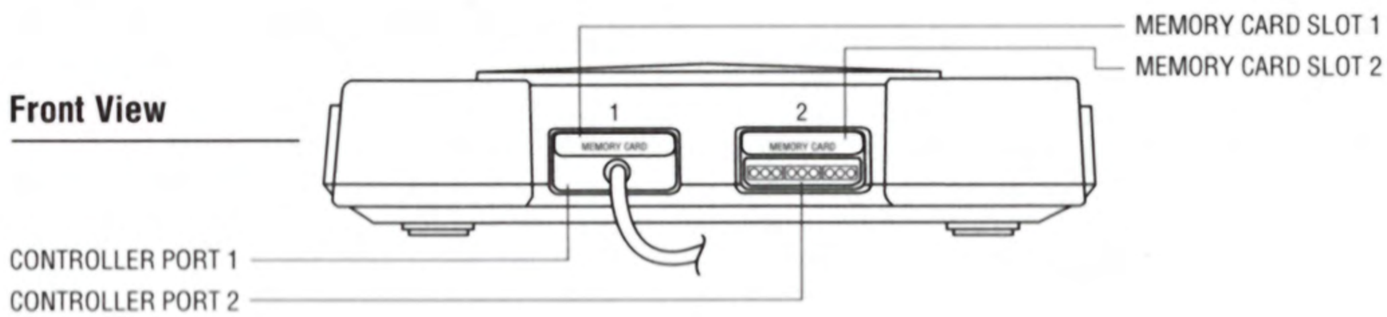
START UP INFORMATION

Console

Top View

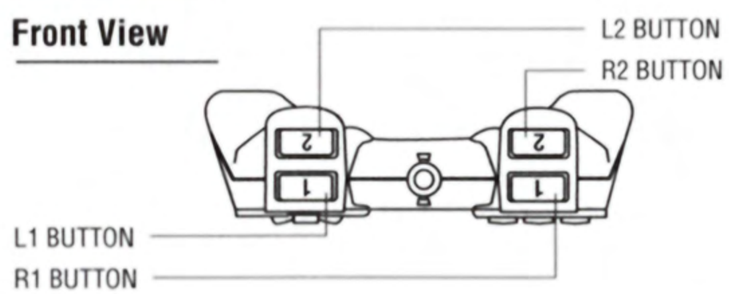


Front View

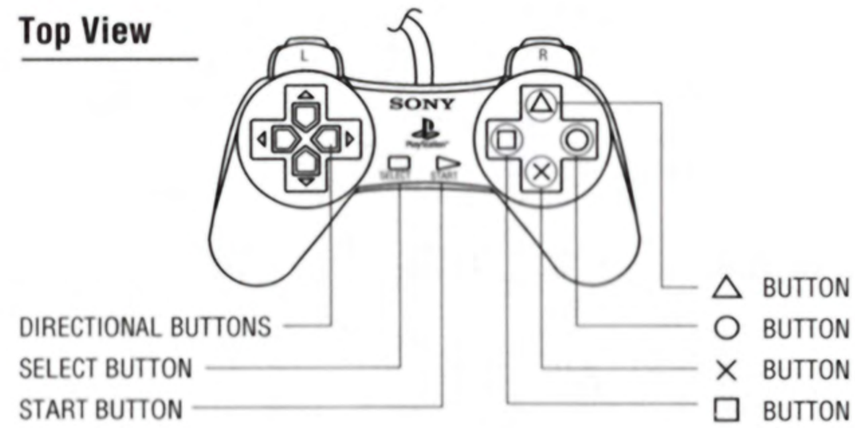


Controller

Front View



Top View



Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the PlayStation® power is off before inserting or removing a compact disc. Insert the *Croc: Legend of the Gobbos* disc and close the disc cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

The Legend of the Gobbos

In Which the Gobbos are Described

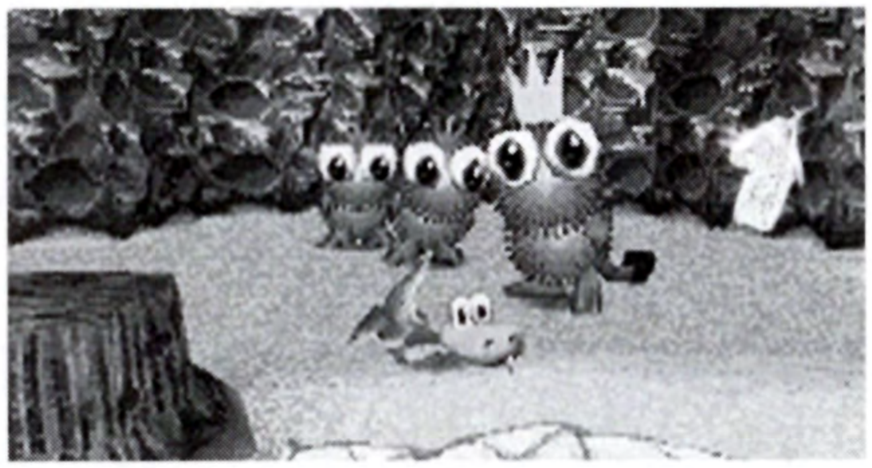
Who were the Gobbos? Examine ancient paintings from the time of their civilization and you will find that the Gobbos were a short, furry people who could be politely described as 'gerbil-esque'. But what of their soul, their character? One historian wrote that the Gobbos were among the most advanced civilizations of their day, making great strides in science and literature, a people whose intelligence "shines like a beacon in the night." It should be noted that this historian was himself a Gobbo and not only made numerous grammatical errors in his account, but also misspelled 'Gobbo.'

No, the Gobbos were a simple people, a race whose greatest inventions were edible deodorant and the Wind-Powered Cow Moistener. In over two thousand years of existence, the Gobbos only sent three of their kind to college, and two of those were returned postage due. Okay, so they weren't the sharpest pins in the cushion. But were they lovable? You bet! So lovable that they would often keep each other as pets. But oddly enough, it was their very lovability, their very kind-hearted innocence, that set in motion a chain of events that would send the Gobbos plummeting towards a terrifying fate, a fate worse than death, a fate so frightening that those with heart conditions may wish to STOP READING NOW...
...although it's really not that frightening.

In Which a Crocodile is Found

It all started one morning in the third month of the Year of the Soupspoon[1]. King Rufus the Intolerant[2], ruler of the Gobbos, was down by the riverbank watching the sunrise. He had just finished breathing a sigh of relief that, once again, the sun had returned, when suddenly a small basket floated ashore. He and a group of his Gobbo subjects huddled around it. Peering inside, they saw a baby crocodile. Naturally, they

assumed he must be the early leader in the Annual Midget Crocodile Basket Race. Not that there had ever been such an event, but you never know about these things, and many of the Gobbos placed bets just to be on the safe side. After a couple of hours, when no other baskets had come by, the Gobbos decided that perhaps there was no race, or that it had been called off the night before by crocodiles who shared their concern that the sun had gone away for good.



The Gobbos were at first wary of the little reptile but were quickly won over by his vulnerability and inquisitive nature. King Rufus decided that the Gobbos would raise the crocodile as one of their own and that he himself would care for it and instruct it in all the ways of the Gobbos. The Gobbos fell in love with their new charge. As he was a crocodile, they began to call him "Crocodile," but then someone thought of a clever new name for him: "Croc." (Although to some of the Gobbos, he will always be known as "Mr. Fun Socks" or "Choo Choo McBoogie"). Croc learned quickly from his Gobbo friends. He surprised them with just how

[1]At the start of each year, the Gobbo high priestess would announce the kitchen utensil that, when put down their pants, would bring good luck. Gobbos took this very seriously, although some began to question the practice during the Year of the Electric Can Opener.

[2]People far and wide had heard of King Rufus the Intolerant and feared him for his name alone. Of course, the Gobbos knew his full name was King Rufus the Lactose Intolerant and therefore only feared him after a big bowl of cottage cheese.

Gobbo-like he was. He could sing their anthem backwards and forwards and won every Gobbo dance contest he entered. In fact, little Croc was so Gobbo-like that it had never even occurred to him to take a single bite out of a Gobbo...as far as he was concerned, he *was* a Gobbo.

And thus, a time of great joy reigned in Gobbo Valley. Croc was healthy, King Rufus was happy, and his subjects hadn't had so much fun since the Year of the Three Minute Egg Timer.

Then Croc grew.

In Which Croc is a Gobbo No More

In one fantastic growth spurt, Croc grew as tall as three Gobbos stacked on top of each other. He started eating like crazy. For breakfast alone he ate over one hundred and fifty buckets of peas. While walking, he would accidentally smash through buildings and trip over homes. A simple game of pattycake with friends would lead to multiple contusions and internal bleeding. Despite his friends' efforts to brush off these accidents, Croc began to feel out of place in the Gobbo Valley.

Just as Croc decided to do something about this, a Gobbo ran past screaming, "Dantinis!!!"

In Which Trouble Comes to Gobbo Valley

The Gobbos had long told stories of the Dantinis, a band of villains known far and wide for their ruthless burning, wanton looting, and marvelous singing voices[3].

What was worse was that wherever there were Dantinis, Baron Dante could not be far behind. King of all villains, Baron Dante was stronger than a thousand Dantinis and he had a long-established hatred for all things Gobbo. He had seen the Gobbos and Croc being blissfully happy and decided that enough was enough. It was time for the Gobbos to suffer.

The valley swarmed with Dantinis as they captured Gobbo after Gobbo and threw them into cages. Dante watched it all, laughing his horrible laugh. King Rufus knew he had to save Croc. He tailswiped the Gong that sat in the center of the village and it rang, summoning Beany the Bird. She appeared immediately and King Rufus instructed her to whisk Croc away to safety. Rufus looked at Croc, "You're our only hope." Before he could say anything, Beany spirited Croc away in a shower of Magical Sparklies, just as Baron Dante snatched up the king in his iron hand.

[3]The Dantini Glee Club would have won all the big choral contests had they not been disqualified for eating the judges.

In Which Croc Realizes His Calling

Baron Dante had taken over all of Gobbo Valley. He used his magical powers throughout the land, turning good creatures to evil. Ladybugs, ducks, lizards, fish and mountain goats all became horrific monsters under his command. Baron Dante stashed Gobbos under Dantini guard throughout his new kingdom so that if he needed someone to taunt or even bring to tears, a cute little Gobbo would always be nearby. The Gobbos meantime, being a highly social group, were distraught at being separated from each other.

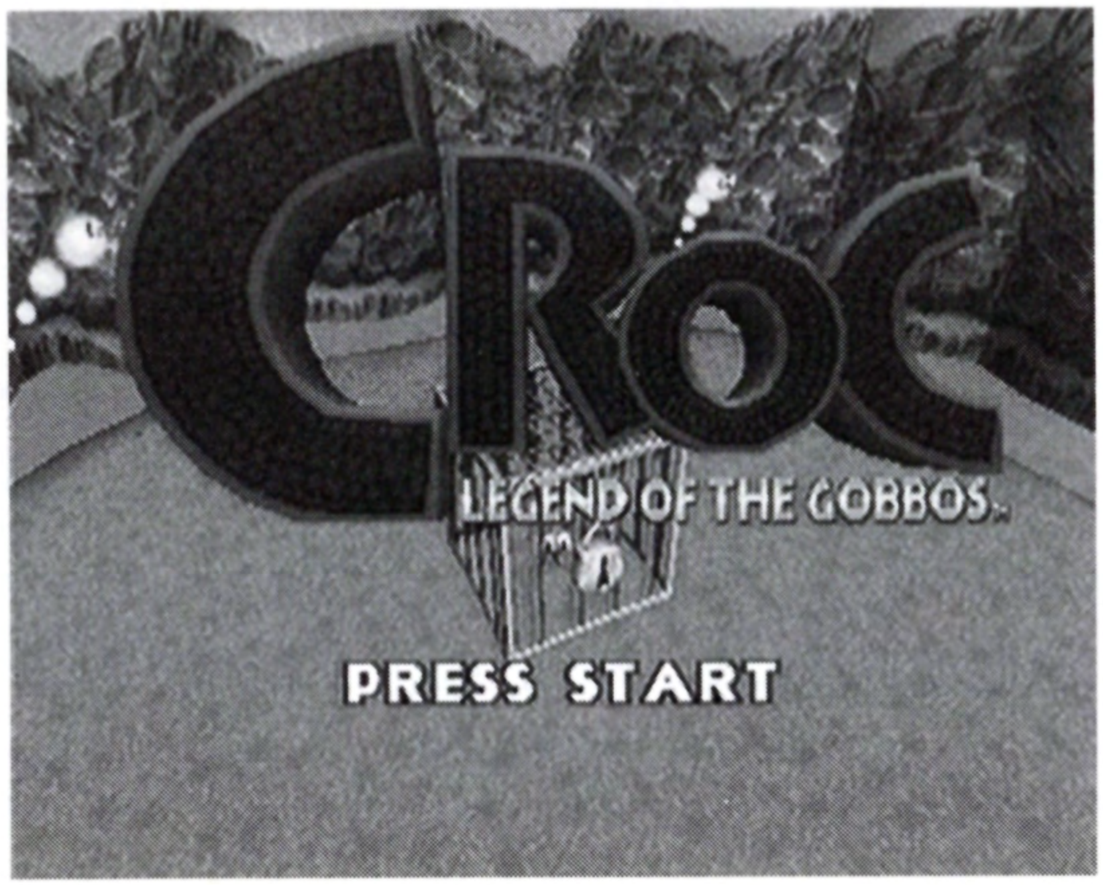
Baron Dante kept King Rufus as a personal pet, locked in a cage in the back of his castle. Rufus was taunted day and night by Dantinis. He consoled himself in these dreadful hours that at least Croc was out of the Baron's reach.

Meantime, Croc and Beany the Bird watched as their homeland was turned into Dante's playground. Beany told Croc that he must act, but Croc was confused. What could he do against the might of Baron Dante? Beany grabbed him by the straps of his backpack and shook him with all her little bird strength, "You're the only chance they have. You must help! Can you imagine what it's like for a Gobbo being all alone?"
Croc sniffed. He could very easily imagine what it was like, and he felt more alone than he ever had before. Straightening himself up, he said to Beany, "All right! But I'm going to need your help."

Here, the legend becomes fuzzy. Historians are unsure as to whether Croc was actually successful in saving his friends. But one thing is for certain, from that point on, he became the greatest champion the Gobbos had ever had...

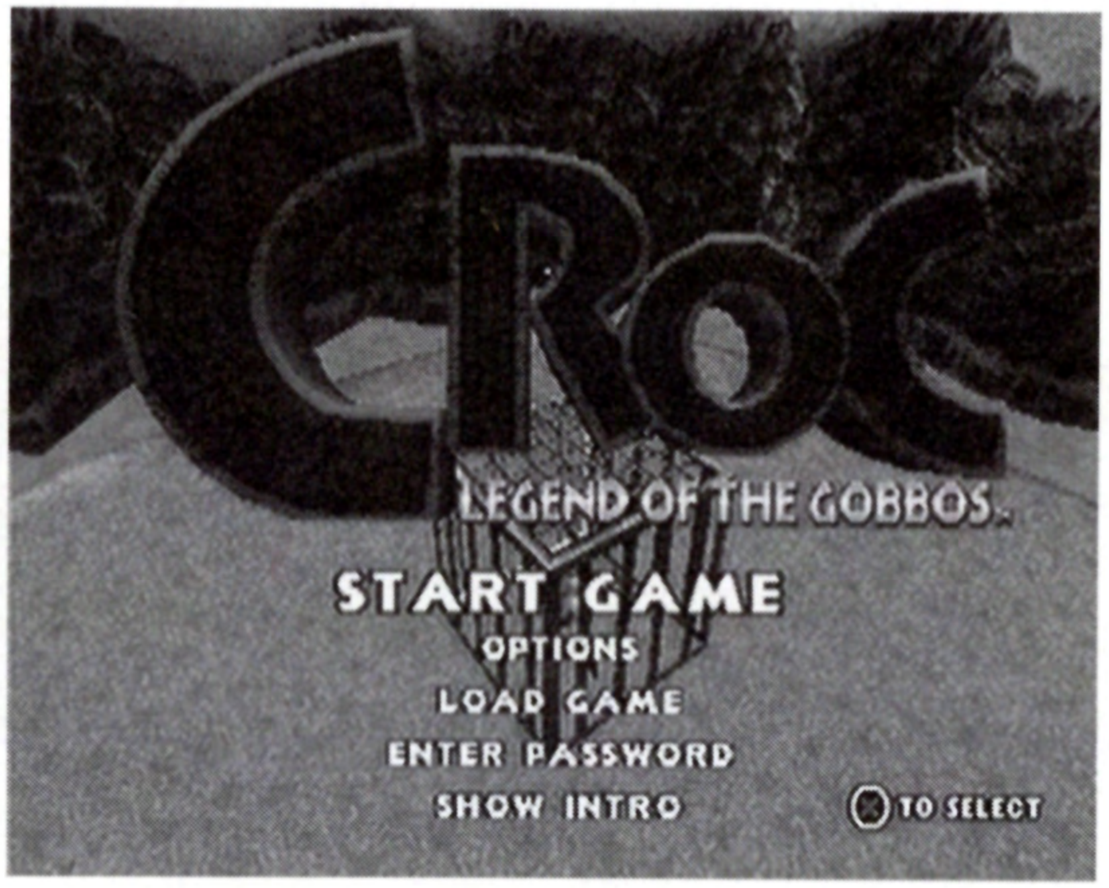
GETTING STARTED

Insert the game disc into the PlayStation,® (close the disc cover, insert a controller and turn on the PlayStation®game console). Press START once the title screen appears. This brings up the MAIN MENU.



MAIN MENU

The MAIN MENU presents a range of options: Start Game, Options, Load Game, Enter Password and Show Intro. Use the UP and DOWN DIRECTIONAL BUTTONS to highlight one and the ✖ BUTTON to select it.



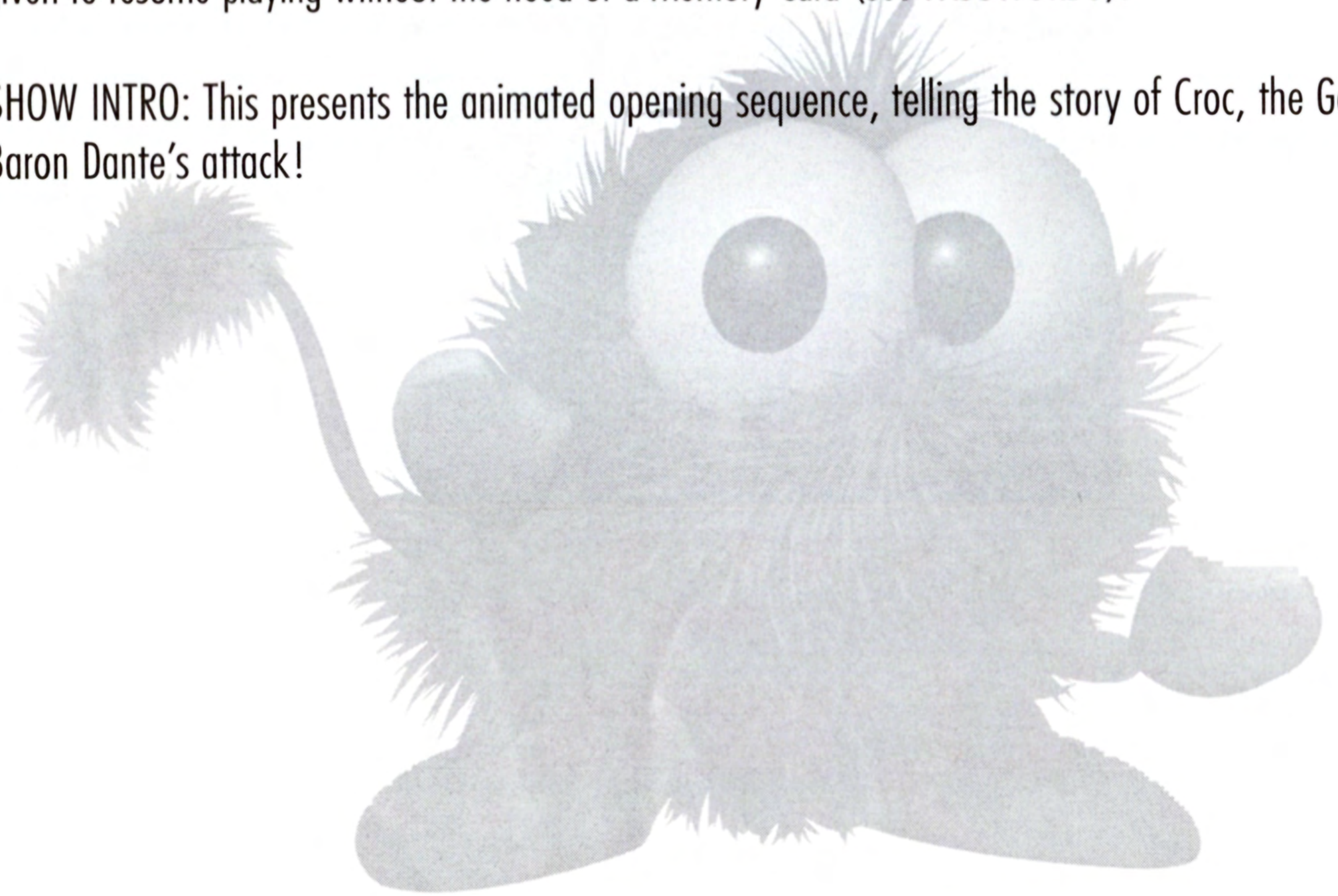
START GAME: This starts a game from the very beginning and takes you to the Gobbo Islands Map (see MAP SCREEN).

OPTIONS: Here you can select Controller Set-Up, Audio Options and Misc. Options (see OPTIONS).

LOAD GAME: This allows you to play a game previously saved to a Memory Card (see SAVING AND LOADING YOUR GAME).

ENTER PASSWORD: This displays a password entry screen where you can use a password that you've been given to resume playing without the need of a Memory Card (see PASSWORDS).

SHOW INTRO: This presents the animated opening sequence, telling the story of Croc, the Gobbos and Baron Dante's attack!



MAP SCREEN

Selecting Start Game from the MAIN MENU presents the Gobbo Islands Map. Here you can see the name of the current level and, on a counter in the top right, the number of Gobbos found last time you played the level (reads zero if it's your first time). Some levels have no Gobbos to collect, so they will not display this counter.

Use the LEFT and RIGHT DIRECTIONAL BUTTONS to select a level to play and press ✖ to load it. You may replay any level that you have previously played to try to better your Gobbo score (or just for fun!).

You may also select Other Options, where you can quit the current game or access the main OPTIONS screen (see OPTIONS).

You may also choose Save Game to save your progress to a Memory Card or Show Level Password to get a password to allow you to continue at a later time. These functions are discussed in the SAVING AND LOADING YOUR GAME and PASSWORDS sections below.

OPTIONS

Selecting OPTIONS on the MAIN MENU (or Other Options from the MAP SCREEN) brings up the OPTIONS screen. Use the DIRECTIONAL BUTTONS to highlight one of the available choices and then press ✖ to activate it.

CONTROLLER SET-UP: You can change controller mapping to one of three presets and, if you have one, calibrate your Analog Controller by following on-screen instructions (see CONTROLLING CROC).

AUDIO OPTIONS: You can change the Music Volume and Sound Effects Volume to your liking by selecting the appropriate item and using the LEFT and RIGHT DIRECTIONAL BUTTONS. You can also pick your preferred Audio Mode: Mono, Stereo or Dolby Surround*.

MISC. OPTIONS: Here you can delete saved games from a Memory Card, reset all options to their original defaults and adjust your screen position.

*Trademark of Dolby Laboratories.

SAVING AND LOADING YOUR GAME

You may choose Save Game from the list of menu choices on the MAP SCREEN. This presents a screen showing the games and free blocks on the current Memory Card. You should never insert or remove a Memory Card while saving or loading a game.

A text display informs you of the level name and percentage complete of your current saved game. Using the LEFT and RIGHT DIRECTIONAL BUTTONS, select a block to save to, use the UP and DOWN DIRECTIONAL BUTTONS to highlight the SAVE GAME menu choice, then select it by pressing ✖.

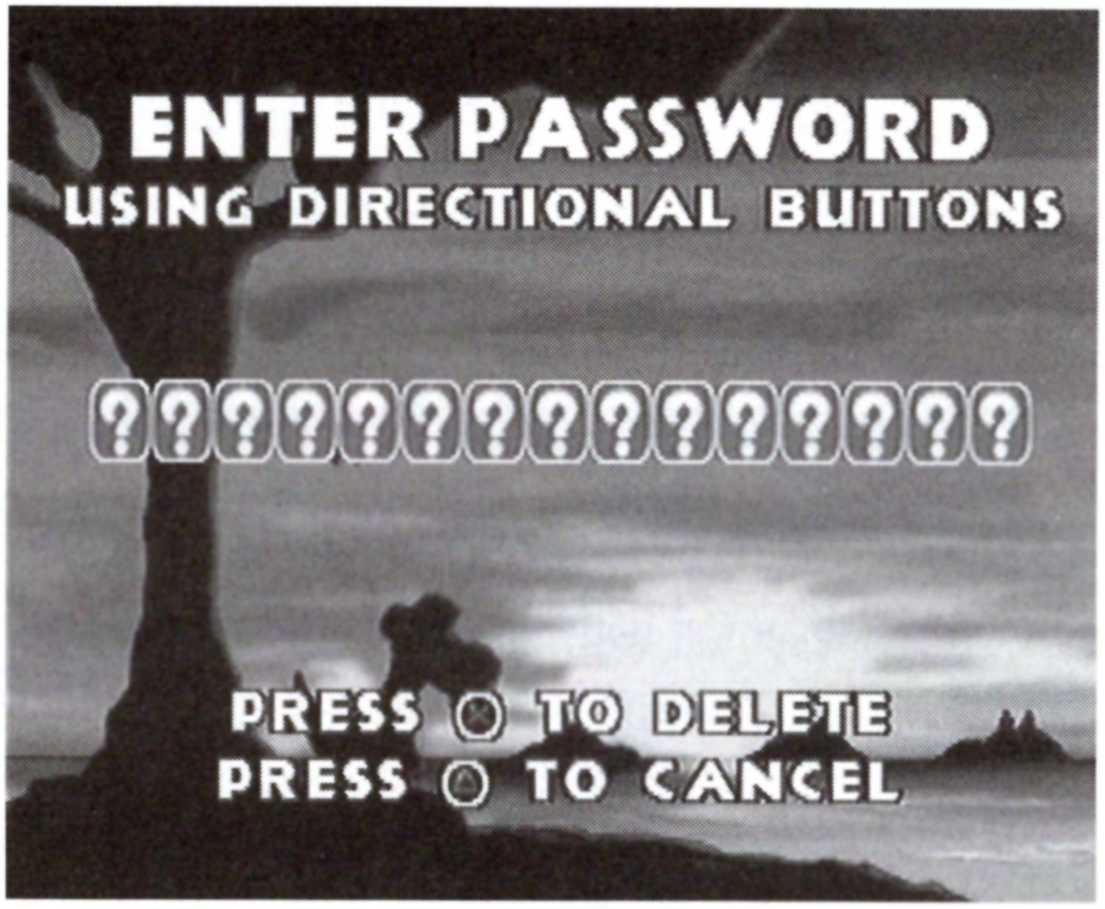
You can save over a previously saved game, but you must confirm that you wish to overwrite it.

If you cancel from the Save Game screen, you will be given a password (see PASSWORDS) to write down. Press ✖ here to return to the MAP SCREEN.

Loading a game is selected from the MAIN MENU. Here, choose the Load Game option and you are presented with a screen similar to the Save Game screen. There is a list of used blocks and text showing which level they represent and to what percentage they are complete.

Use the LEFT and RIGHT DIRECTIONAL BUTTONS to select the game you wish and then select Load Game by highlighting it and pressing ✖. This will take you to the MAP SCREEN, with the appropriate level displayed.

PASSWORDS



These are an alternative to Memory Card game saves. They store the following information:

- The level you are currently on
- The highest level you have reached
- The secret levels you have accessed
- The secret levels you have completed (i.e., collected the Jigsaw Piece)

PASSWORDS do not save OPTIONS settings or numbers of Gobbos rescued on each level. This information is only retained in the saved game on the Memory Card.

You can get a password in one of two ways: you can request one on the MAP SCREEN or, if you cancel a Save Game, you are automatically shown one (see SAVING AND LOADING YOUR GAME). PASSWORDS are made up of combinations of four letters: U, D, L and R. These correspond to the DIRECTIONAL BUTTONS UP, DOWN, LEFT and RIGHT on the Controller.

To enter a password, select the Enter Password option from the MAIN MENU. This brings up a screen instructing you to enter the 15 character password using the Controller's DIRECTIONAL BUTTONS. Once you enter the last correct character, you are presented with the MAP SCREEN, showing the appropriate level. An incorrect password will return you to the MAIN MENU.

QUITTING A GAME

While playing, you may restart in one of two ways:

(1) Pause the game by pressing the START BUTTON. Now press SELECT and choose the Quit Game option and confirm your actions at the appropriate prompts.

(2) Hold down the SELECT BUTTON and press and hold START.

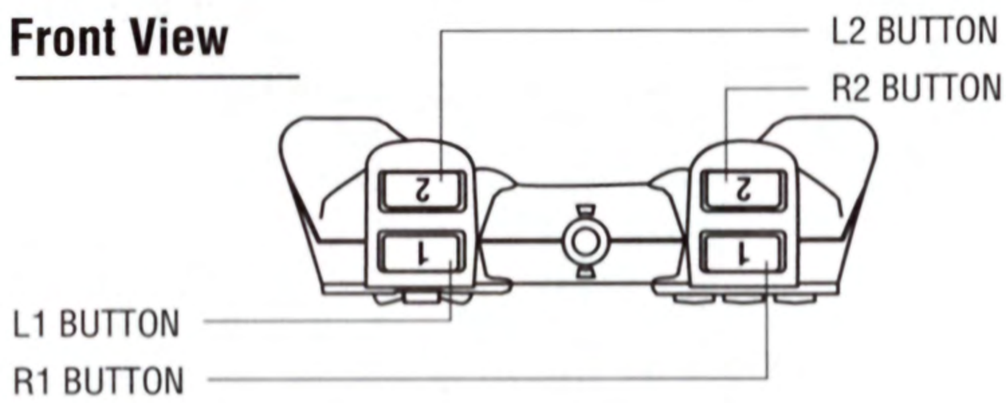
Both of these methods will reset the game to the Title Screen.

CONTROLLING CROC

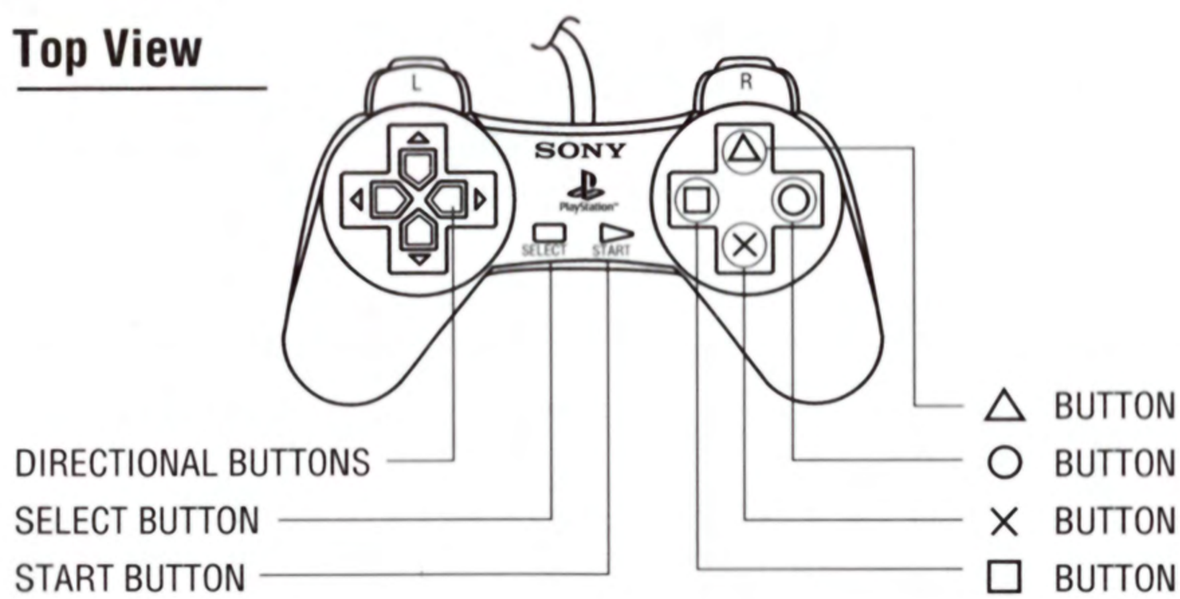
The following control descriptions refer to the standard PlayStation® Controller using Croc's default controls.

Controller

Front View



Top View



Controller	Action
▲	move forward
▼	move backward
◀	turn left
▶	turn right
✖	jump
■	attack
△	activate Croc-cam
●	180° flip/hop
L1	step left
R1	step right
L2	select camera height
R2	select camera height

WALK/RUN: Press the UP DIRECTIONAL BUTTON to make Croc walk forward. If the button is held down a little longer, he will start to run.

TURN LEFT AND RIGHT: Press the LEFT or RIGHT DIRECTIONAL BUTTONS to make Croc turn. If Croc is in the air, pushing Left or Right will cause him to fall in that direction. By pressing the ✖ BUTTON (Jump) and LEFT or RIGHT, you can make Croc do sideways jumps.

JUMP: Press ✖ to make Croc jump. The longer the button is held down, the higher Croc will jump.

BACK UP: Press the DOWN DIRECTIONAL BUTTON to make Croc walk backwards.

TAIL ATTACK: Press ■ for Croc's spinning tail attack maneuver.

STOMP: Tapping the ✖ BUTTON twice enables Croc to stomp. This can be used to defeat an enemy or break open certain objects. Hold down ✖ as Croc stomps and he will stomp with greater force, allowing him to break multiple objects at a time (e.g., a stack of Smash Boxes).

HOP/FLIP: When stationary, pressing ● makes Croc about-face with a 180° hop. If Croc is moving, this becomes an impressive 180° flip.

CLIMB UP: There are certain walls in the world that Croc is able to scale. At the appropriate time, press the

UP DIRECTIONAL BUTTON and Croc will huff and puff his way up the wall. Pressing DOWN will make him climb back down and pressing LEFT and RIGHT will move him sideways on the wall.

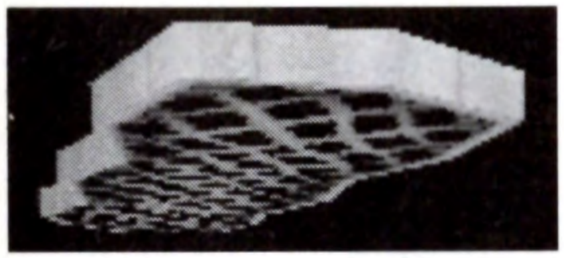
SIDESTEP: Pressing the L1 and R1 BUTTONS while Croc is stationary causes him to sidestep to the left or right. While walking or running, this causes him to run at an angle. While jumping, these buttons will rotate Croc without moving him.

PUSH: Certain boxes can be pushed. If Croc walks into them and you push the UP DIRECTIONAL BUTTON, he will try to push them. If they are able to move, they will.

CAMERA HEIGHT: Pressing the L2 or R2 BUTTONS allows you to cycle through the three camera heights to choose which you wish to view the game from.

CROC-CAM: Holding down the △ BUTTON, you can look around the world using the DIRECTIONAL BUTTONS on the Controller.

Monkey Bar Mode



Croc can also climb under Monkey Bars. Jump (✖ BUTTON) to grab hold of the bars and use the DIRECTIONAL BUTTONS to swing under them. Turn 180° by using the ● BUTTON.

Swim Mode

Being a crocodile, even one raised by Gobbos, Croc is perfectly at home in water.

SWIM FORWARD: Pressing the ✖ BUTTON makes Croc swim forward in a breaststroke. Holding this button down, Croc glides through the water in a steady croccy-paddle style.

CHANGE DIRECTION: Use the LEFT and RIGHT DIRECTIONAL BUTTONS to rotate Croc left or right.

TILT: Use the UP and DOWN DIRECTIONAL BUTTONS to tilt Croc up and down.

ATTACK: The ■ BUTTON unleashes Croc's underwater tail attack. Use this move to break open Smash Boxes.

TUMBLE-TURN: The ● BUTTON causes Croc to roll 180° with speed and precision in the water.

PADDLE LEFT AND RIGHT: The L1 and R1 BUTTONS allow Croc to paddle left and right to negotiate obstacles with more precision.

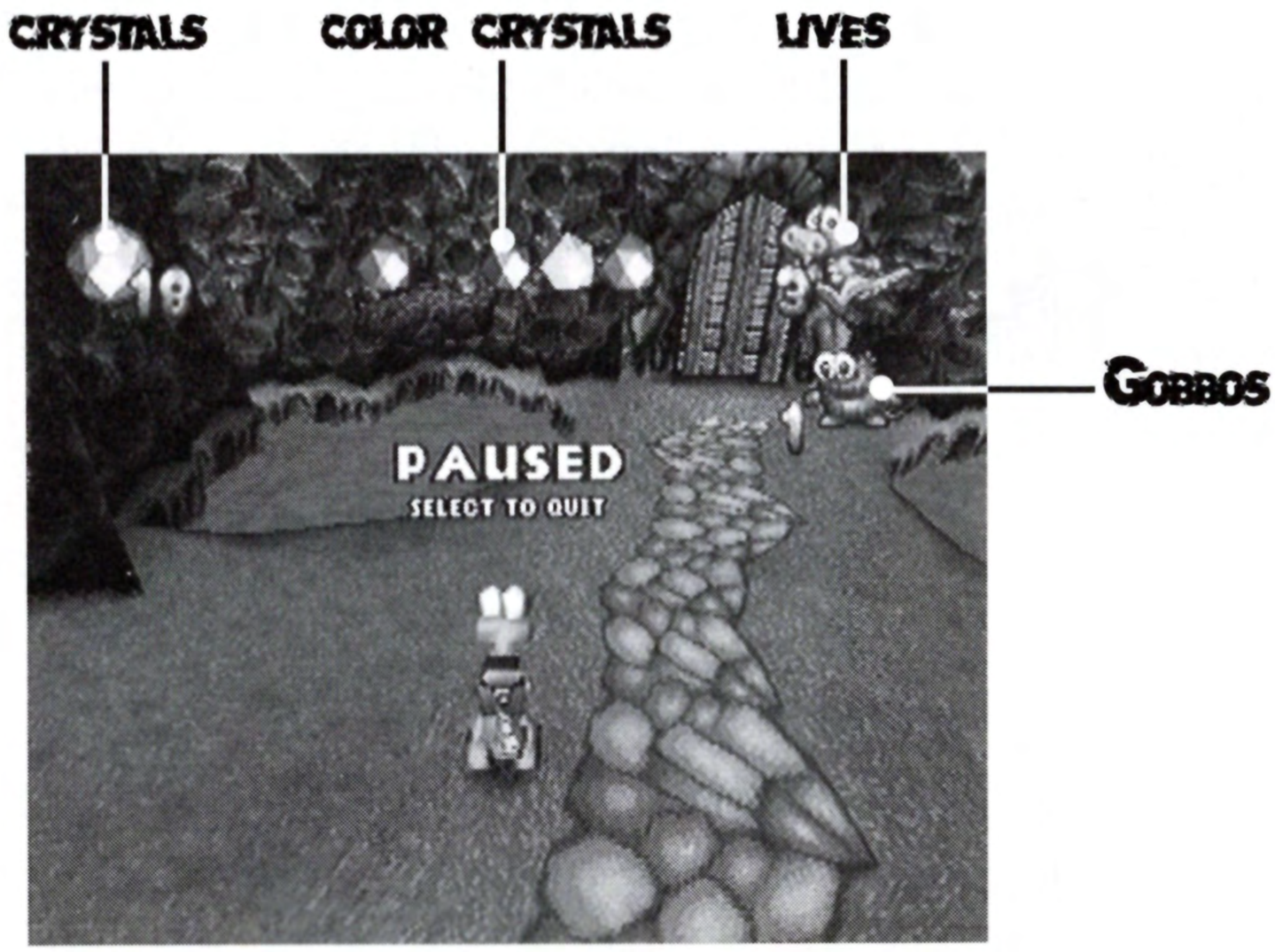
Analog Controller

Croc: Legend of the Gobbos supports the PlayStation® Analog Controller. This allows an amazing freedom of motion when playing.

The default settings for the Analog Controller are the same as for the standard PlayStation® Controller, with the exception that the LEFT STICK is used to move Croc instead of the DIRECTIONAL BUTTONS and the RIGHT STICK controls the camera instead of the △ BUTTON in conjunction with the DIRECTIONAL BUTTONS.

ON-SCREEN INFORMATION

You will only see on-screen information displays when they are directly affected. Otherwise they remain hidden. You may check on your status at any time by pausing the game with the START BUTTON. While paused, the following totals are displayed: Crystals, Color Crystals, Lives and Gobbos.

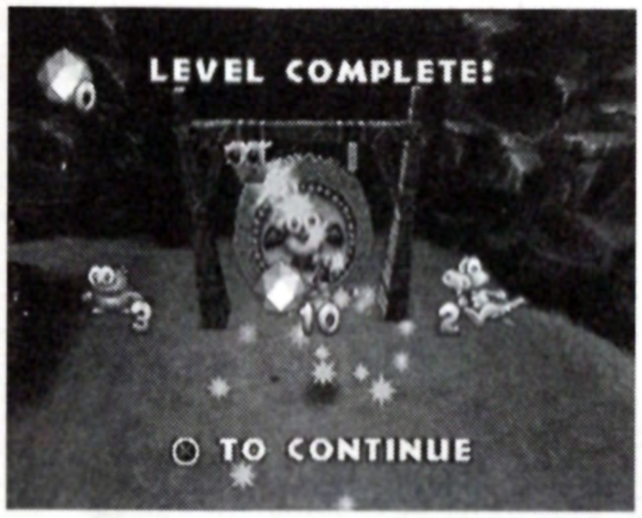


CRYSTALS: This displays the number of protective White Crystals you have collected in this level.

COLOR CRYSTALS: There are five different Color Crystals to collect in each level. This shows which ones you have found so far. When you get all five, they flash to show that you have them all.

LIVES: This displays the lives that you have remaining. A new game starts with two.

GOBBOS: This shows you how many Gobbos you have found in the current level. There are six to find in each level.



END OF LEVEL TOTALS: When you strike the Beany Gong to end the level, you see your totals achieved in that level. Additionally, any White Crystals you have collected are added to a running total. If you get over 100 of these, you will get an extra life.

GAME STRUCTURE

You must make your way through the four islands that make up the Gobbo archipelago and find as many of your little friends as you can. Each island is protected by two Guardians (once innocent inhabitants that have been transformed by Baron Dante's magic into his fearsome allies). These Guardians each protect three levels of an island.

Every level (other than Secret Levels and Guardian Levels) has six Gobbos hidden somewhere within it. If you find all six, you have fully completed that level. If you find the six Gobbos in all three levels defended by a Guardian and then defeat that Guardian, you will gain access to a Secret Level.

Throughout the game, there are eight such Secret Levels and each contains a magical Jigsaw Piece. Legend has it that there exists a mysterious fifth island, hidden from normal sight, said only to appear if *all eight parts* of a magical jigsaw puzzle are found.

SCORE

When you save or load a game, you will be shown your score as a percentage. To score 100% you must find *all* of the Gobbos, *all* of the Jigsaw Pieces, complete *all* of the Secret Levels, and defeat *all* of the Guardians!

INTERACTIVE ELEMENTS

GOBBOS: Croc's cuddly friends, the Gobbos, have been scattered across the islands by Baron Dante. You will find them standing around, hidden in Smash Boxes and locked in cages. When Croc touches them, they are magically shrunk down and packed into his backpack.

WHITE CRYSTALS: The islands are littered with these. If you are not carrying White Crystals and are hurt, you will lose a life, but if you have some, you will simply drop them. Crystals are added up at the end of each level, and for every 100 you collect, you will receive an extra life. If you have less than 100, they are carried forward into the next level. Saved crystals do not protect you on the next level, but at the end of the level, the old crystals plus any new ones you have collected are added together and, if this number is greater than 100, you will gain an extra life. If it's less than 100, they are carried over to the end of the next level.

COLOR CRYSTALS: Each level has a Crystal Door, but to get inside, you need all five Color Crystals hidden in a level.

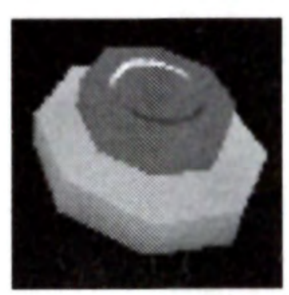
SMASH BOXES: These look slightly different from level to level, but a good stomp will always break them open. There's always something good inside these.

PUSH BOXES: These boxes (with arrows painted on them) are useful for getting to places you cannot normally reach.

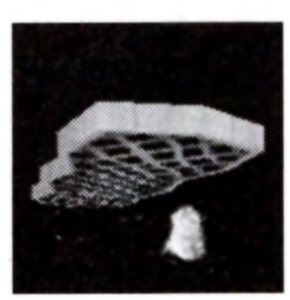
EXTRA LIVES: These take the form of hearts and are found (usually hidden) in many places throughout the game. Picking one up gives you an extra life.

KEYS: Croc must pick up silver keys to free his caged Gobbo chums and gold keys to open locked doors.

BALLOONS: These carry you to another point in the level. Hold on tight and enjoy the ride!



SWITCHES: Often you will come across Switches on the floor. Jumping on one may make a platform move, or appear. Some Switches reset themselves after a set time.



MONKEY BARS: These allow you to swing hand over hand across dangerous parts of a level (such as lava pits, bottomless pits or electrified water). You can swing below them, or if you can jump high enough, run along the top.

JELLIES: These pink gelatin desserts help you to jump up to very high areas.

CLIMBABLE WALLS: Although you can't climb up most walls, certain areas have Climbable Walls. Look for ridges and notches on walls to see if you can climb up.

TORCHES: Some levels are very dark and you need a source of light. In some dark levels, you can collect globes of light called Torches. They light up the area surrounding you, but only for a limited time so be quick on your feet!

JIGSAW PIECES: There are *eight* Secret Levels on the *four* islands in the game. Each of these contains one magical Jigsaw Piece. Locating the Jigsaw Piece is the object of the Secret Levels (although there are many extra bonuses to collect in there too!). When you pick it up, the level ends. If you get all eight Jigsaw Pieces, Croc will assemble the magic puzzle and reveal a whole new startling secret!

BEANY GONG: Hit the Gong at the end of the level, and Beany the Bird will swoop down and whisk you off to the next level of your choosing.

CROC'S ENEMIES

On his heroic quest, Croc will find that he has many enemies. Here are some details on some of the nasties:

DANTINIS: These are Baron Dante's wicked helpers. There are as many different Dantinis as there are stinks in a dump, and they're all sorts of different colors to boot! One chases after you; one turns cartwheels; one kind has bat wings; one jumps back and forward; one stomps onto Monkey Bars above you; one throws snowballs; one bursts into flames; one swims; and one even steals Gobbos from you!

OTHER ENEMIES: You will face a horde of other enemies in your quest to save the Gobbos and defeat Baron Dante. From giant bees and worms, to vampire fish and the dreaded Swipe Swiftly, The Swordsman from Vermont. Not to mention the Level Guardians that Dante has created to stop you in your tracks. Look out for Tooty the Feeble, Fighting Flibby, Chumly the Rocket Man, Itsy the Ice Demon, and many more!

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