

CROC: LEGEND OF THE GOBBOS (Sony Playstation)

(Courtesy of Hollywood Video rental game sleeve insert, Hewlett-Packard ScanJet scanner, Caere OmniPro OCR, and the personal attention of Morgan Andson)

SETTING GAME OPTIONS

While viewing the TITLE SCREEN press the X BUTTON on CONTROLLER 1 to raise the MAIN MENU.

Use the directional pad to highlight OPTIONS and press the X BUTTON to raise the OPTIONS MENU.

Use the directional pad to highlight CONTROLLER SET-UP and press the X BUTTON to raise the CONTROLLER SET-UP MENU . Use the directional pad to highlight CHANGE CONFIGURATION and select the preferred Controller settings then use the directional pad to highlight RETURN TO OPTIONS MENU and press the X BUTTON .

Use the directional pad and the X BUTTON to make selections for AUDIO and MISCELLANEOUS OPTIONS then use the directional pad to highlight RETURN TO MAIN MENU and press the X BUTTON to return to the MAIN MENU.

TO BEGIN PLAYING

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If you are beginning a new game, use the directional pad to highlight START GAME and press the X BUTTON to begin the game. If you are resuming play from a previous game use the directional pad to highlight LOAD GAME or ENTER PASSWORD then use the directional pad and the X BUTTON to make your remaining selections and resume gameplay.

USING THE CONTROLLER

L1 BUTTON - Step to the left, Paddle to the left in water

L2 BUTTON - Camera height

R1 BUTTON - Step to the right, Paddle to the right in water

R2 BUTTON - Camera height

START BUTTON - PAUSE MENU

TRIANGLE BUTTON - Activate Croc-cam

O BUTTON - 180 degree flip flop
(press when moving to flip and reverse direction)

X BUTTON - Jump, Press twice rapidly to STOMP (attack enemy or break open certain objects), Swim forward

SQUARE BUTTON - Attack (underwater tail attack- use this to break open boxes underwater)

X & SQUARE BUTTONS - Jump and attack

SELECT BUTTON - QUIT game (when paused)

DIRECTIONAL PAD +

Press Right or Left- Turn right or left

Press Up- Move forward, Climb up onto ledge, Push object

Press Down- Move backward, Climb down from ledge

PLAYING THE GAME

The premise of the game is as follows: one day King Rufus, leader of the Gobbos, a race of diminutive beings, was walking along the riverbank when he found a small basket containing a baby crocodile. Since Gobbos are an extremely compassionate race, King Rufus and his fellow Gobbonians adopted the baby reptile and raised him as one of their own. Nicknamed "Croc", the baby reptile grew up into a healthy, happy young crocodile who, for all intents and purposes, considered himself to be a Gobbo.

All was well until a vicious tribe known as the Dantinis invaded Gobbo valley and took King Rufus prisoner. The evil Baron Dante used his magical power to turn good creatures into evil monsters and soon the entire Gobbo valley was in a state of chaos. Croc was the only hope left for the Gobbos. Only he had the size and strength needed to overcome the evil Dantinis and save his beloved homeland.

You begin the game from the MAP SCREEN . The HAM of the current level appears across the top of the screen. A GOBBO COUNTER appears on the top right corner of the screen showing the number of Gobbos you rescued the last time you played on the level (this counter will not appear if there are no Gobbos to rescue on the level). once the game begins a CRYSTAL DISPLAY appears on the upper left corner of the screen. Press the START BUTTON to pause the game and a status display appears across the top of the screen showing (left to right) the CRYSTAL DISPLAY , any COLORED CRYSTALS that you have collected (there are five different colored crystals to collect on each level), the number of LIVES you have remaining and the GOBBO COUNTER.

On each level Croc will encounter a number of enemies and hazards which he must overcome in order to rescue Gobbos and restore order to Gobbo, Valley. Croc may dispose of encroaching enemies by swiping them senseless with a spin of his tail (press the SQUARE BUTTON) or stomping them into oblivion (press the X BUTTON twice rapidly).

Croc may also use his stomp to break open objects or find hidden areas (try stomping on top of the log at the beginning of the game). Croc can maneuver about by riding on balloons, swinging hand over hand across monkey bars, or throwing switches to activate moving platforms. There are also eight secret levels in the game, each of which contains one piece of a MAGICAL JIGSAW PUZZLE .

Collect 100 WHITE CRYSTALS to earn a BONUS LIFE (NOTE: If you are carrying WHITE CRYSTALS and you are injured, you will drop the crystals but you will not lose a life).

Collect the FIVE COLORED CRYSTALS on each level and you will gain access through a CRYSTAL DOOR Collect a HEART and you will earn a BONUS LIFE .

Collect KEYS to open locked doors (free caged Gobbos) .

Collect TORCHES to illuminate darkened areas.

At various junctures in the game you will find BEANY GONGS which signify the end of the level (strike the gong with Croc's tail to clear the level).

If Croc comes into contact with any harmful object he will either be injured (he will drop all of his WHITE CRYSTALS) or he will perish. When all of your lives are gone you may CONTINUE from the beginning of the last level attempted.

If you obtain a PASSWORD from the MAP SCREEN you may use the password to resume the game from the last point attained in the game (NOTE: When entering a PASSWORD U , D , L and R refer to the UP , DOWN , LEFT and RIGHT positions on the directional pad).

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