

WARNING: TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

EPILEPSY WARNING

PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.






CROC: LEGEND OF THE GOBBOS


CONTENTS

Installation	3
Croc's Tale	5
Getting Started	8
Main Menu	9
Map Screen	10
Options	11
Saving And Loading Your Game	12
Passwords	12
Quitting A Game	13
Controlling Croc	13
On-Screen Information	16
Game Structure	17
Score	17
Interactive Elements	18
Croc's Enemies	20
Credits	21



INSTALLATION

DISK PREPARATION



Before you install any software, it is critical that your hard drive be in proper working order. We recommend running ScanDisk and Disk Defragmenter. ScanDisk searches your hard drive for any lost allocation units as well as any cross-linked files and directories. Disk Defragmenter ensures that your data is sorted properly. Failure to verify this may result in corrupt data.

1. First, run ScanDisk. To start ScanDisk, left-click on the **Start** button from the Taskbar. The Start menu opens.
2. From the Start menu, select **Run**. Then, in the Run dialog box, type **scandisk** and click **OK**.
Once the program starts, make sure there is a check mark in the **Automatically Fix Errors** box and select the hard drive you are installing the game to (e.g., C:). Once everything is set up correctly, click **Start** to have the program scan the drive and correct any errors.
3. Next, run Disk Defragmenter. To start Disk Defragmenter, left-click on the **Start** button from the Taskbar. The Start menu opens.
4. From the Start menu, select **Run**. Then, in the Run dialog box, type **defrag** and click **OK**. As with ScanDisk, select the drive you are installing the game to and click **OK**.


DIRECTX™ INSTALLATION NOTES

READ THIS SECTION COMPLETELY BEFORE PLAYING CROC: LEGEND OF THE GOBBOS OR INSTALLING THE DIRECTX DRIVERS.

DirectX is an Application Programming Interface that allows Windows® 95 based applications to have high-performance, real-time access to your hardware. It also reduces the complexity of installing and configuring your hardware. This makes the DirectX API well suited for Windows 95 games. *CROC: Legend of the Gobbos* uses the DirectX 5 API (the latest version of DirectX at the time of release) and includes DirectX 5 files which you can install.

Two DirectX components, DirectDraw and DirectSound, may require updating your video card and sound card drivers respectively, for proper operation of these components. Using video card and sound card drivers that do not have DirectX support will result in display and audio problems in DirectX applications. During the installation of DirectX, your video card and sound card drivers will be updated if required. The DirectX 5 files included with *CROC: Legend of the Gobbos* include drivers for most video cards and sound cards from the major manufacturers of these peripherals. For new hardware, and for lesser-known brands of peripherals, you may have to contact your manufacturer to obtain drivers that have DirectX support.

After installing DirectX 5, check to see if your video card or sound card drivers have DirectX support:

1. Start Windows 95, then insert the *CROC: Legend of the Gobbos* disc.
 2. Click the **Start** button on your Windows 95 Taskbar. Then click **Run...**
 3. From the Run dialog box, type **d:\directx\dxsetup.exe** then click **OK** (substitute the correct letter of your CD drive if other than 'D:').
 4. Look at Display Driver and Audio Driver.
- 



CROC'S TALE

IN WHICH THE GOBBOS ARE DESCRIBED

Who were the Gobbos? Examine ancient paintings from the time of their civilisation and you will find that the Gobbos were a short, furry people who could be politely described as 'gerbilesque'. But what of their soul, their character? One historian wrote that the Gobbos were among the most advanced civilisations 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 loveable? You bet! So loveable 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 Soupspoon¹. King Rufus the Intolerant², 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.

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.

The second column displays the version number of the driver. The next column displays whether or not your driver is Certified by Microsoft® as supporting DirectX.

- If your Display Driver or Audio Driver says "No Hardware Support" in this column, you will have to contact your manufacturer to obtain updated drivers that have DirectX support.
- If your Display Driver or Audio Drivers says "Certified" in this column, your video card or sound card has DirectX support, and should work properly in DirectX applications.
- If your Display Driver or Audio Driver is blank in this column, your video card or sound card driver supposedly has DirectX support, and is waiting for approval from Microsoft to be Certified.

Important Note: During the installation of DirectX 5, the setup program detects whether or not your drivers can be updated successfully. If the driver being replaced has not been tested or replacing the driver is known to cause problems, the setup program warns you accordingly. We recommend you abide by this warning.

1. Insert the *CROC: Legend of the Gobbos* CD into your CD drive.
2. After a few seconds the Launch program will start automatically.
3. If it doesn't (the "Windows Autoplay" feature is disabled), you should install the game by clicking on the "Start" button on the Windows task-bar, located in the lower left-hand corner of the screen. Click "Run...", type "D:\SETUP" (where D is the letter assigned to your CD-ROM drive), and click the "OK" button.
4. Click on the "Install Croc" button on the Launch program to start the game installation. Follow the on-screen instructions to install and set up the game. Once set up is complete you will be returned to Windows. By default, *CROC: Legend of the Gobbos* is installed into a directory named C:\Program Files\FOX\CROC.

3D GRAPHICS CARDS

Croc may support your 3D Graphics Accelerator if you have one installed in your computer. To run Croc with your 3D Graphics Accelerator, make sure the card is properly installed as per the manufacturer's instructions, then click on "Change Driver Settings" button on the Launch program.

Look in the "drivers" list for supported graphics drivers and if your type is listed then highlight it by clicking on it and then click on the "OK" button. If your graphics driver is not listed, highlight the "Unaccelerated (Software Only)" driver and click on the "OK" button.

You can also change the lighting quality and the texture quality in the "Change Driver Settings" menu.





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 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 patty-cake 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 marvellous singing voices³.

What was worse was that wherever there were Dantinis, Baron Dante could not be far behind.

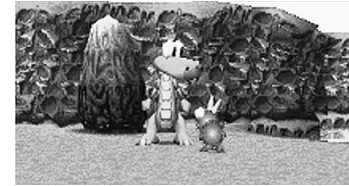
³ The Dantini Glee Club would have won all the big choral contests had they not been disqualified for eating the judges.



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 tail-swiped the Gong that sat in the centre 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.



IN WHICH CROC REALISES 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

STARTING "CROC: LEGEND OF THE GOBBOS"

Once *CROC: Legend of the Gobbos* is installed, you will see the game launcher. This will also appear when you insert your game CD again. Click on the "Play Croc" button on the game launcher to start the game.

Alternatively, you can start the game by double-clicking on the "Croc" icon on your desktop, or by clicking on the Start button on the Windows task-bar, clicking Programs, then Fox Interactive, then *CROC: Legend of the Gobbos*, and then clicking *CROC*.

Once the game is started, you will see a Title Screen. Press any key to start your game.



MAIN MENU

The MAIN MENU presents a range of options: Start Game, Options, Load Game, Enter Password, Show Intro, and Exit to Windows. Use the **UP** and **DOWN** Arrow keys to highlight one and press **ENTER** 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 Customise Controls, Audio Setup and Display Setup (SEE *OPTIONS*).
- LOAD GAME:** This allows you to play a game previously saved to your hard disk (see *SAVING AND LOADING*).
- ENTER PASSWORD:** This displays a password entry screen, where you can use a password that you have been given to resume play without loading a previously saved game. (see *PASSWORDS* for more information).
- SHOW INTRO:** This presents the animated opening sequence, telling the story of Croc, the Gobbos and Baron Dante's attack!
- EXIT:** Exits back to Windows.

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** ARROW KEYS to select a level to play and press **ENTER** 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 choose Save Game or Show Password to continue at a later time. These functions are discussed in the **SAVING** and **LOADING YOUR GAME** and **PASSWORDS** sections.

OPTIONS

Selecting OPTIONS on the MAIN MENU brings up the OPTIONS screen. Use the ARROW KEYS to highlight one of the available choices and then press **ENTER** to activate it.



CUSTOMISE CONTROLS: You can change control mapping on your control device or keyboard (see **CONTROLLING CROC**).

AUDIO SETUP: You can change the Music Volume and Sound Effects Volume to your liking by selecting the appropriate item and using the **LEFT** and **RIGHT** ARROW KEYS.

DISPLAY SETUP: Here you can change the screen resolution of the game to your preferred mode (use the **LEFT** and **RIGHT** arrow keys). You can also change the Lighting used in the game and whether Filtering is used or not (tailoring these features to your computer may increase the speed at which the game plays).

CREDITS: Displays credits.

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 a list of currently saved games and empty slots.

Select your desired slot and press **ENTER** to save your game and return to your adventure. You can save over a previously saved game.

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 previously saved games to choose from. Use the **UP** and **DOWN** ARROW KEYS to select the game you wish to load. Press **ENTER**, and this will take you to the MAP SCREEN, with the appropriate level displayed.

PASSWORDS

These are an alternative to saving games to your hard drive. Passwords store the level you are currently on, the highest level you have reached, the secret levels you have accessed as well as the secret levels you have completed. (i.e. collected the Jigsaw Piece)

- PASSWORDS do not save OPTION settings or numbers of Gobbos rescued on each level. This information is only retained in the saved game on the hard disk.

You can get a Password by selecting show Password on the MAP SCREEN. PASSWORDS are made up of a series of arrows pointing up, down, left and right. These correspond to the ARROW KEYS. To enter a Password, select the Enter Password option from the MAIN MENU. This brings up screen instructing you to enter the 15 character Password using the ARROW KEYS. Once you enter the last correct character, you are presented with the MAP SCREEN, showing the appropriate level.



QUITTING A GAME

To quit from a level, press the **ESC** key and then select Quit. This takes you back to the MAP SCREEN, where you can restart the level or choose another.

To quit a game entirely, press the **ESC** key and then select Quit. Then on the MAP SCREEN, select Exit Game. Then on the TITLE SCREEN, press the **ESC** key and then select YES.

CONTROLLING CROC

The following control descriptions refer to standard PC keyboards using Croc's default controls.

CONTROLLER	ACTION
UP	move forward
DOWN	move backward
LEFT	turn left
RIGHT	turn right
SPACE	jump
LEFT CTRL	attack
LEFT SHIFT	180° flip/hop
Z	sidestep left
X	sidestep right
Q or A	Cycle camera heights
ESC	pause
W	activate Croc-cam

NORMAL MODE

- WALK/RUN:** Press the **UP** ARROW KEY to make Croc walk forward. If the key is held down a little longer, he will start to run.
- TURN LEFT AND RIGHT:** Press the **LEFT** and **RIGHT** ARROW KEYS to make Croc turn. If Croc is in the air, pushing **LEFT** or **RIGHT** will cause him to fall in that direction. By pressing **SPACE** (Jump) and **LEFT** or **RIGHT**, you can make Croc do sideways jumps.
- JUMP:** Press **SPACE** to make Croc jump. The longer the key is held down, the higher Croc will jump.
- BACK UP:** Press the **DOWN** ARROW KEY to make Croc walk backwards.
- TAIL ATTACK:** Press **LEFT CTRL** for Croc's spinning tail attack manoeuvre.
- STOMP:** Tapping **SPACE** twice enables Croc to stomp. This can be used to defeat an enemy or break open certain objects. Hold down **SPACE** 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 the **LEFT SHIFT** 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** ARROW KEY 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 **Z** and **X** KEYS 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** ARROW KEY, he will try to push them. If they are able to move, they will.

- CAMERA HEIGHT:** Pressing the **Q** or **A** KEYS allows you to cycle through the three camera heights to choose which you wish to view the game from.
- CROC-CAM:** Holding down the **W**, you can look around the world using the **UP**, **DOWN**, **LEFT**, **RIGHT** ARROW KEYS.

MONKEY BAR MODE

Croc can also climb under Monkey Bars. Press **SPACE** (Jump) to grab hold of the bars and use the **UP**, **DOWN**, **LEFT**, **RIGHT** ARROW KEYS to swing under them. Turn 180° by using the **LEFT SHIFT**.

SWIM MODE

- Being a crocodile, even one raised by Gobbos, Croc is perfectly at home in water.
- SWIM FORWARD:** Pressing the **SPACE** makes Croc swim forward in a breaststroke. Holding this button down, Croc glides through the water in a steady crocky-paddle style.
- CHANGE DIRECTION:** Use the **LEFT** and **RIGHT** ARROW KEYS to rotate Croc left or right.
- TILT:** Use the **UP** and **DOWN** ARROW KEYS to tilt Croc up and down.
- Attack:** **LEFT CTRL** unleashes Croc's underwater tail attack. Use this move to break open Smash Boxes.
- TUMBLE-TURN:** **LEFT SHIFT** causes Croc to roll 180° with speed and precision in the water.
- PADDLE LEFT AND RIGHT:** The **Z** and **X** KEYS allow Croc to paddle left and right to negotiate obstacles with more precision.

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 **ESC** KEY. While paused, the following totals are displayed: Crystals, Colour Crystals, Lives and Gobbos.



- CRYSTALS:** This displays the number of protective White Crystals you have collected in this level.
- COLOUR CRYSTALS:** There are five different Colour 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.



COLOUR CRYSTALS: Each level has a Crystal Door, but to get inside, you need all five Colour 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 gelatine 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 colours 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!

CREDITS

FOX INTERACTIVE

Executive Producer	Paul Provenzano
Producer	David Stalker
Associate Producer	Chris Miller
QA Lead	Michael Dunn
Quality Assurance	Eric Asevo, Jennifer Kelly, Erik Larson, Allyson Lund, Bruce Maksin, Paul Pawlicki, Harish Rao, Victor Rodriguez, Seth Roth, Mike Schneider, Elizabeth Strozewski
Ph.D. in Gobbology	Neil Alsip
	ARGONAUT
Test	Anna Larke, Roger Davies, Chris Tudor-Smith
Lead Test	Nic Rodriguez
Art	Leon Brazil, Scott Butler, Nina Drabwell, Mick Hanrahan, Luke Verhulst, Simon Keating
Level Design	Nic Cusworth, Nathan Burlow, Lynsey Bradshaw, Simon Keating
Character Design	Simon Keating, Peter Day
Character Animation	Peter Day, Lisa Springet, Jason Smith
Lead Design	Nic Cusworth
Music and Sound Effects	Karin Griffin, Martin Gwynn Jones, Justin Scharvona
Sound Programming	Richard Griffiths
Music Recording Supervisor	Steve Levine
Trumpet	Noel Langley
Drums and Percussion	Terl Bryant
Voice Talent	Jonathan Aris
Lead Musician	Justin Scharvona
Programming	John Gay, Matthew Godbolt, Lewis Gordon, Anthony Lloyd, Scott Williams, Jon Wolff
Additional Programming	Matthew Porter, Saviz Izadpanah, Gavin Ashdown, Michael Cordner
Character Programming	Dan Laufer, Paul McAllister
Producers	Nick Clarke, Stefano Zammattio
Executive Producers	John Edelson, Jez San, Keith Robinson
Special Thanks	Duncan Brown, Suzanne Cole, Simon Everett, Ian Foster, Tim Gummer, Carl Graham, Colin Jackson, Richard Joseph, Marcus Morgan, Brendar

TECHNICAL SUPPORT

To read important information that may have become available after this manual went to press, please read the README.TXT file which can be found on the CD, or can be accessed directly by clicking on the START button, then PROGRAMS/Fox Interactive/Croc Legend of the Gobbos/Croc Legend of the Gobbos Readme.

If, after thoroughly reviewing ALL the procedures, you are still having a problem running this software, please read the following section.

IMPORTANT: READ THIS SECTION CAREFULLY BEFORE YOU PHONE US

Today's PCs run with millions of different hardware and software combinations.

The following information MUST be obtained from your manufacturer of your PC or from within your enclosed documentation BEFORE calling our technical support line:-

(N.B. The information for the bold lines 3-5 can be obtained direct from your PC manufacturer)

1. The error message displayed when the problem occurred (if any).
2. A listing of your machine spec., including:

CPU speed and make	Amount of RAM
CD-ROM speed and make	Sound card make
Video card make	Hard disk size and amount of free space

The Operating System e.g. Windows® 95, Windows™ 3.11 or other.

A listing of your Autoexec.bat and Config.sys system files.

DirectX driver versions

(See the following page titled "How to obtain the information required")

With this information you will be able to configure your machine correctly. If you have obtained this information, and are still having problems, then Electronic Arts has a Customer Service Department ready to help you with any problems you may encounter with the game. Electronic Arts Customer Service is available Monday to Thursday from 9.00 a.m. to 6.00 p.m. and 9.00 a.m. to 4.30 p.m. on Friday on (01753) 546465. Help documents are also available 24 hours a day from this number on Faxback, these cover most common problems at present and this service is updated regularly. Or you may write to us at the following address, including a daytime telephone number and the above information.

Electronic Arts Customer Service, PO BOX 835, Slough, Berkshire, England SL3 8XU

Electronic Arts Games Hintline Number : 0891 66 99 44

Calls will be charged at 50p per minute. Before you call this number, please seek the permission of the person responsible for paying the bill.

HOW TO OBTAIN THE INFORMATION REQUIRED

Windows® 95 Users

1. Right click on **My Computer**.
2. Left click on **Properties**.
3. The General information screen will detail how much **RAM** you have and the CPU make eg. Intel/Cyrix.
Please note: Windows® 95 does not always detect the Cyrix chip correctly and therefore may describe it as a 486.
4. Now click on **Device Manager**.
5. Click on the '+' symbol on the relevant devices i.e.
 - CD-ROM driver
 - Display adapters
 - Sound video & game controllers.

You will then be able to see the manufacturer of these devices .

6. The CPU speed can be seen if you reset your PC and look towards the top left corner of the screen. You should see a CPU clock speed eg 166 MHz. This is the processor speed that you need.
7. You can search for a DOS mouse driver:
 - Click on **"Start"**.
 - Move the mouse pointer to **"Find"** and click on **"Files or Folders"**.
 - Maximise the screen by pressing the square symbol in the top right corner of the 'find' window.
 - In the **"Named"** box type 'Mouse.exe' first and press the Return key. (Make sure that in the **"Look in"** box it only reads **"(C:)"** which means it is starting it's search in the Root directory).
 - Try typing 'Mouse.com' instead if nothing appears on the screen.

If you have one of these files listed, write down the mouse lines eg.C:\mouse\mouse and the details contained in the In folder column and the named column. If you do not have either of these files listed you will need to contact Microsoft on 01734 271000 and ask them for a Microsoft DOS driver.

8. Double left click on **"My Computer"** then click square symbol to maximise screen.
9. Left click on your hard drive **(C:)** and this will list how much Free disk space you have and the Total amount of disk space you have on the system. Now close all windows down.
10. Click on **"Start"**, then move to **"Programs"**, then click on **"MS-DOS prompt"**.
11. When in MS-DOS type **"CD\"** then **RETURN**. Now type **"Type Autoexec.bat Imore"** then press **RETURN**. (To get the | sign, press the shift key plus the \ key, which is on the left of the keyboard).
 - For your **CD ROM** line look for a line which contains **"MSCDEX.EXE"**. Write down the line **exactly** as it is written.
 - For your **Sound card** Line(s) look for a line which contains reference to either **"Set sound"** and, or **"Set Blaster"**. Write down the line(s) **exactly** as written.
12. Follow the same process listed above for the **Config.sys** file. Again you are looking for details of your Sound card lines and CD ROM line

HOW TO REACH US ON-LINE

Internet e-mail: uk-support@ea.com

World Wide Web: Access our Web Site at <http://www.ea.com>

FTP: Access our FTP Site at <ftp.ea.com>



NOTICE

ELECTRONIC ARTS RESERVES THE RIGHT TO MAKE IMPROVEMENTS IN THIS PRODUCT DESCRIBED IN THIS MANUAL AT ANY TIME AND WITHOUT NOTICE.

THIS MANUAL, AND THE SOFTWARE DESCRIBED IN THIS MANUAL, IS UNDER COPYRIGHT. ALL RIGHTS ARE RESERVED. NO PART OF THIS MANUAL OR THE DESCRIBED SOFTWARE MAY BE COPIED, REPRODUCED, TRANSLATED OR REDUCED TO ANY ELECTRONIC MEDIUM OR MACHINE-READABLE FORM WITHOUT THE PRIOR WRITTEN CONSENT OF ELECTRONIC ARTS LIMITED, PO BOX 835, SLOUGH, BERKS, SL3 8XP, ENGLAND.

ELECTRONIC ARTS MAKES NO WARRANTIES, CONDITIONS OR REPRESENTATIONS EXPRESS OR IMPLIED, WITH RESPECT TO THIS MANUAL, ITS QUALITY, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THIS MANUAL IS PROVIDED "AS IS". ELECTRONIC ARTS MAKES CERTAIN LIMITED WARRANTIES WITH RESPECT TO THE SOFTWARE AND THE MEDIA FOR THE SOFTWARE. IN NO EVENT SHALL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES.

THESE TERMS AND CONDITIONS DO NOT AFFECT OR PREJUDICE THE STATUTORY RIGHTS OF A PURCHASER IN ANY CASE WHERE A PURCHASER IS A CONSUMER ACQUIRING GOODS OTHERWISE THAN IN THE COURSE OF A BUSINESS.

LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 90 days from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the address on the rear of this document, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address.

This warranty is in addition to, and does not affect your statutory rights in any way.

This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

RETURNS AFTER WARRANTY

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a Eurocheque or postal order for £7.50 per CD, payable to Electronic Arts Ltd.

Please remember to include full details of the defect, your name, address and, where possible, a daytime telephone number where we can contact you.

Electronic Arts Customer Warranty, P.O. Box 835, Slough, SL3 8XU, UK.

CROC and CROC: Legend of the Gobbos ©1998 Argonaut Software Limited. All Rights Reserved. "Twentieth Century Fox," "Fox," "Fox Interactive" and their associated logos, are the property of Twentieth Century Fox Film Corporation. All Rights Reserved.

Electronic Arts is a trademark or registered trademark of Electronic Arts in the United States and/or other countries. All rights reserved.

