

Jim Henson's
Muppets™
IN
SPY MUPPETS
LICENSE TO
CROAK



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Getting Started

With your PC on, place the game disk in your CD-ROM or DVD-ROM drive. The computer should automatically detect the disk and present you with a menu, allowing you to either play the game or quit. Click PLAY if you wish to play the game from the game disk.



If the computer does not automatically detect the disk, or if you wish to install the game to your hard disk, go to your Start Menu and use the Run command. Type the following command:

E:\setup.exe

***Note: Substitute "E" with your CD-ROM or DVD-ROM drive letter.**

This will launch the installer program which will take you through the process of installing the game onto your computer.

Controls

Menu controls

You can use the Arrow Keys, Space Bar, and Escape Key to guide you through all menus, and some menus can be navigated with the mouse.

Arrow Keys – Highlight Different Options

Space Bar – Confirm Selection

Escape Key – Return to Previous Menu

Game Controls

All of the games can be controlled with the Arrow Keys, Space Bar and Escape Key. However, the Equip Vehicle mini-game can be played with the Mouse.

Arrow Keys – Move Kermit™ or the Back-Up Agent

Space Bar – Perform Action

Escape Key – Pause the Game

The Story

The fate of the free world rests in the hands of the planet's wettest secret agent. His name is Frog ... Kermit the Frog. He works for a spy team that protects innocents from villainous threats such as Piggy™ Galore, Dr. Nose, and the worldwide crime organization known as S.H.E.L.L. (Secret Hidden Evil League of Lobsters).

On his latest mission, Kermit™ must track down every major world super-villain to discover and foil the secret plot of a mysterious Master Villain!

Starting up

Title Screen

The title screen will appear once the game has begun. You can bypass it by pressing the Space Bar.

Main Menu

Use the Arrow Keys to scroll through the options and press the Space Bar to select one.



New game

Select this option to start a new game in Story Mode.

Choose Difficulty

In a New Game or in Activity Mode (see below) you can decide which level of Difficulty you'd like to attempt: Easy, Medium or Hard.

In Story Mode, once you choose a difficulty level, all missions will operate at the difficulty level you selected. In order to change difficulty, you will need to start a new game in Story Mode.

Continue

Select a save game to load. From this menu, you can also delete a save game by highlighting it and clicking on the DELETE option.

Story Mode

Choose Story Mode to pick up from where you left off in the story.

Activity Mode

In Activity Mode you can play any of the mission-based levels you've previously completed in Story Mode, at any difficulty Level. If you unlock a Boss Battle against a Villain (Dr. Nose, Piggy™ Galore or King Prawn) then the Deathtrap associated with that battle will also be unlocked.

Press the Arrow Keys Left and Right to switch between different Villains' mission lists. Highlight a mission by pressing the Arrow Keys Up or Down. Press the Space Bar to choose a mission. *NOTE: Some Activities are only accessible via Story Mode, such as Choose a Villain, Equip Vehicle, and the Final Boss Battle.*

The Pause Screen & Menu

During gameplay press the Escape Key to pause the game and access these options. Use Arrow Keys to scroll through the options. Press the Space Bar to select an option.



Continue – Return to your game

Quit game – Quit the current game

Playing the Game

Briefings and Debriefings



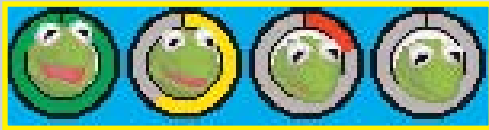
Before each mission, Agent Patriot (Sam the Eagle) will provide valuable information to prepare you for what may lie ahead, as well as instructions on next steps. During and after missions, Sam may communicate with you via Kermit™'s two-way TV wristwatch.

Displays, Meters and Generic Pickups

While playing the game there are certain heads-up displays (HUDs) and meters that you will see, sometimes more than once. There are also some pickups and powerups that appear across different missions. Here are the main ones to look for, and how they work.

Health/Damage Meters

Kermit™ and certain other characters and vehicles in the game have Health or Damage meters that let you know what condition they're currently in.



When a character's Health meter reaches empty, the character is defeated. When a vehicle Damage Meter reaches empty, the vehicle is destroyed. Some hench-Muppets™ have Health Meters that shrink as the character takes damage. When the meter disappears entirely, the character is defeated.

Health/Repair Pickups

These are pickups that repair damage to either your character or your vehicle. If the player or vehicle has no damage, then these items will have no effect.



Health pickup – partially restores the player character's health



Repair pickup – partially repairs damage to the player's vehicle

Chase Meter

In some missions Kermit™ must give chase to enemy hench-Muppets™. Use the Chase Meter to keep an eye on how far behind the bad guys you're falling. If you're getting too far behind, you will be warned with a "Hurry Up!" message, and the head icon of the hench-Muppets™ you're chasing will blink. If you fall too far behind for too long, the enemy will escape!

"Help!" Meter



If you fail in a battle against one of the main villains (Piggy™ Galore, Dr. Nose or King Prawn) that villain will put Kermit™ into a Deathtrap and then, in standard super-villain fashion, leave the scene of the crime. Fortunately the agents always keep a back-up field agent ready for just such a scenario!

In Deathtrap levels you control a different agent in a race against time. If you don't rescue Kermit™ before his head icon reaches the bottom of the "Help!" meter, then Kermit™ is defeated and he must return all the way back to HQ to start over.

Toss Meter

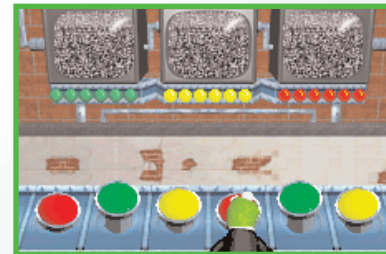
In some missions Kermit™ must lob or throw items at his foes. This is accomplished via the Toss Meter, which appears when Kermit™ is holding an item he can throw. Press Up and Down on the Arrow Keys to change your throw angle, then press and hold the Space Bar to charge up the meter and release it to throw! The more powered-up the meter is, the harder Kermit™ throws the item.



Low Power Med. Power High Power

Missions

Choose a Villain



In Story Mode, Kermit™ must first decide which Villain to track down, by selecting one in the High-Tech Global See-All-Kinds-of-Stuff Tracking Room. Here, the buttons in the foreground can be pressed by Kermit to change their color. By matching the six buttons to the six lights under the images of one of the three Villains, you are able to choose which villain you'd like to pursue.

- **Arrow Keys Left/Right:** Moves Kermit™ left and right
- **Space Bar:** Press the button in front of Kermit™
- **Escape Key:** Pause game and enter Pause Menu

Equip Vehicle



What's going on ... Agent Frog needs to prepare his own spy vehicle? Unfortunately it's true, as Agents B & B always seem to be too busy to help! Kermit™ has only a little time in which to correctly install all components of the super-vehicle. The clock is constantly running down, and if you take too long to succeed, the hench-Muppet™ gets away and you must start all over again.

The number on the computer screen indicates how many components are left to be installed in the vehicle. For each component, a new silhouette appears on the computer screen, and new shelves slide onscreen, holding 6 possible matches to the silhouette. You can use the Mouse to make your selections in this mini-game.

- **Arrow Keys Left, Right, Up, Down:** Highlight different components
- **Space Bar:** Attempt to install the highlighted component
- **Escape Key:** Pause game and enter Pause Menu

Mission PG-1: Car Chase

Some of Piggy™ Galore's henchpigs have been spotted leaving the area in a food truck! Now Kermit™, having equipped his special spy car, must pursue the henchpigs all the way to Piggy™ Galore's secret hideout. Watch out for oil slicks, potholes and the henchpig throwing fruits and veggies out the back of the truck. Pick up horn icons and press the Space Bar to send a shattering sound attack the henchpigs' way. If you fall too far behind, or if your car is destroyed, the mission will be a failure!

- **Arrow Keys:** Up/Down steers between the lanes; Left/Right accelerates/decelerates the car
- **Space Bar:** Horn attack (if Horn icons are in inventory)
- **Escape Key:** Pause game and enter Pause Menu

Mission PG-2: Food Fight



Kermit™ has followed the henchpigs to Piggy™ Galore's food factory hideout, but it's full of enemy food-tossing pigs! Toss food items at the henchpigs and try to knock them out before they do the same to you!

A conveyor belt carries the food items from left to right, offering you the items first and forcing the pigs to choose afterward. Grab an item off the belt, then press Up and Down on the Arrow Keys to aim your Toss Meter. When your aim is just right, press and hold the Space Bar to charge up your Toss Meter, then release to lob the item. Each pig must be hit several times in order to be knocked out. Once that happens, the boxes blocking your path will drop out of sight, so that you can move forward to confront the next pernicious porker!

There are three types of food items that are usable in this activity by Kermit and the henchpigs: pineapple, eggplant, and gelatin mold. If the food items collide in mid-air, they will react to each other in various ways.

- **Arrow Keys:** Left/right moves Kermit™ left and right; up/down aims food toss
- **Space Bar:** If hand is empty, then pick up item from conveyer. If hand is full, press and hold to activate and charge Toss Meter, release to toss the food item
- **Escape Key:** Pause game and enter Pause Menu

Mission PG-3: Piggy Galore Boss



With her henchpig lackeys out of the way, it's time to confront that spy-gone-bad herself, Piggy Galore! But Piggy will be harder to take out than her henchpigs ... and she's got a food-flinging machine to back her up!

Try to knock Piggy out before she's able to activate her deadly food-flinging machine! If enough food items go into the machine's opening, Piggy will push the button which causes the machine to lob a barrage of fruits and veggies your way. And while you're distracted, she might eat some food to regain her strength!

- **Arrow Keys:** Left/Right moves Kermit™ left and right; Up/Down aims food toss
- **Space Bar:** If hand is empty, then pick up item from conveyer. If hand is full, press and hold to activate and charge Toss Meter, release to toss the food item
- **Escape Key:** Pause game and enter Pause Menu

Deathtrap: Open the Fridge



If you fail to defeat Piggy™ Galore in Mission PG-3, Kermit™ is placed in a Deathtrap involving a huge refrigeration chamber. But now it's super-strong, super-insane Agent Argh to the rescue! Bash down the refrigerator's door before Agent Frog's fate is sealed!

Watch the Power Meter on the right-hand side of the screen. Hit Space Bar as close

to the meter reaching the top as possible. That will freeze the meter in that position and then Agent Argh will hit the door at that power level. Keep hitting the door as hard as you can until it opens!

- **Space Bar:** Freeze Power Meter and Hit Door
- **Escape Key:** Pause game and enter Pause Menu

Mission DN-1: Snowmobile Chase



"Follow that chicken!" Agent Frog and his back-up agent, "FFF" (Fozzie™), are hot on the trail of a snowmobile-riding hench-chicken! Steer around or jump over obstacles such as trees, rocks and even skiing penguins as you try to stay close behind the escaping bird!

- **Arrow Keys:** Left/Right steers snowmobile; Up/Down accelerates/decelerates the snowmobile
- **Space Bar:** Jump
- **Escape Key:** Pause game and enter Pause Menu

Mission DN-2: Snowball Fight



Kermit™ has followed the hench-chicken to a location near Dr. Nose's icy fortress, but it's defended by enemy snowball-throwing chickens! Throw snowballs at the hench-chickens and try to knock them out before they "wing" you with a snowball instead. Fozzie™ is still woozy from the ride down the mountain, so don't be surprised if he staggers or slides through the "no Muppet's land" in the middle!

- **Arrow Keys:** Left/Right moves Kermit™ left and right; Down causes him to duck
- **Space Bar:** Toss a snowball
- **Escape Key:** Pause game and enter Pause Menu

Mission DN-3: Dr. Nose Boss



Having penetrated Dr. Nose's frozen stronghold, Kermit™ confronts the evil genius himself. But what's this? Dr. Nose is once again trying to change the Earth into a giant egg! If Kermit™ can't short-circuit Dr. Nose's evil invention, who knows what will happen?

Press the buttons on the control panel to change them all to red. Dr. Nose (Gonzo™) will be trying to change them all to green. Watch out for Dr. Nose's loyal hench-chickens, who will hen-peck you if they get a chance. If you succeed, the machine short-circuits and the Earth is saved. If Dr. Nose succeeds ... well, let's not think about that!

- **Arrow Keys:** Left/Right moves Kermit™ left and right; Down to duck
- **Space Bar:** Press the button in front of Kermit™
- **Escape Key:** Pause game and enter Pause Menu

Deathtrap: Omelette of Doom



If Kermit™ fails to stop Dr. Nose in Mission DN-3, he is placed in a Deathtrap known as the Omelette of Doom. Kermit™ is tied down in a giant skillet and the Swedish Chef™ is going to fry him into the world's largest (and deadliest) omelette! But it will take eggs ... lots of eggs. So the hench-chickens are busy laying eggs, which will go right from their nests through a chutes system to drop into

the giant frying pan.

Agent FFF (Fozzie™) to the rescue! FFF has accessed the controls for the chutes system, and if he can only redirect enough eggs to hit the Swedish Chef™ instead of landing in Kermit™'s frying pan, he can save Kermit™!

Rotate the center hub to change the paths of the falling eggs. Try to make as many eggs hit the Swedish Chef™ as you can. Each egg that hits the Swedish Chef™ lowers his interest (signified by his Interest Meter on the right-hand side of the screen). If the Chef's Interest Meter reaches the bottom, he'll get fed up and leave, allowing Kermit™ to escape! However, each egg that comes out of the middle or left side of the central hub will land in Kermit™'s frying pan, adding to the omelette and shortening the time he can hold out!

- **Arrow Keys:** Left/Right to rotate center hub
- **Space Bar:** None
- **Escape Key:** Pause game and enter Pause Menu

Mission KP-1: Boat Chase



Henchlobsters of the Secret Hidden Evil League of Lobsters have been seen leaving in a lobster boat. Now, with his own spy dinghy prepared for action, Kermit™ must stay close behind the enemy boat and follow it to S.H.E.L.L.'s secret sea cave hideout.

Pick up boat engine icons and then press Space Bar to do a super-jump! Watch out for

buoys and suicidal henchlobsters, as they will damage your boat. Pick up wrench icons to repair your boat's damage.

- **Arrow Keys:** Up/Down steers between the lanes; Left/Right accelerates/decelerates the boat
- **Space Bar:** Jump (if Jump icons are in inventory)
- **Escape Key:** Pause game and enter Pause Menu

Mission KP-2: Tunnel Trouble



Kermit™ has found the underwater tunnel that leads to the innards of S.H.E.L.L.'s headquarters... but in order to keep him alive, you'll need to do some fancy swimming around some nasty mechanical lobster claws!

- **Arrow Keys:** Left/Right moves Kermit™ left and right; Up/Down to accelerate/decelerate rate of swimming
- **Escape Key:** Pause game and enter Pause Menu

Mission KP-3: King Prawn Boss



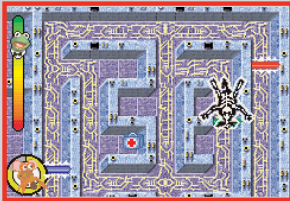
Kermit™ now confronts King Prawn (Pepe), but the villain is ready for our hero... he's wired into a contraption that allows him to drop mechanical lobster claws down on Kermit™ in order to give him a vicious pinch! Kermit™ must use his electrified pen to zap the claws and send an electrical current back up the wiring to shock King Prawn into submission! Press the Space Bar to reach out

and zap a claw when it's in front of you and fully dropped, which will deliver an electrical shock back up to King Prawn. Enough of these jolts will deplete King Prawn's health meter and achieve victory! If you get low on health, look for health pickups to drop your way after you give King Prawn a few shocks.

- **Arrow Keys:** Left/right moves Kermit left and right
- **Space Bar:** Use Kermit's electrified pen
- **Escape Key:** Pause game and enter Pause Menu

Deathtrap: Rizzo to the Rescue

If Kermit™ is defeated by King Prawn, the crabby crustacean puts him in a Deathtrap, lowering our hero slowly into a pool of hungry lobsters. But now it's Rizzo to the Rescue! Guide Rizzo through a hidden maze of circuitry, biting through wires to cut the power to the winch that's lowering Kermit™.



Press the Space Bar to bite on a wire that's in front of you. But don't bite them when they're glowing or you'll get a nasty shock! If you run out of health, or run out of time, poor Kermit™ becomes seafood! If you're able to bite through all the wires in time, Kermit™ lives to fight another day!

- **Arrow Keys:** Up/Down/Left/Right to navigate Rizzo through the maze
- **Space Bar:** Chew wire (if a wire is directly in front of Rizzo)
- **Escape Key:** Pause game and enter Pause Menu

Final Boss Battle



The master villain has been revealed, and now Kermit™ must battle a giant robot to save the world! Throw bricks at the robot's weapons systems to knock them out, one by one! Make sure you don't hit anything but the robot, as villains of this magnitude are not above taking hostages!

Press the B Button to duck and protect yourself from the robot's projectile attacks.

- **Arrow Keys:** Left/Right moves Kermit™ left and right; Up/Down aims brick toss
- **Space Bar:** Press and hold to charge Toss Meter, release to toss the brick
- **B Button:** Press and hold to duck/block
- **Escape Key:** Pause game and enter Pause Menu

Saving Your Game Progress

Spy Muppets: License to Croak will automatically save your game after each mission you successfully complete.

To Load a Saved Game, press "Continue" on the Main Menu and then select the save game that you wish to load.

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