

Nintendo

GAME BOY[®] color

CGB-BRCE-USA

CRASH

TM

INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
color

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

EVERYONE

Visit www.esrb.org or call 1-800-771-3772
for rating information.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY COLOR AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1989, 1998 NINTENDO OF AMERICA INC.

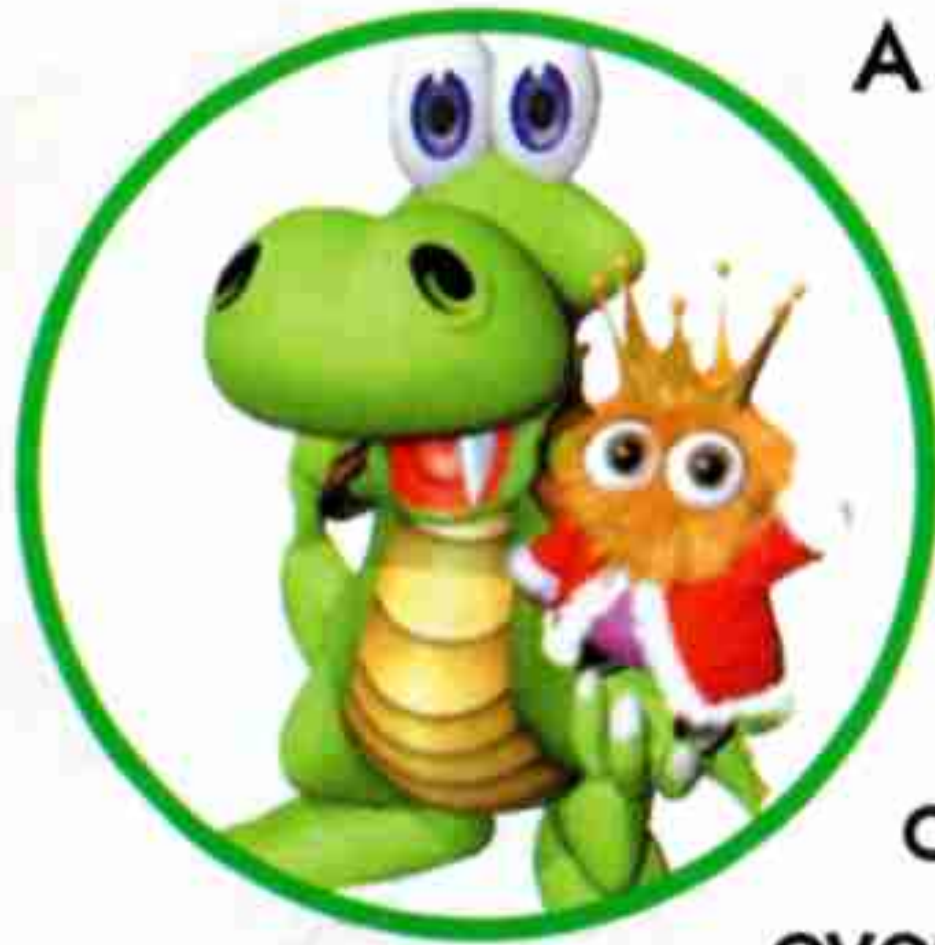
THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

TABLE OF CONTENTS

Croc	2
Getting Started	4
Game Controls	5
Main Menu	8
Options	9
Playing a Game	10
Gobbos	10
Bonus Doors	11
Jigsaw Puzzle	11
The Game Screen	12
Sub Games	13
Map Screen	13
Paused Game	14
Bonus Items	15
Croc's Enemies	20
Passwords	24
Limited Warranty	25



CROC



A long time ago, the Gobbos discovered a baby Croc. Nobody knew where he came from or how he came to be floating down a river in a small basket but the Gobbos rescued him and raised him as if Croc were one of their own children. Since nobody knew what a crocodile was or how one behaved, they had to teach Croc everything the Gobbo way. They taught him how to walk, run, swim and to fight so that he would always be able to fend for himself.

The Gobbos and Croc lived together in perfect harmony with many animals. The Gobbos were unaware that a wicked magician, Baron Dante, was watching over them, scheming and hatching a devious plan. The Baron hated the way the Gobbos were so happy and wanted to punish them.



One day, Baron Dante and his and his Dantini helpers descended upon the Gobbo Islands with a vengeance. The evil Baron cast a powerful spell over the animals and turned them against the Gobbos. The Gobbos scattered in fear. Many were captured by the Baron's helpers as they tried to flee and were confined to small cages or placed in boxes. Others escaped – some hid themselves on the other Islands for fear of being captured by the wicked Baron.

The Gobbo King knew that the Gobbos weren't strong enough to protect themselves from the Baron's helpers and turned to Croc for his help. Croc was the only one strong enough and brave enough to protect the Islands and break the evil spell.

He put on his backpack and prepared for his mission to recover his imprisoned Gobbo friends, even if that meant going right into Dante's Castle.

And so the adventure begins...

GETTING STARTED

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

GAME CONTROLS

GAME BOY® COLOR



See the following pages for commands and actions.

GAME CONTROLS



COMMAND

ACTION

Move Croc Left



Move Croc Right



Climb Object



Duck/Climb Down



Jump

A Button

Stomp

A Button + A Button

Tail Spin

B Button

Jumping Tail Spin

A Button + B Button

Run

Hold B Button + ← or →

Running,

Jumping Tail Spin

Hold B Button ← or → +

Pause the game

A Button

START

GAME CONTROLS

COMMAND

ACTION

Swimming

Swim Left



Swim Right



Swim Down



Swim Up



Tail Spin

B Button

Sub Games

Moves arrow, cauldron, tile LEFT



Moves arrow, cauldron, tile RIGHT



Confirms your selection

B Button

Explodes your target in the
sheep/mummy games

A Button

MAIN MENU

Start Game – Starts a new game from the beginning.

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

Options – Customize the game before trying to save the Gobbos.



OPTIONS

Music – Turn the game music ON or OFF.

SFX – Turn the sound effects ON or OFF.

Exit – Return to the Main Menu.



PLAYING A GAME

To ultimately defeat the evil Baron Dante, Croc must make his way through 4 worlds – the Forest World, Ice World, Desert World, and Baron's Castle. Each world is made up of several stages, including 5 main levels, the Sub-Game stages, and a boss level.

GOBBOS

Croc can find up to 4 Gobbos through each main level. 3 of the Gobbos are in the actual level, while the last Gobbo is behind a bonus door. You will have to complete the Sub-Game, behind the bonus door, to collect the last Gobbo for each main level.

PLAYING A GAME

BONUS DOORS

Each main level has a bonus door. The only way to open the bonus door is to collect 5 BONUS letters, which can be found on each level. If you are unable to collect all of the BONUS letters when you reach the end of a level, Croc will need to Tail Spin the gong to advance to the next level.

JIGSAW PUZZLE

To gain access to the jigsaw puzzle, you need to collect all 4 Gobbos from the first 5 levels (to do that, you must collect all the BONUS letters as explained above). When all the Gobbos have been collected, you will have a chance to collect one of four jigsaw pieces.

PLAYING A GAME

THE GAME SCREEN

Crystal Counter – Shows how many crystals you have collected.

Bonus Letters – Collect all 5 BONUS letters to gain access to the bonus door. By going through the bonus door, you can collect the last Gobbo of each level.

Croc Heads – Shows the number of lives you have remaining.

Gobbo Counter – Displays the number of Gobbos you have collected.



Croc Heads

Bonus Letter

Gobbo Counter

Crystal Counter

PLAYING A GAME

SUB GAMES

By collecting all 5 BONUS letters on each main level, you will gain access to the bonus door (placed at the end of every level). Once through the bonus door, you play a Sub-Game to try and win the last Gobbo of the level. Each Sub-Game is timed – you'll need to be quick to get the Gobbo!



MAP SCREEN

Each of the 4 worlds can be viewed from a Map Screen. When you start the game, the Map Screen shows the next level you must complete to advance in the game. Each time a level is complete, it will be marked by a red dot on the Map Screen.



PAUSED GAME

Press **START** while playing Croc to pause the game. While paused, you may access the following options:

START – Un-pause Croc and return to the game.

SELECT – Quit the level and go directly to the Map Screen.

From the Map Screen, you can press **SELECT** to enter the Options Menu (see page 9 for more information).

BONUS ITEMS

To help Croc in his adventure, you can find Bonus Items. These do everything from giving Croc an extra life, to helping him find the bonus doors and final Gobbos.



CRYSTALS – Collect 100 crystals to receive an extra life. Crystals also protect Croc from harm. If Croc loses all his crystals and is hit by an enemy, he loses a life.



HEARTS – Collect one heart for an extra life.

BONUS ITEMS



BONUS LETTERS – 5 BONUS letters are hidden in each level. If you collect all of these, you will gain access to the bonus door at the end of each level.



BONUS DOOR – The bonus door found at the end of each level opens up when you have collected 5 BONUS letters. Behind this door is the Sub-Game area where you can win the last Gobbo of the level.

BONUS ITEMS



SMASH BOXES – During Croc's quest, you will come across smash boxes. Use a good stomp to break these open (there's always something good inside a smash box).



SECRET LEVEL BALLOONS – If you manage to grab a balloon, Croc will float to a secret area where you can find a ton of Bonus Items!



JELLIES – Use these gelatinous trampolines to bounce up to higher places.

BONUS ITEMS



BUTTONS – Jump on a button to make a platform either move or appear. Some platforms move back to their original positions, so push the button a second time to reactivate it.



KEYS – Some Gobbos have been placed in cages – Croc will need a key to release them.

BONUS ITEMS



MONKEY BARS – Monkey bars allow Croc to travel across dangerous parts of the levels, hand over hand, while avoiding enemies. If the monkey bars are low enough, Croc can jump on top and run across them.



END OF LEVEL GONG – If you did not collect all of the BONUS letters, Croc will need to Tail Spin the gong to end the level.



JIGSAW PIECE – Collect four of these for a special bonus. The pieces can be found in four different jigsaw puzzles.

CROC'S ENEMIES

Croc will come face to face with many different enemies throughout his adventures. Here are just a few of the many unsavory characters he will meet!



DANTINI – There are many different types of Dantini, the evil Baron's helpers. Not only do they walk, jump, fly, and swim, but the Dantini also throw fireballs, chuck snowballs, and try to stomp anything that moves – and they are all waiting to get their hands on Croc!



JONNEY BEE GOODE – Jonney Bee Goode is quite a pest. Watch out for his mean sting.

CROC'S ENEMIES



BURROWING WORM – This little worm lives underground and loves to pop his head out of the ground on an unsuspecting Croc.

BIG RATTO – Big Ratto lives in the caves, chasing anything that goes near him.



MUD GOBBER – This little monster spits out smaller monsters.

CROC'S ENEMIES



HAMMY HEAD SHARK – Hammy is found in the water levels and can be very dangerous – try not to get too close to him.

SPOOKY SPIDER – Suspended on a line of web, Spooky will try to get in Croc's way by dropping down on him.



PENGUINS – These cute birds jump out of ice pools and can slide across the ice on their bellies. Penguins can be lethal, so don't get in their way!

CROC'S ENEMIES



LITTLE GREEN SNAKE – Don't be fooled by this little fella's appearance – he's quick, sneaky and gets right under Croc's feet.



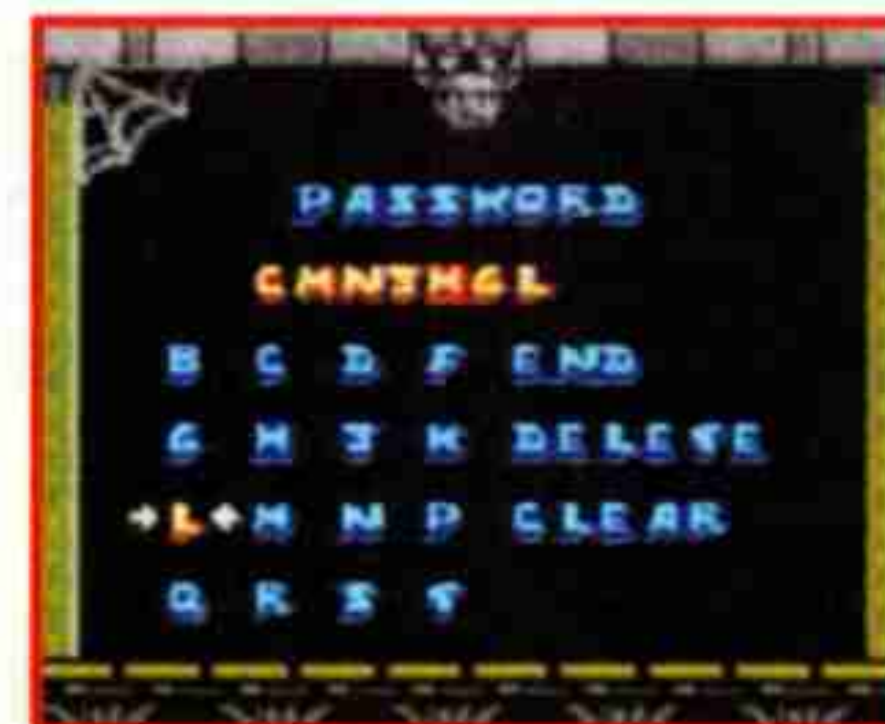
JELLY FISH – The Jelly Fish float up and down to get in Croc's way.



VAMPIRE FISH – A mean fish that snaps his jaws at Croc, be careful of his very sharp teeth!

PASSWORDS

After successfully completing a level, you will be given a password. The password lets you resume your game at the level you are currently on.



To enter your password from the Options Menu, use the Control Pad to highlight a letter and press the A Button to select it. Highlight DELETE erase the last letter you selected. Highlight CLEAR to delete the entire entry.

When your password is complete, select END and press START. If you have entered the password correctly, you will be taken to the Map Screen at the desired location.

LIMITED WARRANTY

Warranty and Service Information – In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 32045. Please use this code to identify your Product when contacting us.

Warranty – THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the recording medium on which it is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service – Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc., Customer Service Department, 27001 Agoura Road, Suite 270, Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty – After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$15.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations – THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ INC. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

Warning – Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Package and Manual Design: Katherine Lee, Beeline Group, Inc.



THQ INC.

27001 AGOURA RD., SUITE 325
CALABASAS HILLS, CA 91301

© 2000 ARGONAUT SOFTWARE LTD. ALL RIGHTS RESERVED.
CROC IS A TRADEMARK OF ARGONAUT SOFTWARE LTD.
FOX INTERACTIVE AND ITS LOGO ARE TRADEMARKS OF
TWENTIETH CENTURY FOX FILM CORPORATION. THQ® IS
A REGISTERED TRADEMARK OF THQ INC.

PRINTED IN JAPAN