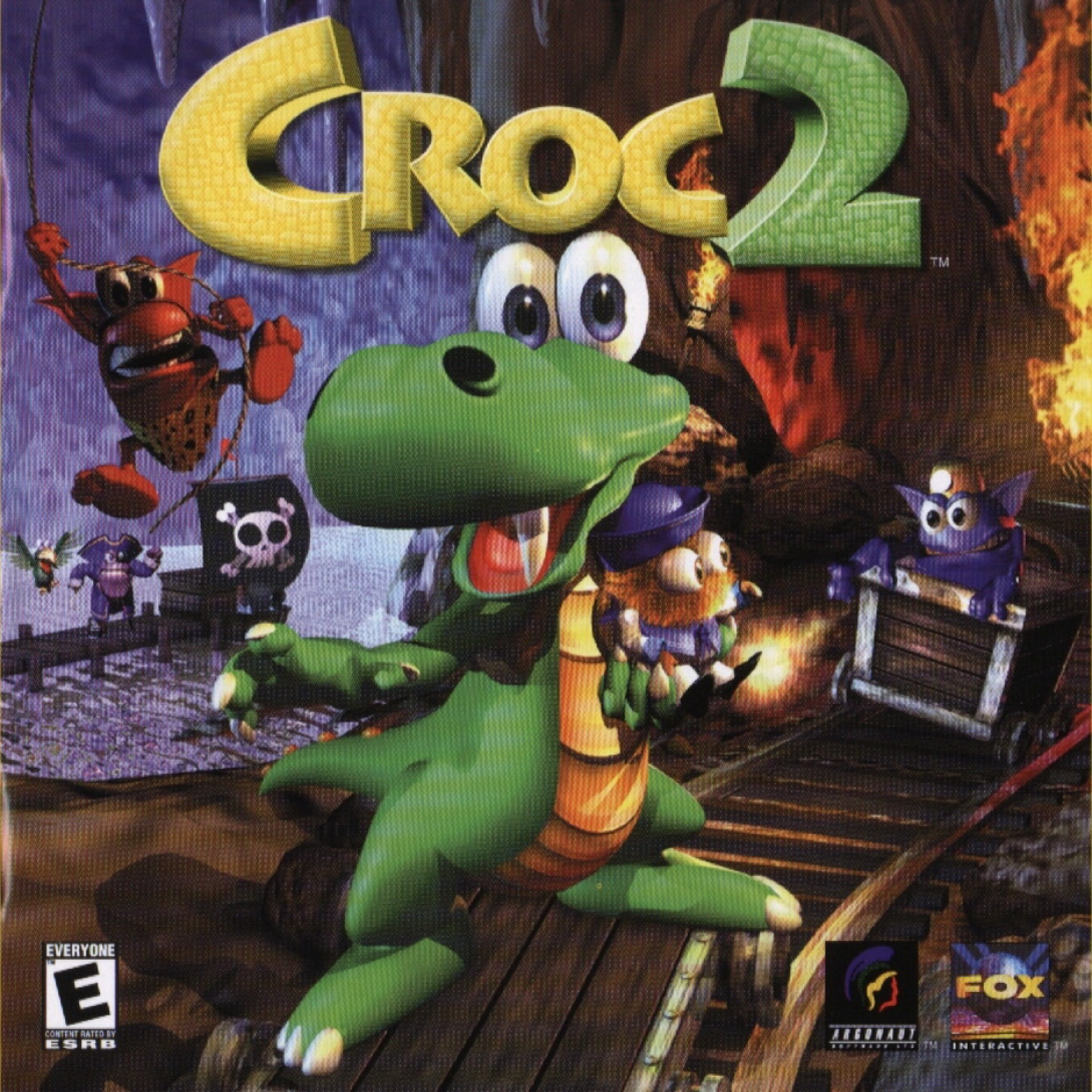


CROCOD 2

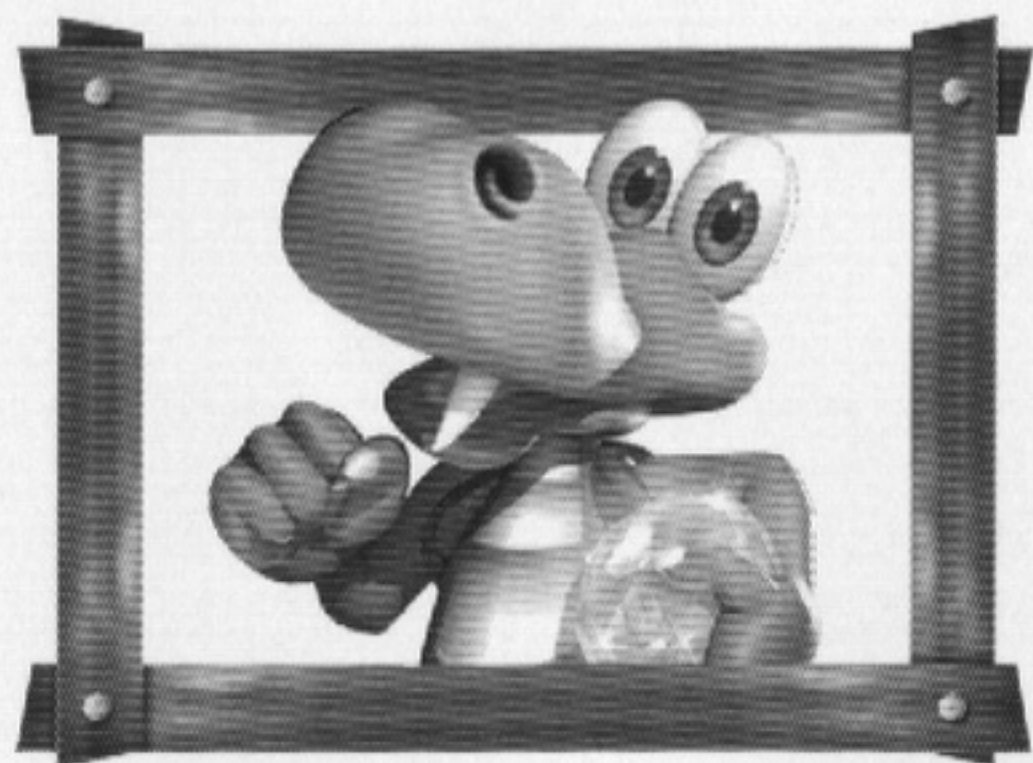
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SOFTWARE LTD


FOX
INTERACTIVE



CROC 2™

TECHNICAL SUPPORT

UPDATED INFORMATION: Any late-breaking information can be found in the "readme.txt" file located in the root directory on the CROC 2™ CD.

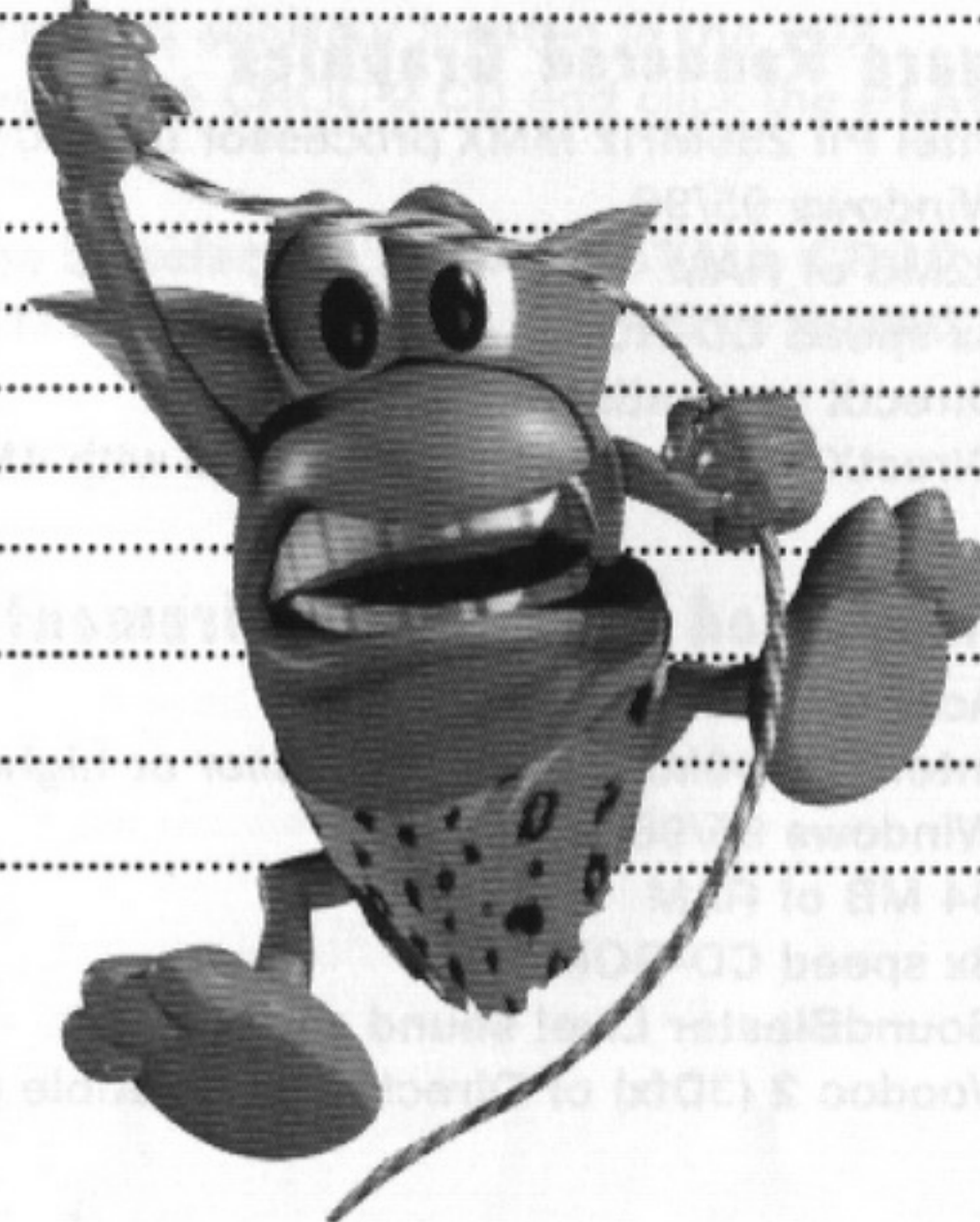
WEB SITE: If you have an Internet connection, please go to the Fox Interactive web site at: WWW.FOXINTERACTIVE.COM and select CROC 2 in the product menu.

E-MAIL: Send us an e-mail at CROC2@FOX.COM and type a clear description of the problem in the subject line.

PHONE: Call us at 1-410-568-3630 Monday-Friday between the hours of 8 a.m. and Midnight EST, or Saturday-Sunday from 8 a.m. - 8 p.m. EST.

◆ TABLE OF CONTENTS

Minimum System Requirements	2
Getting Started	3
Croc's Tale	4
Main Menu: Starting A Game	6
How To Move Croc Around	7
Onscreen Information	13
Options & Pause Menus	14
Display Options	14
Sound Options	18
Controller Options	19
OmniPlay™	20
Game Structure	21
A-Z of Interactive Features	23
Credits	28



◆ MINIMUM SYSTEM REQUIREMENTS

Hardware Accelerated Graphics

- Intel® PII 200MHz MMX processor (or 100% compatible)
- Windows® 95/98
- 32MB of RAM
- 4x speed CD-ROM
- DirectX® compatible sound card
- Voodoo 1 (3Dfx) or Direct3D compatible graphics card with 4MB of RAM

Software Rendered Graphics

- Intel PII 266MHz MMX processor (or 100% compatible)
- Windows 95/98
- 32MB of RAM
- 4x speed CD-ROM
- DirectX compatible sound card
- DirectX compatible graphics card with 4MB of RAM

Recommended System Requirements

- Accelerated Graphics
- Intel PII 350MHz MMX processor or higher
- Windows 95/98
- 64 MB of RAM
- 8x speed CD-ROM
- SoundBlaster Live! sound card
- Voodoo 2 (3Dfx) or Direct3D compatible graphics card with 12MB of RAM

◆ GETTING STARTED

Insert the CROC 2 CD into your CD-ROM drive.

If AutoPlay is enabled, the Launch program will start automatically after a few seconds.

If AutoPlay is disabled, open MY COMPUTER and double click on the CD-ROM drive that contains the CROC 2 CD. The launch program should start automatically after a few seconds.

Select the **INSTALL CROC 2** button. Follow the on-screen prompts.

To start the game, double-click the CROC 2 shortcut located in the FOX INTERACTIVE program group or reinsert the CROC 2 CD and click the **PLAY CROC 2** button.

You may uninstall CROC 2 at any time by selecting the **UNINSTALL CROC 2** option located in the FOX INTERACTIVE program group. You will be guided through the uninstall process.

CROC'S TALE

Previously...

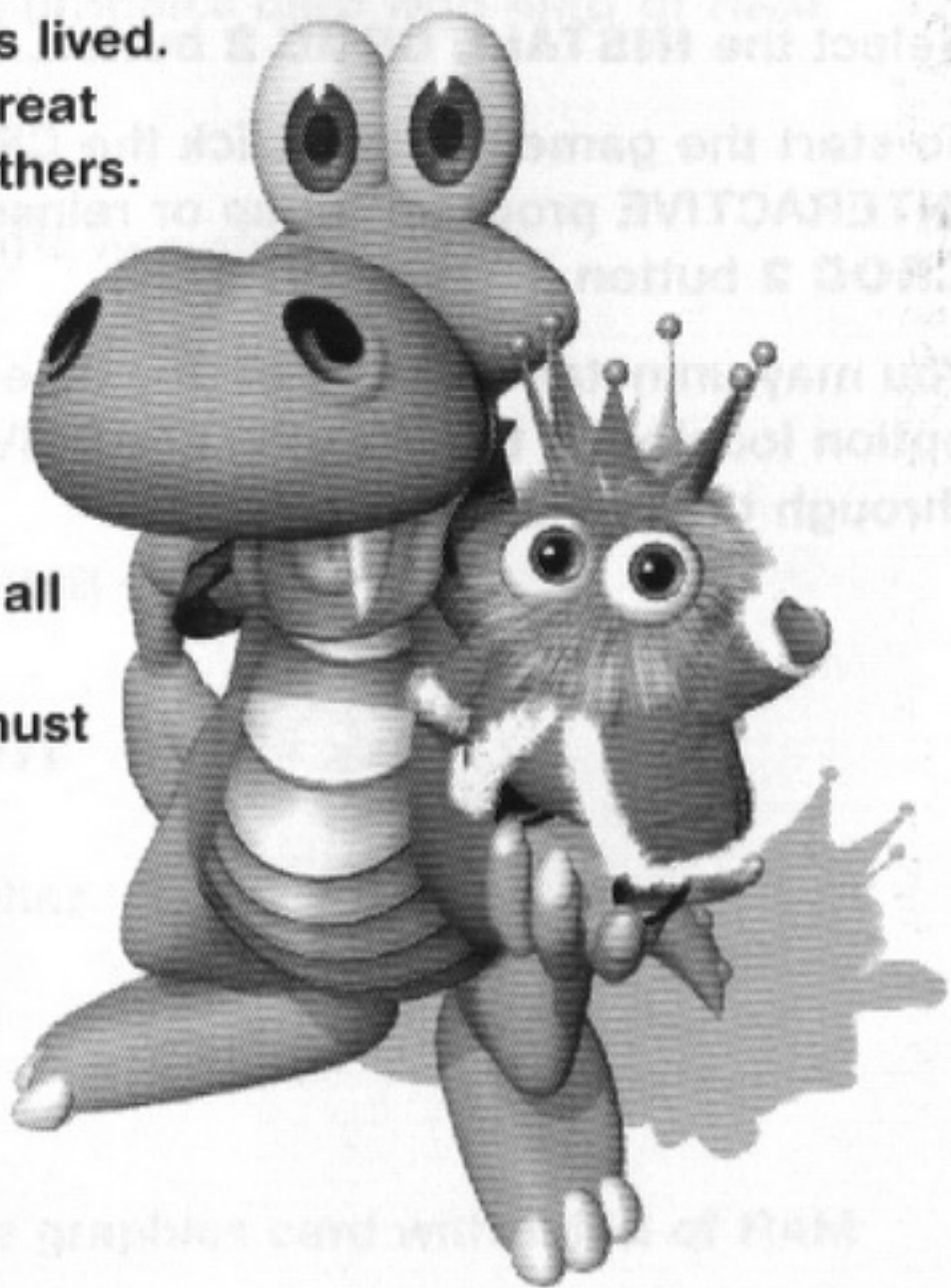
A baby Crocodile was found by the friendly Gobbos, cute little furballs who inhabit the Gobbo Islands.

Rufus, King of the Gobbos adopted the foundling, and with the help of the rest of the tribe, raised him, teaching him the ways of the Gobbos.

All was well until, one day, the evil magician Baron Dante arrived in the valley where the Gobbos lived. Dante was a miserable magician who took great pleasure in inflicting pain and suffering on others. Sickened by the happy Gobbos, he and his rampaging Dantinis swept into the Gobbo Valley capturing the Gobbos. King Rufus was taken by Dante himself and kept in a cage inside his Tower of Terror.

Croc managed to avoid capture but was left all alone. He knew he had to try to help the Gobbos any way that he could and that he must save the King from Dante.

After many adventures, Croc succeeded in freeing the Gobbos, defeating the Baron and saving King Rufus! Everything was back to normal in Gobbo Valley and young Croc was everyone's hero!



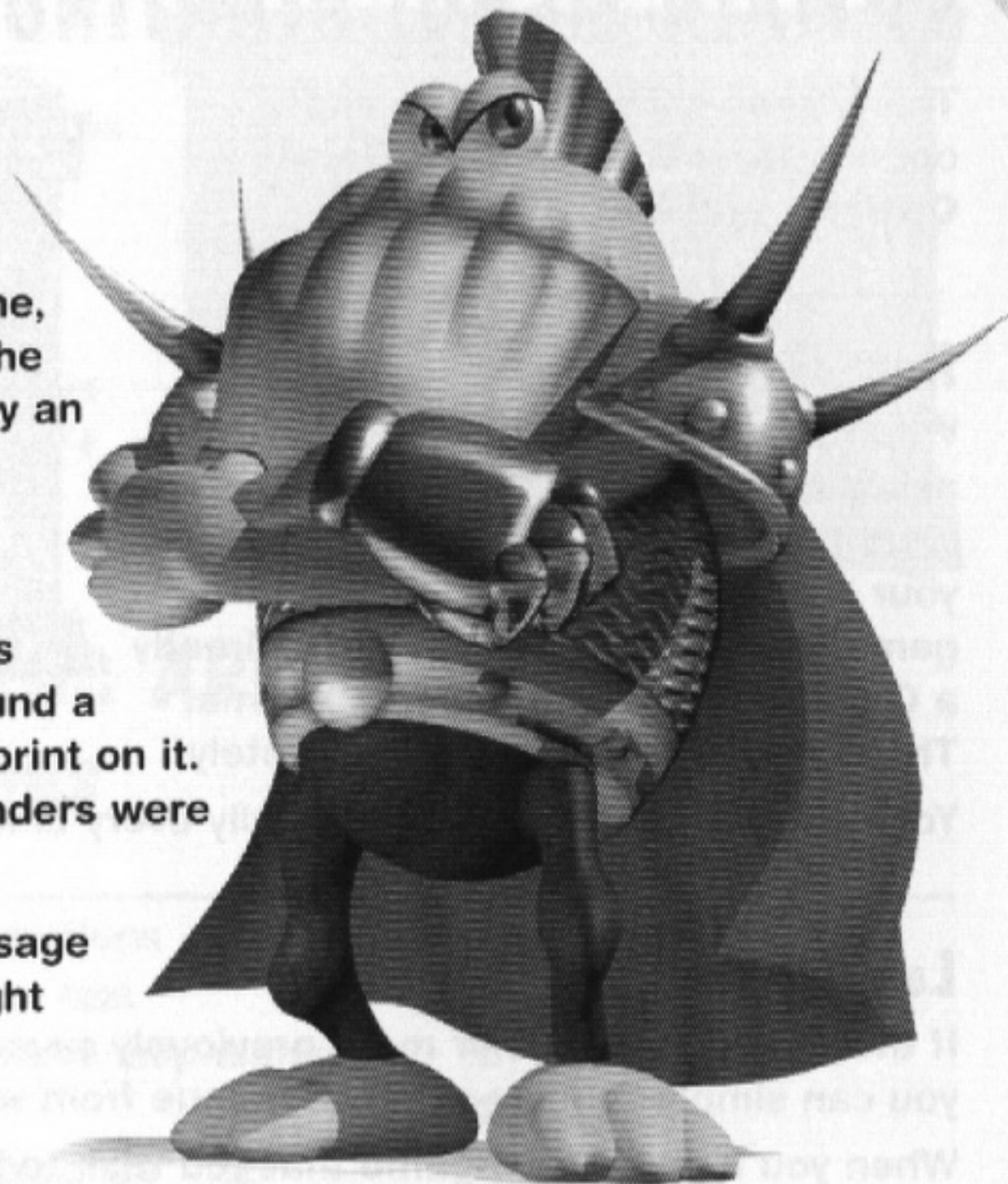
Now...

With Dante gone, Croc and the Gobbos have resumed their lives of playing and having fun, but meantime, not too far away, evil Dantinis plot the return of Baron Dante! Unfortunately an unlucky Inventor Gobbo is captured when he witnesses Dante's return.

One day, while Croc was playing on the beach, Croc found a bottle at his feet. He picked it up and, inside, found a message with a baby crocodile footprint on it. The message explained that the senders were looking for their long-lost son.

Croc was amazed! He took the message to King Rufus who read it and thought to himself and eventually told Croc that he would need to go to a far away land where there were other Gobbos who might be able to help him to find his parents!

With that, all the Gobbos help to make a see-saw that can catapult Croc all the way to the distant mainland, where his search can begin!



◆ MAIN MENU: STARTING A GAME

This screen shows the following options **New Game**, **Load Game**, **Options** and **Exit**.

New Game

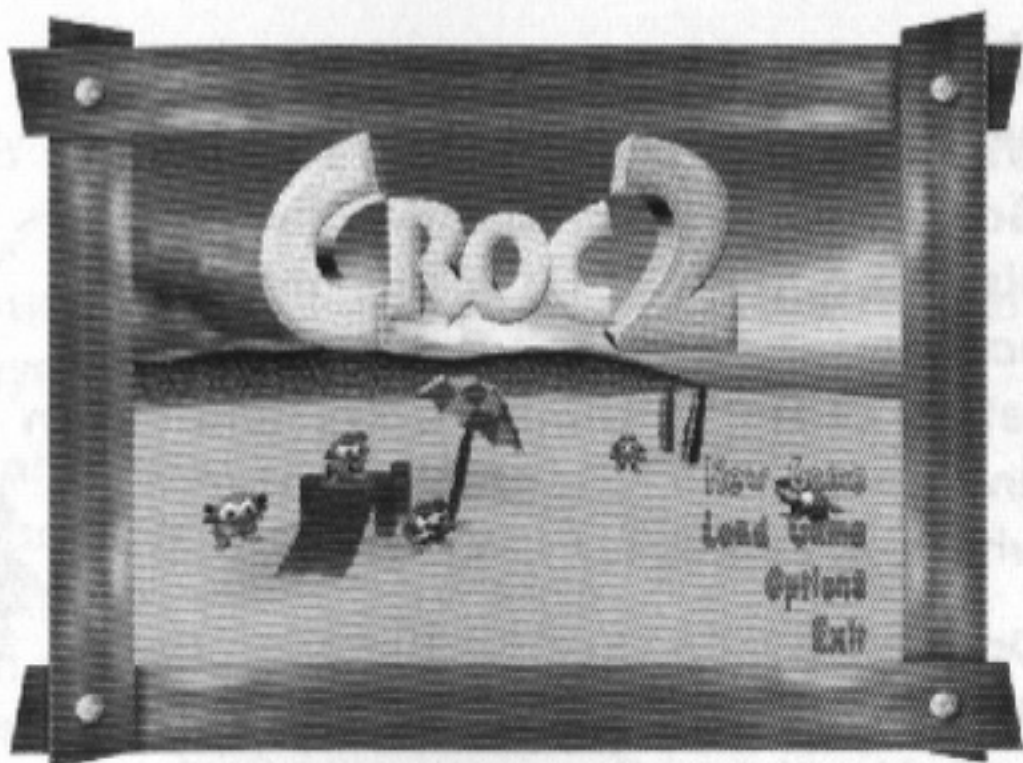
When you select this option you will be asked to enter a three letter code to identify your game (e.g. your initials), your progress is then saved into this game slot. Don't worry if there's already a CROC 2 game with the same name. The new one will be saved separately.

Your progress is saved automatically every time you enter a level.

Load Game

If there is already one or more previously saved CROC 2 games on your computer, you can simply select one and continue from where you left off.

When you highlight the game that you wish to load, text appears, showing you how complete it is.

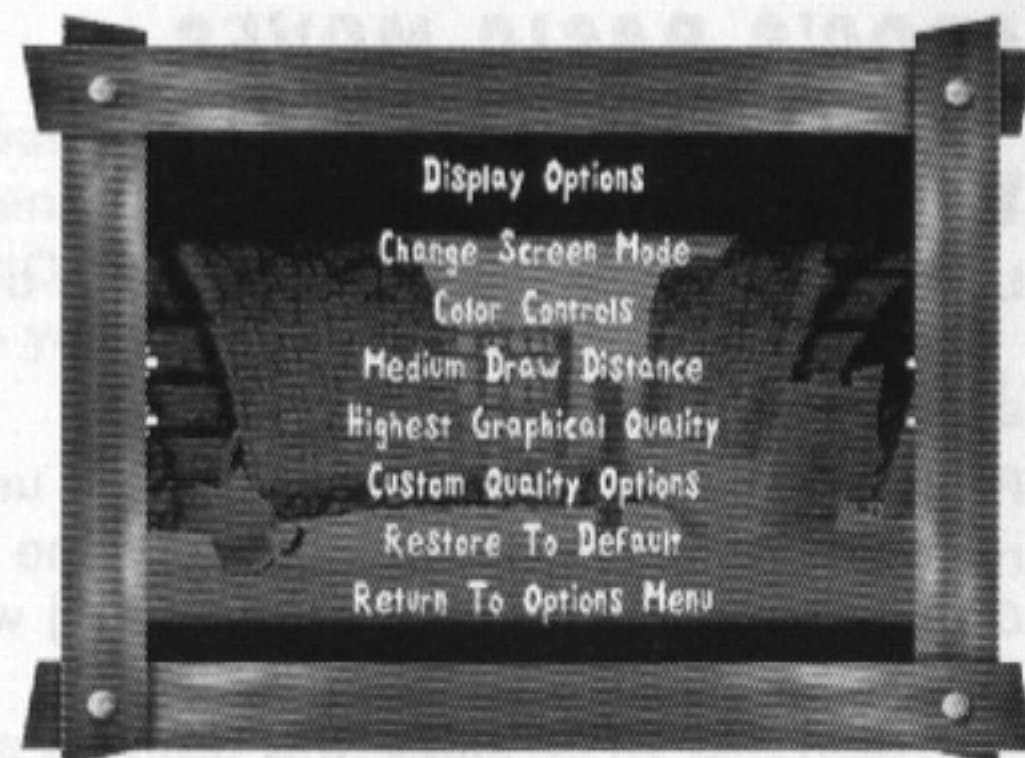


Options

Here you can select **Display Options**, **Sound Options**, and **Controller Options** (see **Options & Pause Menus**).

Exit

Select this option to exit the game entirely. *You may also exit to Windows at any time in the game by pressing ALT-F4 but take note, you will lose all progress since you last saved if you do this.*



◆ HOW TO MOVE CROC AROUND DEFAULT CONFIGURATIONS

Keyboard	Action	MS Sidewinder
↑ ↓ ← →	move Croc in these directions	Directional pad
X	jump/speed up dialogue text	[A] button
Space	attack/throw/talk to Gobbo/skip dialogue	[B] button
Enter	use inventory item	[X] button
Z	snap camera behind Croc/180° hop	[C] button
A	sidestep left	Left shoulder button
S	sidestep right	Right shoulder button
PgUp	select previous inventory item	[Y] button
PgDn	select next inventory item	[Z] button
Esc / P	pause game / bring up menu	Start button

CROC'S BASIC MOVES

Walking/Running

Use **↑** **↓** **←** **→** to make Croc move in that direction.

Jumping

Press **X** to make Croc jump. You can use this to get onto boxes, ledges, trees, rocks, and all sorts of other things. The longer you hold the key down, the higher Croc will jump. If you press **↑** **↓** **←** **→** while jumping, Croc will jump in that direction.

Attacking

Croc can attack things in two different ways; the first of these is the **TAIL ATTACK**. Pressing **Space** makes Croc do a **TAIL ATTACK**. This is very handy against bad guys but can also be used to whack **Gongs**.

Croc's second attack is the **STOMP**. First press **X** to make Croc **JUMP** and then, while he's still in the air, press **X** again to make him **STOMP** down. (In addition to hurting enemies, this move will help Croc open some **Boxes** and other hidden areas.)

TIP: If you hold **X** down after the second press, Croc can break through a stack of things all at once!

Sidestepping

If Croc is standing still, pressing **A** or **S** will make him sidestep to the left or right. If Croc's moving, using these keys separately will make him run in a diagonal instead of straight ahead.

Croc's Backpack (Inventory)

Croc can fit a lot of things in his backpack but, at first, it's empty. Once he has picked up or been given some things, you can use **PgUp** and **PgDn** to see what's in there, and if you see something you want Croc to use, just press **Enter**. Some things can only be used in certain places so you might have to look for clues!

CROC'S SPECIAL MOVES

Climbing

Croc can climb up some walls (ones that are covered with vines so he can hold on). To make him climb, just move him next to a wall with vines on it and press **↑**. Keep pressing **↑** to make him go higher, press **↓** if you want him to come back down and press **←** and **→** if you want him to go sideways. If he gets knocked off (or you press **JUMP**), he will let go but he can usually grab hold again before he falls too far.

Pushing

Croc can push certain **Boxes** and other objects (such as giant ice cubes). All you have to do is walk towards them, and if they can be pushed, Croc will start to push them. All you have to do is push **↑**.

Pick Up & Throw

Croc can pick up and carry things in his new adventure. To pick up an object just walk right into it. If it's something he can pick up then Croc will hold it in his hands. Although Croc can still **JUMP**, he can't do any of his **Special Jumps**, attacks or even run when he's carrying something. If you press **Space** (**ATTACK**), he will throw whatever he's carrying as far as he can.

Special Jumps

Triple Jump

Croc can gain extra height with this move. Press **X** three times in quick succession and hold it. This makes him bounce on his tail high into the air.

Flip Jump

While Croc's running, press **A** and **S** at the same time, to perform an acrobatic tumbling jump. This special jump goes much farther than the normal one.



Gummi Savers® Jump

By jumping onto Gummi Savers, Croc can bounce to some special places that he normally couldn't reach. There are three different kinds of Gummi Savers (colored blue, red, and green) and each one can bounce Croc to a different height (see **Gummi Savers Jumps in A-Z of Interactive Features**).

Swinging on Monkey Bars

To get Croc to use Monkey Bars he needs to jump up and catch hold of them. You might have to use the TRIPLE JUMP or JUMP from a **Box** to reach them. Once Croc is hanging from the bars, use **↑ ↓ ← →** to make him swing along.

If Croc can jump onto the top of the bars, he can also run along on the top.

Swimming

In some areas, Croc can swim about in the water, use **↑ ↓ ← →** to move Croc in the same way that you would on land. You can also press **A** (JUMP) to get out of the water and back onto dry land.

Note: If Croc is carrying anything, it drops if he jumps or falls into water.

Using Vehicles

Croc gets to use a lot of different kinds of vehicles in his quest. Here's how to control them all.

Mine Cart

When Croc jumps onto a mine cart, it will start to move automatically. Using **←** and **→** will make the mine cart lean to the left and right, and **X** makes both Croc and the mine cart JUMP!

Boat

← and **→** guide the boat left and right, use **X** to speed up.

Snowball

Guide the snowball with **↑ ↓ ← →** but be warned, it can pick up a lot of speed and it's harder to control when it goes faster. JUMP works as normal by pressing **X**.

Hot Air Balloon

Use **↑ ↓ ← →** to guide the balloon around. The **X** lets the balloon drop to lower altitudes. Press **Space** (ATTACK) and Croc will drop ice cubes out of the balloon's basket.

Kart

← and **→** will control the kart left and right. Use **X** to accelerate.

Hang Glider

Use **↑ ↓ ← →** to control the hang glider's motion. **←** and **→** move it side-to-side and **↑** and **↓** will pitch the nose down and up. To gain altitude, Croc must guide the hang glider into the rising thermals.

Plane

As with the hang glider, use \uparrow \downarrow \leftarrow \rightarrow to control the plane's motion. \leftarrow and \rightarrow will move it side-to-side and \uparrow and \downarrow will pitch the nose down or up. \times will fire the plane's nose-mounted machine guns.

Swinging on Ropes

Croc can JUMP (by pressing \times) onto swinging ropes to get to certain places. You'll have to carefully time when Croc jumps off (pressing \times again) to make sure he lands in a safe spot.

Grabbing Balloons

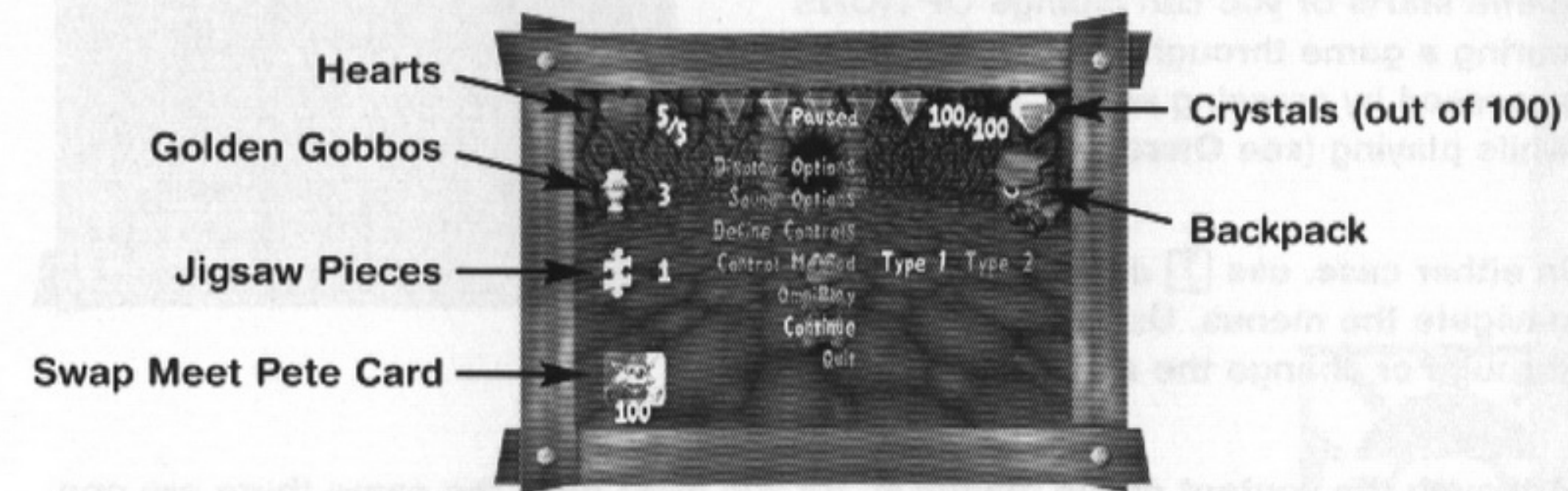
Croc can JUMP up (by pressing \times) and grab balloon strings. The balloon will then carry him off and pop when it reaches its destination.

Using Clockwork Gobbos

Sometimes you get to control special **Clockwork Gobbos** for short periods of time. These can be moved around using \uparrow \downarrow \leftarrow \rightarrow but watch out, they only last until they wind down. Use them to get extra pick-ups.

ONSCREEN INFORMATION

Information pops up onscreen as it changes (for example, when you pick up **Crystals**, the Crystal Counter appears) and if, during the game, you press Esc or P (PAUSE) you'll see all the following:



- HEARTSyou have in reserve (HEART POTS increase 2nd no.)
- COLOR CRYSTALS (out of five)found in current level
- CRYSTALS (out of 100)found in current level
- BACKPACKcurrent selected INVENTORY item
- SWAP MEET PETE CARDtotal CRYSTALS found in game
- GOLDEN GOBBOstatues found in game
- JIGSAW PIECESfound in game

◆ OPTIONS & PAUSE MENUS

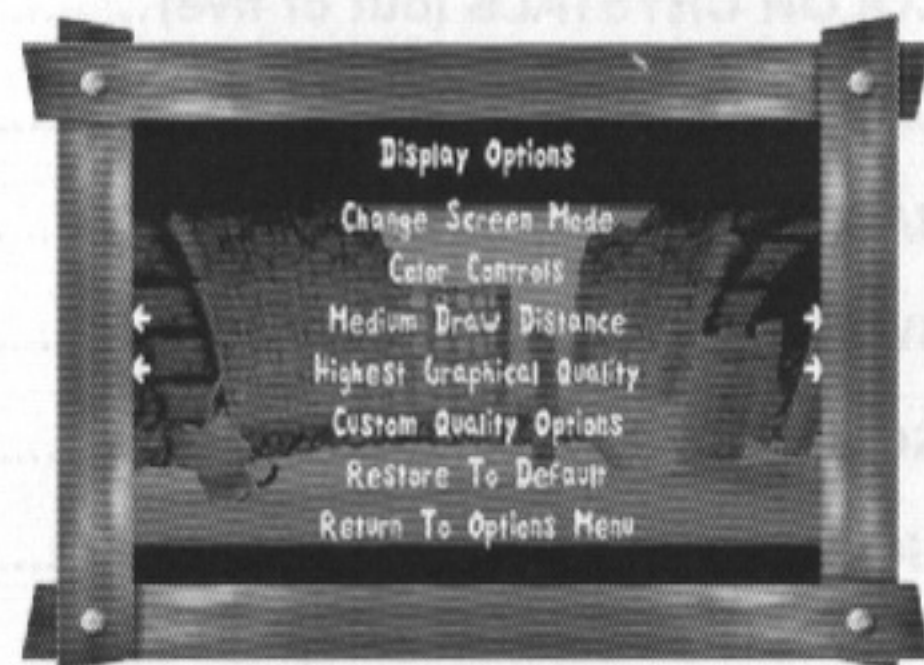
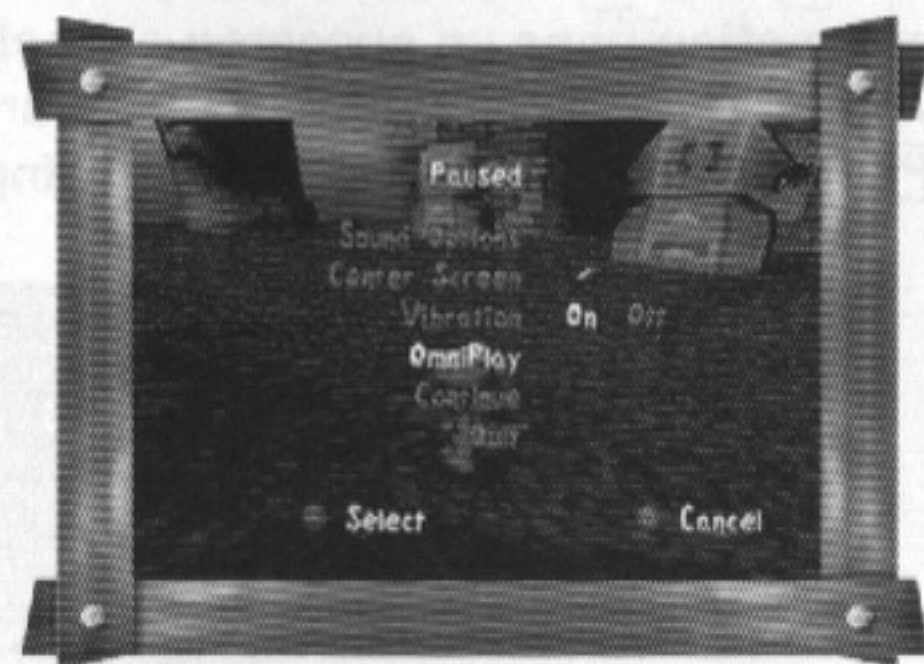
There are two different ways of accessing **OPTIONS** in CROC 2. You can select **OPTIONS** from the **Main Menu** before the game starts or you can change **OPTIONS** during a game through the **PAUSE MENU**, accessed by pressing either **[Esc]** or **[P]** while playing (see **Onscreen Information**).

In either case, use **[↑]** and **[↓]** with **[Enter]** to navigate the menus. Use **[←]** and **[→]** to cycle through or change the available options.

Although the content of the menus is, for the most part, the same there are one or two specific options that are only available from the **MAIN MENU OPTIONS** or the **PAUSE MENU**, these will be noted below as they appear.

DISPLAY OPTIONS

NOTE: Not all options are available on all graphics cards.



Change Screen Mode (MAIN MENU OPTIONS only)

This menu allows you to change options including: which 3D graphics accelerator is being used (if any), screen resolution and color range.

Display Driver

This shows the display driver/3D graphics accelerator that is currently in use and (if you have more than one graphics card installed in your computer) will allow to select your preferred one.

Hardware and Software modes

This allows you to choose whether to use your 3D GRAPHICS ACCELERATOR CARD. If you do not have one, this option will be locked.

Color depth

This allows you to change the number of colors that are being displayed. 16-bit is recommended but your card may be able to display 32-bit color.

Screen resolution

You can use **[←]** and **[→]** to cycle through the available screen resolutions. The available choices may vary, depending on your computer's graphics capabilities and what other choices you have made from the **Change Screen Mode** menu.

Try Mode

As a precaution, no changes made on the **Change Screen Mode** menu take effect until this option is selected. You will then be given 5 seconds to decide whether to accept or reject your latest changes. Your computer will return to its previous display settings automatically after 5 seconds if you do not choose 'accept' during this time or if you choose 'reject'.

Color Controls

You will only see this option if your video hardware supports this feature. Use these controls to adjust the **BRIGHTNESS**, **CONTRAST**, and **GAMMA** values of your display to your personal liking.

Draw Distance

This option sets how far you can see in the distance. Select from **MINIMUM**, **MEDIUM**, **MAXIMUM** and **FLOATING**. **FLOATING DRAW DISTANCE** automatically adjusts itself to meet your computers needs.

Graphical Quality

Use one of the preset graphic settings (**LOW**, **MEDIUM**, **HIGH** or **HIGHEST**) or select your own **CUSTOM** settings (customized using the **Custom Quality Options** menu item).

Custom Quality Options

The following list shows all of the customizable features and the different settings available which make up the **CUSTOM GRAPHICAL QUALITY** setting.

General Options

Lighting (Off / Monochrome / Colored)

Controls whether objects will be shaded according to nearby light sources. Disabling lighting will turn off fogging in dark levels.

Dithering (On / Off)

Improves visual quality in lower color depths. Can cause a grainy appearance in some circumstances.

Texture Options

Filtered Textures (On / Off)

When enabled, makes textures appear smoother. Disabling this option will also turn off **Blended Edges**.

Blended Edges (On / Off)

When enabled, removes or reduces the black edges that appear around some objects when **Filtered Textures** is turned on. Enabling this option will turn on **Filtered Textures** on if it is not already enabled

Transparency Fix (On / Off)

Fixes a problem on some hardware (for example, the S3 Virge), where holes appear in some objects, allowing you to see through them. Do not turn this option on unless you have this problem.

Translucency Options

Translucency (On / Off)

Enables simple translucency. Some objects will appear see-through. Disabling **Translucency** will disable **Translucent Fogging**.

Texture Translucency (On / Off)

Enables more complex translucency. Depending on your graphics card, the appearance of certain things such as: shadows, dust clouds, smoke and stars may look better.

Translucent Fogging (On / Off)

Controls whether distant objects fade in and out or appear suddenly. Enabling **Translucent Fogging** will turn on **Translucency** if it is not already enabled.

Restore to Default

Use this to return all display options to their default settings.

SOUND OPTIONS

The layout of the following options is based on the **Sound Options** menu from the MAIN MENU OPTIONS screen. The **Sound Options** from the PAUSE MENU combines the **Speakers** and **Volume Controls** menus below on one screen but does not allow access to the **Ambient Sounds** menu.

Volume Controls

Sound Effect Volume

This slider controls how loud the sound effects in the game are.

Dialogue Volume

This slider controls the effects for when the Gobbos, Croc and everybody else are talking.

Music Volume

This slider controls how loud the music in the game is.

Ambient Sounds (MAIN MENU OPTIONS only)

This turns background environmental sounds on or off. Turning this option off may improve performance on some computers.

Speakers

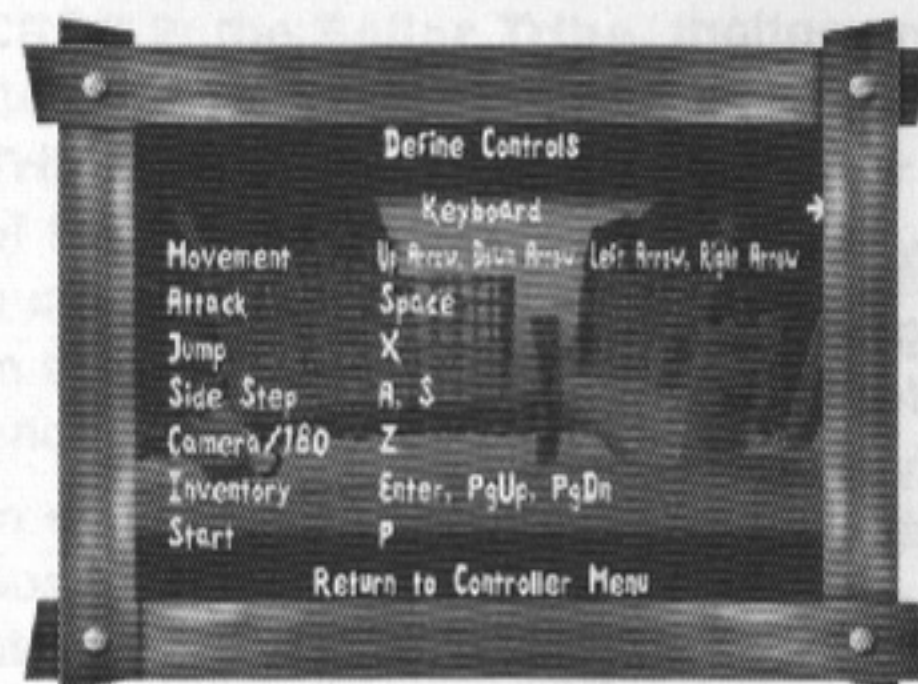
This can be set to Mono, Stereo, Surround, Quad, 5.1, or Headphones. Choose the speaker setup that matches that of your computer.

Restore to Default (MAIN MENU OPTIONS only)

Select this option to restore all options to their default settings.

CONTROLLER OPTIONS

This option lets you redefine the keyboard keys and the buttons of any other connected controllers in the PAUSE MENU, the **Define Controls** option appears as does the additional **Control Methods** option.



Define Controls

Select this option to customize game controls. See the previous **How To Move Croc Around** section to see the default settings for keyboard and gamepad.

The second line from the top displays which controller you are adjusting (keyboard is always displayed first). If another type of controller is connected there should be an arrow to the right of the word 'keyboard'.

You can use and to cycle through controllers until you have set them up as you would like. (Also see the **OmniPlay** section below).

Control Methods (PAUSE MENU only)

This changes how Croc moves relative to the camera. Experiment with both control types to find which works best for you.

The function of also changes with control type:

Type 1 - (Default) Pressing quickly positions the camera behind Croc. Analog game controllers typically respond better when using Type 1.

Type 2 - Pressing makes Croc do a 180° hop. Croc can walk backwards when is pressed.

OMNIPLAY™

This option only appears on the PAUSE MENU and then, only if you have at least one game controller (other than the keyboard) attached to your computer. It effects all other attached controllers but not the keyboard. If no other game controllers are present, you will not see the **OmniPlay** menu option.

CROC 2 is a single player game, but it features a unique option to let more than one player share simultaneous control of Croc! This is particularly useful if, for example, you are teaching someone else to play CROC 2. We call this **OmniPlay**.

Simply put, **OmniPlay** can allow any attached game controller control any or all of Croc's moves. There is an **OmniPlay** menu for each attached game controller other than the keyboard. You can independently switch on or off each of the following controls via the **OmniPlay** menu for each controller:

Share Movement	yes/no
Share Attacking	yes/no
Share Jumping	yes/no
Share Sidestep	yes/no
Share Camera	yes/no
Share Inventory	yes/no

This allows other game controllers to have as much (or as little) control as the person using the keyboard wants them to have. The players can then play cooperatively, each helping Croc perform specific actions. You can switch on as many or as few options as you want to through this menu at any time during gameplay.

NOTE: Please don't blame us if fights break out over who's doing what and when! Remember to play nice!

◆ GAME STRUCTURE

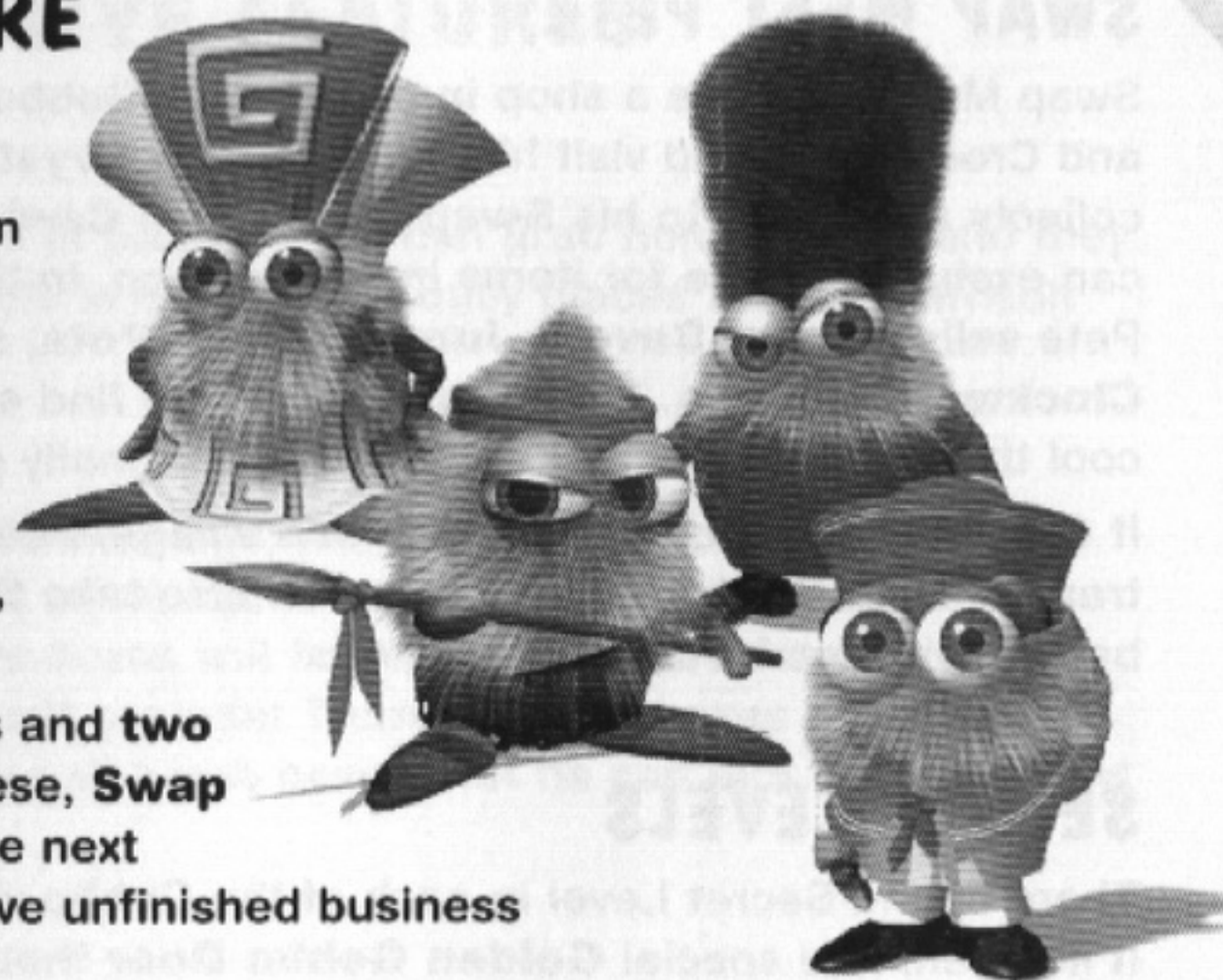
THE GOBBO TRIBES

There are four tribes of Gobbos in CROC 2: the **Sailor Tribe**, the **Cossack Tribe**, the **Prehistoric Tribe**, and the **Inca Tribe**. Each of the tribes is preoccupied with a certain style which is reflected in their environment, their village, and their clothing.

In each tribe there are **five levels** and **two boss levels**. If Croc completes these, **Swap Meet Pete** can take him on to the next tribe. However, this could still leave unfinished business in the current tribe...

Each level (and parts of some boss levels) has 100 normal **Crystals** hidden in it. If Croc finds 50 **Crystals** in a level he will have 1 **Heart** restored, if he finds all 100 **Crystals**, he will automatically have all of his **Hearts** restored.

Each level (but not bosses or secret levels) has **five Color Crystals** hidden in it and, if Croc finds all of these, he can get a **Golden Gobbo** statue! Sometimes Croc is taken to a secret section to collect the **Golden Gobbo**, sometimes it appears and he simply has to pick it up. If Croc collects all of the **Golden Gobbos** in a village and defeats the bosses, he will be able to open the **Golden Gobbo Door** behind which is a **Secret Level** with a hidden **Jigsaw Piece**.



SWAP MEET PETE

Swap Meet Pete has a shop in each of the Gobbo villages, and Croc can go and visit him anytime. Any **Crystals** Croc collects are added to his **Swap Meet Pete Card** and he can exchange these for items in Pete's shop. In the shop Pete sells **Gummi Savers Jumps**, **Heart Pots**, and **Clockwork Gobbos**. These can be used to find extra cool things in the levels that Croc can't normally get to.

If Croc completes enough quests in a village, Pete can transport him to the next one! He can also take Croc back to villages he's been to before.



SECRET LEVELS

There is one Secret Level in each of the Gobbo villages. It lies behind a special **Golden Gobbo Door** that can only be opened once Croc finds all of the **Golden Gobbos** in the village. Hidden in each Secret Level is a **Jigsaw Piece** and when Croc has all four (one from each village makes four in total) of these in his possession, the **Lost Levels** are revealed!

LOST LEVELS

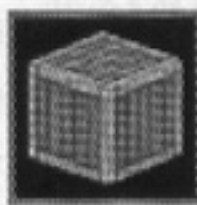
The Lost Levels are especially difficult and, if Croc completes them, then the game is **100%** complete!

A-Z OF INTERACTIVE FEATURES



Balloons

There are balloons in lots of places. Croc can grab hold of them and they will take him to other spots in the level, usually places that are difficult or impossible to get to.



Boxes

There are lots of boxes that Croc will find. Sometimes they contain **Crystals**, sometimes they make special platforms appear. Some old boxes will fall apart when Croc stands on them and some will explode! There are also boxes that Croc can push and some small bomb boxes that he can pick up and throw!



Climbing Walls

Croc can climb sections of special vine-covered walls to reach higher areas.



Clockwork Gobbos

These little wind-up critters can be very helpful to Croc because they can go places that he cannot go. You must buy them from **Swap Meet Pete** and they can only be used on special 'clockwork markers' that Croc will come across in the level. While standing on the clockwork marker, select the Clockwork Gobbo from Croc's backpack (using **[PgDn]** and **[PgUp]**) and then press **[Enter]** to use it. You can now control the Clockwork Gobbo until his timer winds down. Try to pick up as many things as you can! You can go back and use another Clockwork Gobbo anytime if there are things that you missed.



Color Crystals

Certain levels have **five** of these hidden in them and, when Croc finds all **five**, either a **Golden Gobbo** or a special warp bubble will appear that will take Croc to a **Golden Gobbo**.



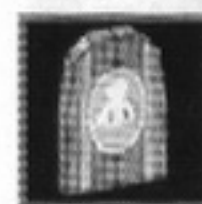
Crystals

If Croc finds 50 Crystals in a level he will have 1 **Heart** restored. If Croc finds all 100 Crystals in a level he will automatically have all of his **Hearts** restored. Any Crystals he collects are added to his **Swap Meet Pete Card**. You can replay levels and get more Crystals anytime and they all get added to the **Swap Meet Pete Card**.



Golden Gobbos

Golden Gobbos are found by finding the five **Color Crystals** that are in a level. Either the Golden Gobbo itself or a special warp bubble will appear. Touching the warp will take Croc to a special section where he will find the Golden Gobbo. Croc must find all the Golden Gobbos in a village to open up the **Golden Gobbo Door**.



Golden Gobbo Door

Each village has a locked door with the image of a **Golden Gobbo** on it. This door will only open once Croc has found all of the **Golden Gobbos** in the village. Behind this door lies a **Secret Level** containing a **Jigsaw Piece**. Croc has to find each village's **Jigsaw Piece** and defeat all of the bosses before **Swap Meet Pete** will take him to the **Lost Levels**.



Gongs

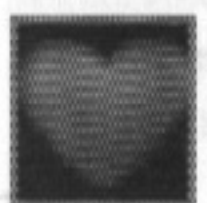
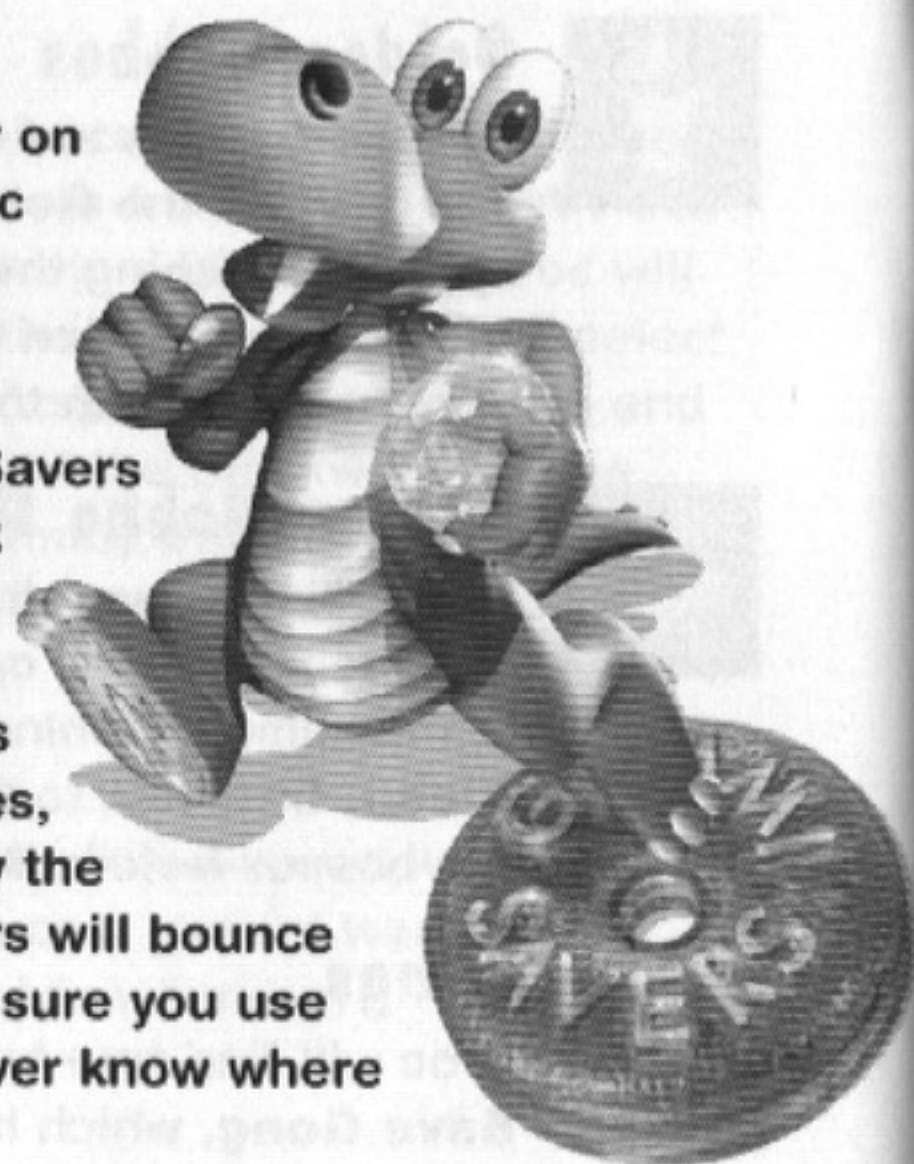
Croc will find **two** types of Gongs throughout the game. The first is the **Save Gong**, which has a picture of Croc's footprint on it. When Croc hits one of them with his tail, he will come back here if he loses a **Heart** somewhere else in the level. The other kind is the **Swap Meet Pete Gong**. When Croc's tail whacks one of these, he is magically transported out of the level and back to the Gobbo village.





Gummi Savers® Jumps

There are places in the levels with a marker on the floor that looks like a Gummi Saver. Croc must buy Gummi Savers Jumps from **Swap Meet Pete** and place them here so that he can jump up to find higher areas. While standing on the marker, select the Gummi Savers Jump you want to use from Croc's backpack (using **[PgDn]** and **[PgUp]**) and then press **[Enter]** to use it. Now you can bounce up to other places! There are three different kinds of Gummi Savers (Crystal Craze, Wild Berries, and Five Flavors) and these are indicated by the colors blue, red, and green. The three flavors will bounce Croc to different heights. You have to make sure you use the color indicated on the marker or you never know where Croc might end up!



Hearts

Croc has a number of Hearts that protect him from harm. Every time he is injured he will lose a Heart and flash. If you find Hearts in the level, you can restore ones that Croc has lost. If you find **50 Crystals** in a level Croc will regain one Heart and if you find **100 Crystals** in a level, Croc will automatically have **all** his Hearts restored. If you find a **Heart Pot** (or buy one from **Swap Meet Pete**), you can collect extra Hearts and Croc can be injured more times.



Heart Pots

These are found in secret places and can also be bought from **Swap Meet Pete**. These allow Croc to collect extra **Hearts** to protect him from harm.



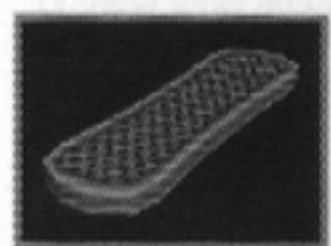
Jigsaw Pieces

These are hidden in the **Secret Levels** that are behind the **Golden Gobbo Door** in each Gobbo village. There is one Jigsaw Piece in each village, making a total of four. When Croc has defeated all of the bosses and finds all four of the Jigsaw Pieces, **Swap Meet Pete** can take him to the special **Lost Levels** to finish the game.



Keys

Sometimes there are locked doors or cages that Croc cannot stomp open. To unlock these he must pick up a key and bring it to the door or cage.



Monkey Bars

There are Monkey Bars all over the place! Croc can either run along the top of these or jump up and swing along underneath them.



Swap Meet Pete Card

This little card stores all of the **Crystals** that Croc finds on his quest. At any point he can take it to **Swap Meet Pete** to trade them for the things that he has in his shop, like **Gummi Savers Jumps**, **Heart Pots**, and **Clockwork Gobbos**.

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