

INSTRUCTION BOOKLET

MODRETRO **CHROMATIC**

25th ANNIVERSARY EDITION

CROC™



ARGONAUT

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CROC

In an island kingdom not found on any map lived the Gobbos. Little round fuzzballs with big eyes and hearts as warm as their fur, they coexisted peacefully with the many other delightfully peculiar inhabitants of Gobbo Valley.

One sunny morning, as King Rufus was strolling beside the babbling brook, out of nowhere a basket drifted into view. Pulling it ashore, he peered inside.

Nestled within was a baby crocodile, a creature unlike anything the Gobbos had ever seen before. Something about the hatchling's sleepy smile stirred Rufus's nurturing instincts, and he decreed that they would raise him as one of their own.

As he grew, the Gobbos taught the young crocodile their ways. Learning quickly, he mastered how to walk and run, to jump and climb, to swim underwater, and to fight with his tail. These skills helped to prepare him for wherever life might lead, and he soon won over even the most doubtful. He came to love his adoptive family with all his heart, and for a time, all seemed well.



But dark forces were stirring from afar. Jealous of their happiness and wanting to punish them, the wicked sorcerer Baron Dante plotted in secret to unleash a sinister plan to conquer the valley. When he attacked, the morning calm was shattered. His obedient army of minions, the Dantinis, swarmed across the realm, rounding up the fleeing Gobbos and locking them in cages and crates scattered throughout the islands.

Then, using powerful magic, Dante transformed the once-friendly animals into menacing enemies. Finally, he seized King Rufus and proclaimed himself the new ruler of Gobbo Valley.

Yet in rushing to declare victory, he had overlooked one defiant spirit: a plucky little crocodile who King Rufus called upon in his final moments of freedom. The brave hero shouldered his backpack and set off on a perilous quest across four worlds to rescue the Gobbos from Baron Dante's iron grasp and bring them all home.



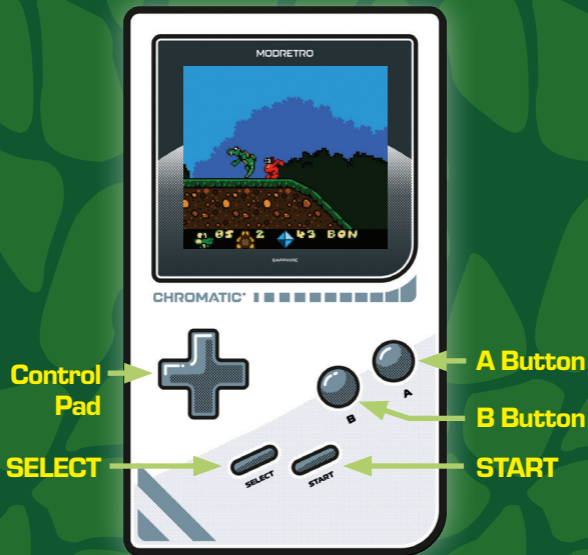
And so the adventure begins...

GETTING STARTED

1. Make sure that the **Power** switch on your ModRetro Chromatic is in the **Off** position. Never insert or remove a cartridge while the **Power** switch is in the **On** position.
2. Insert the **Croc** cartridge into the slot at the back of the ModRetro Chromatic. Make sure the cartridge is securely in place by pressing it firmly into the slot.
3. Turn the **Power** switch to the **On** position. You should see the ModRetro logo appear. (If you don't, begin again at step 1.)



BUTTON LAYOUT



GAME CONTROLS

COMMAND

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

Hold B Button  or 

Tail Spin

+ A Button

Pause game

START



COMMAND

ACTION

Swimming

Swim Left



Swim Right



Swim Down



Swim Up



Tail Spin

B Button

Sub-Games

Move arrow, cauldron,
tile Left



Move arrow, cauldron,
tile Right



Confirm selection

B Button

Explode target in
sheep/mummy games

A Button

MAIN MENU

- Continue** Continue a previously-saved game
- New Game** Start a new game from the beginning
- Password** Input a password generated from a favourite level
- Options** Customize your game settings



OPTIONS

Music Turn the game music **On** or **Off**

SFX Turn the sound effects **On** or **Off**

Modern Controls The Croc 25th Anniversary Edition includes the option to select an updated controls setting which enables modified jump physics and disables auto-jump when the **A Button** is held. Press **↓ + B** to perform a continuous forward Tail Spin



PLAYING THE GAME

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

GOBBOS

Croc can rescue up to four Gobbos in each level, with three of the Gobbos found within the main level itself. You will have to complete a Sub-Game located behind a Bonus Door in order to collect the fourth and final Gobbo in a level.



BONUS DOORS

The only way to open a Bonus Door is to collect the five letters found within the level which spell out the word BONUS. If you are unable to collect all of the letters by the time you reach the end of a level, Croc must Tail Spin the gong in order to advance to the next level.

JIGSAW PUZZLE

To gain access to the jigsaw puzzle, you must collect all four Gobbos from the first five levels. When all the Gobbos have been collected, you will have a chance to collect one of four jigsaw puzzle pieces.



THE GAME SCREEN

- Croc Heads** The number of lives remaining
- Gobbo Counter** The number of Gobbos collected
- Bonus Letters** The BONUS letters which have been collected
- Crystal Counter** The number of crystals collected



Croc Heads

BONUS Letters

Gobbo Counter

Crystal Counter

SUB - GAMES

Collecting all five BONUS letters in each main level will grant access to the Bonus Door located at the end of the level. On the other side of the door there is a timed Sub-Game to beat in order to rescue the fourth Gobbo in the level.



MAP SCREEN

The Map Screen shows the next level which must be completed in order to advance through the game. Completed levels are marked on the map with a red dot.



PAUSE GAME

Pressing the **START** button will pause the game during play. While paused, the following options are available:

START Unpause the game.

SELECT Quit the level to the Map Screen.

From the Map Screen, pressing **SELECT** will enter the Options Menu.



BONUS ITEMS

During the course of his adventure, Croc will discover Bonus Items which can do anything from giving him an extra life to helping him find the Bonus Doors and elusive final Gobbos.



CRYSTAL If Croc collects one hundred crystals he will earn an extra life. Crystals also protect Croc from harm, but if he loses all of his crystals and is then hit by an enemy, he will lose a life.



HEART Collect a heart to earn an extra life.





BONUS LETTER Five letters which spell out the word **BONUS** are hidden within each level. Collecting them all will grant access to the Bonus Door at the end of the level.



BONUS DOOR The Bonus Door only opens when you have collected all five **BONUS** letters. Behind this door a Sub-Game awaits where you can rescue the final Gobbo in the level.



SMASH BOX Why do smash boxes have a question mark on them? Because Croc finds them on his quest! It also hints at their mystery, as nobody knows what's inside until a vigorous stomp breaks them open to reveal awesome treasures every time.





SECRET LEVEL BALLOON If you see a balloon, grab the string and Croc will float to a secret area filled with a treasure trove of Bonus Items!



JELLY These tantalizingly tasty trampoline treats allow Croc to bounce up to higher places which are normally out of reach.



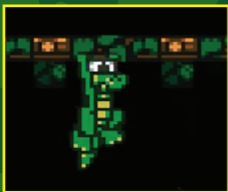


BUTTON Jumping on a button makes a platform either appear or move. Some platforms will move back to their starting positions, in which case the button must be pushed a second time in order to reactivate it.



KEY Some of the Gobbos have been locked up in cages by the evil Dantinis, so Croc must find a key to release an imprisoned Gobbo.





MONKEY BARS Croc can safely avoid enemies or travel across dangerous parts of the levels by swinging across the monkey bars hand-over-hand. If the monkey bars are low enough, Croc can also jump on top and run across them.



END OF LEVEL GONG If Croc did not collect all five of the BONUS letters, a quick Tail Spin against the gong will end the level.



JIGSAW PUZZLE PIECE Each of the pieces can be found in a separate jigsaw puzzle, and collecting all four of these will unlock a special reward.



ENEMIES

Croc will face various adversaries throughout the course of his adventure. These are some of the combative creatures he will encounter along the way:



DANTINIS Baron Dante's subservient underlings not only walk, jump, fly, and swim but some can also fling fireballs, shoot snowballs, or stomp on anything that moves, particularly a humble green crocodile which they might encounter on their patrols.



JONNIE BEE GOODE Unlike his biggity brother from another mother, Jonnie is quite a pest so watch out for his mean sting.





BURROWING WORM Worrisome worms live underground and loves to pop up and surprise an unsuspecting Croc.



BIG RATTO This cave-dwelling rat of unusual size will chase after anything that gets close to him.



MUD GOBBER This creature spits out smaller regenerative creatures which cause damage to Croc on contact.





HAMMY HEAD SHARK You will find Hammy patrolling the water levels, and he doesn't appreciate interlopers, so stay clear!



SPOOKY SPIDER Suspended by a thin strand of silk, the Spooky spiders will try to get in Croc's way by dropping down from above.





PENGUIN These seemingly cute birds will jump out of ice pools and slide across the ice on their bellies. Contact with them can be lethal, so don't get in their way!



SNAKE He might be a reptile, but he's no ally of Croc's. Sneaky and slithery, he masterfully blends into his surroundings, but only if they're also green!



JELLYFISH Although they are non-aggressive and usually mind their own business, jellyfish pack a powerful sting on contact, so be cautious around them.

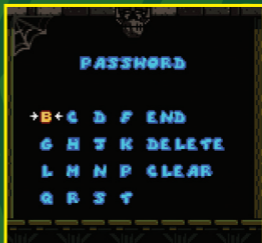


VAMPIRE FISH He's mean, he's green and he loves Halloween. He also snaps his sharp, pointy teeth at Croc, so be very careful!



PASSWORDS

After a level has been completed successfully a password is displayed. Entering a password allows the game to be resumed from its associated level. This functionality is supplemental to the Continue option.



To enter your password, use the Control Pad to highlight a letter and press the A Button to select it. Highlight **DELETE** to 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.

CREDITS

25TH ANNIVERSARY EDITION

ARGONAUT GAMES

Executive Producers

Gary Sheinwald
Mike Arkin
Jez San

Art Director

Chad Woyewodzic

Special Thanks

Anna Lisa Larke
Stephen Haunts
Wayne Mike
Dominic Collins
Brian Beuken

MODRETRO

Executive Producer & Project Management

Chris Beach

Programming

Andrew Wetzel

Manual Design

Mike Smith

ORIGINAL EDITION

DEVELOPED BY ARGONAUT GAMES

Executive Producers

Keith Robinson
Jez San
Angela Sutherland

Producer

Nick Clarke

Lead Design

Anna Lisa Larke

Map Builders

Stephen Haunts
Anna Lisa Larke
Chris Rundell

Art & Character Animation

Nick Lee
Chris Rundell

Music Conversion

Justin Scharvona
Karin Griffin

Sound Effects

Adam Fothergill

**DEVELOPED BY
ARGONAUT GAMES (CONT.)**

Sound Programming

Richard Griffiths

Tools Programming

Stephen Haunts

Testing

Stephen Haunts
Anna Lisa Larke
Chris Rundell
Mete Djemal
Al Bailey
Curley

Manual Text

Anna Lisa Larke

Special Thanks

Stephen Jarrett
Nic Cusworth
Simon Keating
Peter Day

**DEVELOPED BY
VIRTUCRAFT**

Lead Programmer

Paul Windett

Programming

Dominic Collins
Brian Beuken
Wayne Mike

Production

Brian Beuken
Diane Beuken

Special Thanks

Dave Roberts
Tony Stockton
Danielle Beuken

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FOX INTERACTIVE

Producer

David Stalker

Senior Associate Producer

Chris Miller

Associate Producer

Paul Pawlicki

Lead Tester

Ben Borth

THQ

VP of Product Development

Michael Rubinelli

Executive Producer

Scott Krager

Associate Producer

Robert Loftus

Product Marketing Manager

Michael Murray

Director of Quality Assurance

Donn W. Nauert

QA Manager

Greg Gibson

Lead Tester

Jason de Heras

Testers

Josh Austin

Chuck Sheffield

Christopher Collazo

Lee Liu

CAUTION DURING USE

1. Take a 10 to 15 minute break every hour during extended play sessions.
2. This equipment is precisely crafted. Avoid extreme temperatures, rough handling, and do not disassemble the unit.
3. Keep connectors dry and avoid contact with water to prevent malfunction.
4. Avoid using volatile solvents like thinner, benzene, or alcohol to clean this equipment.
5. Store the game in its box when not in use.



WARNING - REPETITIVE MOTION INJURIES

Playing video games for extended periods can cause discomfort in your muscles, joints, or skin. To prevent issues like Tendonitis, Carpal Tunnel Syndrome, or skin irritation, follow these guidelines:

- Take a 10 to 15 minute break every hour, even if you don't feel the need.
- If your hands, wrists, or arms start to feel tired or sore, stop playing and rest them for several hours.
- If discomfort in your hands, wrists, or arms persists during or after play, stop playing and consult a doctor.



WARNING - SEIZURES

Some individuals (about 1 in 4000) may experience seizures or blackouts triggered by flashing lights, such as those in TV shows or video games, even if they've never had a seizure before. Anyone with a history of seizures, loss of consciousness, or symptoms related to epilepsy should consult a doctor before playing video games. Parents should monitor their children while they play. STOP IMMEDIATELY and seek medical advice if you or your child experience any of the following: convulsions, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, or disorientation.

TO REDUCE THE RISK OF A SEIZURE WHILE PLAYING VIDEO GAMES:

1. Sit or stand as far from the screen as possible.
2. Use the smallest screen available.
3. Avoid playing when tired or in need of sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

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