

GAME STRUCTURE OF CROC COLOUR GAME BOY

Your/Croc's objective in Croc Colour Game Boy

You control Croc, a little green crocodile who was abandoned but found, and taken in by, the Gobbo people. Baron Dante, an evil magician, entered the Gobbo town and kidnapped the Gobbos. Your job is to rescue the Gobbos that are scattered over 4 worlds.

There are 4 Gobbos per level so that's per 20 world, and 80 in total.

You do not have to collect all the Gobbos

The game is structured in the following way:

- There are 4 main worlds - FOREST, ICE, DESERT, CASTLE
- In each world there are 7 levels.
- Of these 7 levels:
 1. 1 is a boss level
 2. 1 is a secret JIGSAW PIECE level accessed only by collecting all the Gobbos from each level in that world
 3. 1 is a race level
- Here is an example of how the Gobbo/crystal system works:
 1. In World One, we have 7 levels. 1 is a boss level and 1 is a secret level. Let's ignore these for a second! We are left with 5 normal levels in which Gobbos and coloured crystals are found.
 2. In each of those 5 levels are 4 Gobbos, 5 coloured crystals, a crystal door/CRYSTAL MARKER and a gong/goal.
 3. 5 Gobbos are in the main level and the last Gobbo is in another section of the level behind the crystal door.
 4. You have to collect all the 5 coloured crystals in order to access the last section of the level (inside the crystal door). Behind the crystal door lies the 4th Gobbo.

What happens if you collect, for example, 2 Gobbos in one level and finish that level, then play that level again?

A. If you play a level over again, the game will remember how many Gobbos you collected the first time you played that level. If you get more than your highest Gobbo count for that level, then the game will record your highest count. If you get less than your high score for Gobbos in that level, the Gobbo counter will stay the same. This is also to stop the player from going into a level and collecting an infinite amount of Gobbos.

B. Also, if you've already played a level and got 2 Gobbos only in that level, when you play it again, all the Gobbos RESET themselves. This doesn't mean that you can go into a level and get loads and loads of Gobbos for the reason shown in point A.

HOW MANY GOBBOS ARE THERE?

1. Each level has 4 Gobbos
2. Gobbos appear in 5 out of the 7 levels (the other 2 levels are a secret level that you can only access if you collect all the Gobbos in the first 5 levels) and a boss level (which has no Gobbos in it either)).
3. Per world, there are 20 Gobbos. That 80 altogether!
4. If you get all the Gobbos from the first five levels, then the secret JIGSAW PIECE level will open up. Here you get a chance to collect the JIGSAW PIECE (4 jigsaw pieces make up a picture of the Secret Crystal island and this opens the Crystal Island up). If you do not get all the Gobbos, then the secret island won't open up and you will just proceed to the boss level. This applies to all 4 worlds.

RULES OF THE GAME

1. You start the game with 3 lives
2. If you die before you hit the checkpoint, everything resets itself including the number of Gobbos you have collected and the coloured crystals. Any normal crystals you collected, you keep.
3. You can only hit the checkpoint once.
4. If you die AFTER you hit the checkpoint, everything AFTER the checkpoint resets itself (except for the number of normal crystals you collected). Everything BEFORE the checkpoint stays just as you left it.
5. If you pick-up crystals and you get hit, you will drop a percentage (we will have to work out a figure for this!) of your crystals. They will 'scatter' around you and quickly flash away. You don't get a chance to collect them.
6. If you get hit by an enemy and have no crystals, you will die!
7. If you hit the checkpoint, but then quit out of the level, when you go back into it again, the whole level will have reset.

8. Collect 100 crystals and you get an extra life. In Croc 1, the crystals you collected in a level were added to your crystal total when you finished the level. In Croc CGB any crystals you get will be added to your current crystal total. If you get 100 crystals, you automatically get an extra life and your crystal count goes back to 1.
- So when you hit 100 crystals, the counter will go to 99 and then a sound effect will be played to show you got 100 crystals and the counter will reset to 1 - this is so that the player isn't unfairly left with no crystals just because he/she collected 100 crystals. If the player gets hit, they lose all their crystals and the counter will go to 0.

CROC'S MOVES/ANIMATIONS

WALKING

- **walk right** (Right on the D-Pad)
- **Run right or left** (Right or Left on the D-pad plus B)
- **walk left** (Left on the D-Pad)
- **Jump** (A button)
- **High Jump** (Hold down A button a little longer)
- **Stomp** (press A button twice quickly)
- **A running jump onto e.g. monkey bars, spider's webs** (A button and either LEFT or RIGHT directional button)
- **Push** (RIGHT key on D-Pad. Push Croc into object/block and it will move if it is able to).
- **Tail Spin** (B button)
- **Climb** {under monkey bars} {Use A button to jump onto them, and RIGHT or LEFT button on D-pad to go left and right}
- **Climb up/down ladders/walls** (Use A to jump onto ladder etc. using left or right on the D-pad)

SWIMMING

- **Swim left** - left on d-pad
- **Swim right** - right on d-pad
- **Down** - down on d-pad
- **Swim up** - A button
- **Tail spin** - B button

- **Animation for when he hits the gong and finishes level**

- **Idle animations**

FRONT END

The front end of Croc CGB will be fairly simple.

When you turn the Game Boy on, you will see the following:

- 1) Nintendo game boy screen
- 2) The Fox screen
- 3) Argonaut screen
- 4) Croc Colour game Boy screen (perhaps a picture of Croc) then the name CROC logo smacks down onto the screen.
- 5) After 10 seconds everything on screen will fade to white (except for the Croc logo). It will then go into Demo mode.
- 6) If you do not press any key for __ seconds (need Nintendo guidelines) then a short demo will begin playing. After the demo, the Croc Game Boy screen will appear again reading and waiting for you to press START. If you don't, it will go into demo mode again.
- 7) Pressing START will activate the main menu in which the following options will appear:
 - a) NEW GAME
 - b) PASSWORD (hopefully we will have a password system, but we might even have battery options and so be able to save the games directly onto the cart).
 - c) OPTIONS - It would be nice to have a sound ON/OFF option and a SOUND FX ON/OFF option. I know that the music in certain game boy games drives me insane and I wish I could turn it off. Turok 2 has the music/sound fx ON/OFF option.
- 8) NEW GAME will take you to the MAP SCREEN
- 9) PASSWORD will take you to the password screen where you can enter your password. You can then proceed to the map screen at the place you last saved.
- 10) OPTIONS will take you to the OPTIONS screen

THE MAP SCREEN

- 1) It will look a little like the Donkey Kong Country map screen in that all of the world 1 will fit onto one screen with each level having a marker etc.
After Croc has completed a level, a little icon of a gobbo's head will appear next to the level you have just done with a number. This number tells you how many Gobbos you have freed on that level.
- 2) Your progress in Croc will be displayed on the MAP screen where you will be able to see what levels you have to do, what levels you've done etc. Also, if you have collected all 6 Gobbos in a level, a small Gobbo icon will appear next the level to the level marker (probably a small circle).
- 3) On the map screen, you will see a small miniature Croc. You move him from level to level as he acts as your little marker so you know which level you're on or which level you're going to.

THE GAME ITSELF

- 1) On the map screen, you start at level one (first forest level). You press START to begin the level.
- 2) Whilst playing the game, certain information will appear at the bottom of the screen. This is:
 - a) Croc's lives (depicted by an icon of Croc's head plus a number next to it depicting the amount of lives)
 - b) Number of Gobbos (an icon of a Gobbo, with a number next to it indicating the number of Gobbos you have collected at that time.
 - c) Number of normal crystals collected.
 - d) Number of coloured crystals collected.

Hopefully this will all fit on screen. If it does not, then the coloured crystals will have to appear as an icon that flashes onscreen as soon as you get a coloured crystal. If you ever need to check how many coloured crystals you have, then you can press the PAUSE button (START) and the crystal counter will appear onscreen for the duration of the PAUSE.

- 3) During the game you can quit out of the level you are in. Press START (to pause the game) and then SELECT to quit out. Anything you have done in that level will reset itself except for any normal crystals you collect.

ENEMIES IN CROC COLOUR

GAME BOY

Croc can 'kill' enemies by:

- a) tail spinning them
- b) jumping on them

Some enemies are invulnerable.
Some can only be killed with a stomp.

WORLD ONE - FOREST

WORLD ONE ENEMIES

- **Green Walking Dantini** - GREEN. This exciting fellow walks backwards and forwards between 2 points (usually I'll place him in a small area between objects, so he doesn't look too silly!
- **Lava balls** – jump out of lava pits in caves and fall back down again.
- **Red Walking Dantini** - RED. This Dantini walks but doesn't stop walking. He will walk off edges of things if necessary.
- **Big Rat** - BROWN with big teeth. Lives in the caves and just wiggles about until Croc gets too near, then he quickly zips and tries to nip Croc's feet! Then he wiggles back. Moves left and right, right to left.
- **The Spiky Invulnerable Flying Thing** - He is **invulnerable** and flies up and down. He is found in gaps between platforms and under monkey bars.
- **The Bee** - BLACK AND YELLOW. This bee thinks Croc is a flower (a green bogey flower) and so flies towards Croc and gets all excited. As Croc approaches he will fly up towards him and try to touch him. He will try and aim for Croc's head. He can be tail-spinned to death!
- **Mr. Fireball** - ORANGE AND YELLOW WITH 2 EYES. Lives in lava pits. He is a fireball with eyes (!!!). He leaps out of lava pits, then goes back down again. Very simple. Unaffected by Croc's proximity. **Invulnerable.**
- **Red Dantini WITH trident** - RED. This Dantini walks left to right. If Croc come too near (about 3 map blocks?) the Dantini shoots a fireball at Croc!
- **Jumping Dantini** - ORANGE. This Dantini jumps up and down (simple huh!?).
- **Pumpkin** - bounces up and down (not very high) and when Croc is in range, it rolls towards Croc trying to bowl him over, then rolls back.
- **Bat** - DARK PURPLE. This little bat with big spiky wings, is **invulnerable**. He moves up and down and placed in areas such as gap, so that Croc has to carefully jump over him.

- **Flying Dantini** - RED. This little red Dantini can fly left to right, up and down and in a circular motion (clockwise and anti-clockwise). He is a really versatile enemy that will be used in a lot of levels throughout the game.
- **Little green snake** - GREEN. This small snake moves left and right. he is a lot faster than the walking dantinis.
- **The little rock chucker** - which is a lie really as he chucks out cute-looking little creatures with small little legs. The rock chucker is a stationary enemy that sits in high multileveled areas. He cycles through the animation of him getting ready to explode and then do his popping thing that launches out those little walking things. These should fire up into the air and then land dotted around the screen (on different levels) and proceed to run about their various 'levels' but stay on those levels. And move from left to right.
- **Burrowing Worm** - BROWN AND ORANGE. This little worm lives in soft slippy mud. You can tell he's about by the molehill of mud that appears every time he moves. He burrows underground moving left and right. First he burrows towards Croc (to the left) and pops his head up and looks around. He then goes back underground and burrows to the right, then pops his head out of the ground.
- **Mud gobbler** - BROWN or YELLOW. This little fellow lives in the slopes of mud walls and floors. He gobs splats of mud at Croc every 2 (this can be adjusted) seconds.
- **Spiders in the spider's webs** - (DIFFERENT COLOURS). This little creatures circle round the web. Croc can climb around the web also moving up, down, left and right. The spiders move in a set pattern that Croc must learn in order to cross the web safely.
- **Mining machine** - chases after Croc in the chase level. Mining machine must travel slightly slower than Croc in order for this to be challenging. The mining machine must be able to go over gaps (there will be a little curved ramp for it to 'fly' off).
- **Totems** - WOOD COLOUR (BEIGE) - These totem poles spit out poisoned darts every few seconds. The only way Croc can stop it chucking out darts in by stomping on it. This cracks it, and it stops spitting darts. It has 2 faces (one on each side) and spits out darts in both directions.

BOSS ONE - FLIBBY THE LADY BUG

Looks like a ladybird with boxing gloves. Moves left and right:

- a) As Flibby gets near Croc, he tries to swipe Croc one. Then he gets out of breath. This is Croc's chance to tailspin him. Flibby falls down onto his back. Croc must stomp on Flibby's belly.
- b) Next stage, he does any even larger swipe with his big boxing glove, gets knackered again and Croc can jump on his belly.
- c) Last Stage – Flibby punches the ground with both fists. Croc has to tailspin him (and jump on his belly).

If Croc gets hit Flibby sticks his hands in the air (cheering).

WORLD TWO ENEMIES

- **Snowball-throwing dantini** - BLUE. Just as it says this Dantini starts to throw snowballs at you as soon as you get within range (say 3 or 4 map blocks).
- **Ice balls** – jump out of water and fall back in again (just like lava balls).
- **Stomping Dantini** – stand on top of monkey bars and stomps. If Croc is trying to climb along the monkey bar underneath and the dantini stomps above Croc, the force will knock Croc off the bars.
- **Penguins** - BLACK AND WHITE. The penguins are found in ice pools and jump out of the water and back in again. They also jump up and along ice blocks etc.
- **Polar Bear** - WHITE/YELLOW. This little bear sits down on top of long slopes and rolls snowballs down the slope at you. He will roll a ball then let it go down the slope at which point it gets bigger and bigger! The nearer Croc gets to him, the better the chance he has of jumping over the snowball! The polar bear will release a ball every few seconds so, at maximum, there may be 2 balls on the go at one time.
- **Goose** - The Goose simply flies in a straight line over things then disappear. They can either be stationary (just flapping their wings) or they fly from right to left in one continuous direction.
- **The Beaver** - (BROWN). Important enemy as he maintains the power supply pylon. The beaver lives in the shed at the bottom of the pylon. Once he sees Croc approaching the shed, he rushes out of his shed and tries to run him down. He runs from right to left then off the edge. He then runs off the edge of the slope and disappears.
- **Skiing Danintis** – Try and knock Croc over on the snowboard race level.

BOSS - ITSY THE ICE DEMON

WORLD THREE ENEMIES

- **Ghost** - (GREY). This ghost tries to nick all your crystals and pick-ups before you. You have to chase after it, overtake it and get to your good before it gets there first. It starts at point A and has to get to point B picking up all the pick-ups as it goes along (unless Croc gets there first).
- **Platform Hopping Dantini** - (PURPLE). This little Dantini jumps from platform to platform or object to object i.e. he may jump from a platform to another platform, or he may just jump from a ledge to another ledge (over a small gap).
- **Mud balls** – jump out of mud pits just like the ice balls and lava balls.
- **Scorpion (2 types)** -
 - a) **TYPE 1** - This type is found in desert caves. He lives in the boiling mud, and jumps in and out of the mud (like Mr. Fireball). Every time he jumps out of the mud, he gobs out a small fireball at Croc no matter what side of the scorpion Croc is on, it will turn and face him and gob fireballs at him.
 - b) **TYPE 2** - This scorpion scuttles about from left to right and right to left in the desert section. He gobs out a fireball every so often and gobs it in Croc's direction, so wherever Croc is, that's the way the fireball shoots out.
- **Mummies** - walk left and right in that silly mummy way! If Croc gets too near the mummy lunges at him (will talk to Nick Lee about the lunging!).
- **Flaming red Dantini** - runs left and right, right and left but is covered in flames. He is **invulnerable** when covered in flames. Every few seconds the flames subside allowing Croc to twat him one!
- **Geysers** - Shoot out hot water in a cone-shaped spray. I will probably line a few up next to each other and have them spray out in a different sequence. Croc has to cross them without getting scalded.

WATER

- **Vampire Fish** - GREEN ugly little fish with big teeth and RED eyes that swims about from left to right and right to left. If Croc gets near, he tries to bite Croc.
- **Jelly fish** - PINK. Swims slowly up and down between 2 points though it is usually found blocking exits.
- **Crab** - RED crab that swims up and down. Usually blocks exits.
- **Hammer Head Shark** - GREEN in colour. Swim left to right and right to left. Just gets in the way. Can be destroyed with a tail-spin.
- **Swimming Dantini with Trident** - GREEN (TURQUOISE). This Dantini swims about in the water and moves up and down between 2 points. He also fires a fireball at Croc once within range (say about 4 map blocks away).
- **Clam** - (YELLOW) has a Gobbo in its mouth. It open and shuts it's mouth every so often (we will determine the rate whilst playing it). Croc must swim in and get the Gobbo. If it shuts it's mouth on Croc, Croc will lose all his crystals. If he has no crystals, he will die.

BOSS THREE - CACTUS JACK (GREEN)

WORLD FOUR ENEMIES

- **Spooky Spider** - (PURPLE). A spider which 'hides' on the ceiling of a cave or dungeon and as Croc gets near, suddenly pops down on a piece of web then pops back up again
- **Ballistic Meg** - (YELLOW AND PINK). Ballistic Meg moves very quickly. So quickly that she leaves a trail of fire after her. She is usually found in castle areas of flat areas of ground. She pays no attention to Croc but just zips back and forth between 2 points. She moves left to right and right to left, zipping along leaving a trail of fire after her.
- **Grimmy The Reaperman** - (CRIMSON CAPE/SMOCK GREY/BROWN FACE). Grimmy moves about left and right, right to left. If Croc gets anywhere near him, he tries to chop Croc with this scythe.
- **Dantini Thief** - (BLUE WITH ORANGE SPIKES DOWN HIS BACK). He lives in the dungeons and steals one of Croc Gobbos and tries to run off with it. You must chase after him and destroy him to get it back!
- **Swipe Swiftly** - FLESH COLOURED WITH BURGUNDY RIPPED PANTS! Swipe Swiftly walks about from left to right and right to left swishing his sword about. If Croc gets to near he swipes at Croc very swiftly.
- **Bobo Robo** - BROWN. Little Robots that essentially walk left to right, right to left.
- **Blocker Knight** - Stands there. Has a big Fist that he slams down onto Croc. The fist is the only thing that moves.
- Insect pit
- **Dantinis** – throw things out of window and from parapets down onto Croc in the 'up the castle wall' level.

BOSS - BARON DANTE

SECRET WORLD (CRYSTAL ISLAND) ENEMIES

- **Crystal Dantinis** - Just like normal Dantinis. Shatter when destroyed.
- **God only knows. Anything but normal Dantinis.**

BOSS - CRYSTAL BOSS

GAME OBJECTS IN CROC GB

- Smash boxes - boxes with a question mark on them. Inside, they may contain crystals, a coloured crystal, and extra life or a Gobbo.
- Gobbos - Little creature that Croc must save. As it waits for you, it jumps up and down until you free it.
- Normal Crystals - If Croc collects 100 of these, he gets an extra life. They also act as a sort of shield for Croc (much like the mask in Crash bandicoot) in that if you have some crystals on you and you get hit by an enemy, they protect you from one hit (but you lose them all). As soon as you get hit, they 'scatter' about. You can try and collect any that have fallen. If you are hit and you have no crystals, then you will die straight away.
- Coloured yellow Crystal - There are 5 of these per level (red, blue, green, and pink crystal). If you collect all 5, it will open the crystal door that is at the end of each level. If you don't collect them all, they you won't be able to collect the last Gobbo in that level.
- Tree Stump For - Tree stumps are like access tunnels to other areas. example, in World there is a tree stump. Sometimes you can jump down it. It takes you to a cave area where you can collect your Gobbo and pick-ups etc.
- Heart (Extra Life) - A little spinning red heart that gives Croc one extra life when he collects it.
- Secret Level Balloon - This balloon start rising as soon as Croc sees it. If he can run and jump in time, he will be able to grab onto it and be carried to a secret area. NB. These secret levels are dotted throughout the game in most of the levels. They aren't the same as the the level which contains the jigsaw piece.
- Checkpoint - If Croc hits the checkpoint and dies then the game will

restart from the point that he hit the checkpoint. Everything before the checkpoint won't reset itself.

- Stationary Platforms - Platforms that don't move. Nice and simple.
- Other Platform Variants (see below - this deserves it's own section!)
- Crystal door in tree OR just crystal door on its own end - The crystal door or Crystal marker is an area at the end of a level that can only be accessed if you have collected all 5 coloured crystals from that level. If you have collected all 5 by the time you reach this door/marker, you will be allowed access to the last section of this level (through the door/past the marker). If not, then you won't be allowed access and you will have to hit the gong/goal to finish the level. You won't get a chance to get all the last Gobbo behind the crystal door marker.
- Monkey Bars - Horizontal almost plank-like object that Croc can jump up and crawl over, or 'walk' under using his hands.
- Cage - Usually contains a trapped Gobbo but might have an extra life in it or a button under it. You will need a key to open the cage.
- Gold Key - You can use it to open cages
- Spikes at bottom of some pits - Kill Croc if he falls on them
- Buttons platforms - Buttons activate platforms. Buttons can make

move toward you;
Move up and down; appear. Croc jumps on the button to activate it. If the button stays depressed, this means that the platform it has activated will keep moving. If the button pops up again, this means that the platform it activates will reset itself, and so the button needs pressing again.

- **Balloons:**

- a) Some transport Croc from one area of level to another - this balloon is pink.
- b) Some can also transport him up to secrets (if he catches the special rising balloon in time). This balloon starts to rise as soon as Croc sees it.

- **Checkpoint** - essential in any level. Croc will hit the checkpoint.

- **PLATFORMS:**

1. Crumbling Platforms - as soon as Croc lands on them they start to crumble. Have cracks in them so you know they're fragile. Reset themselves after a good few seconds
2. Normal Platform Croc jumps - stationary platform which "bob" when on it
3. Rotating platforms - rotate around another object.
4. Moving platforms and - move from place to place, up and down, left right.
5. Slippery Platforms - Croc slips about on these. Are found in ice and swamp levels.
6. Lilly pads - Found in swampland over mud pit. They start to sink as soon as Croc lands on them.

Game objects and 'Environmental' Features/special effects in each world that affects Croc

WORLD ONE

- In cave, lava burns croc as do lava balls – lava pits
- Lilly pads - sink as soon as Croc lands on them.
- Logs in mud that Croc runs up and over

WORLD TWO

- Slippery ice floor
- Water kills Croc (icy water)
- Large icicles in Croc ice cave - Croc jumps on them and starts to slip off so needs to be quick when crossing a large gap by means of the large icicles.
- Rocks, stones, trees etc. in Croc snowboard level. Croc has to snowboard over them avoiding them.

WORLD THREE

- Geysers - shoot up jets of hot water.
- Boiling mud - replaces lava in desert cave sections

WORLD FOUR

- Creepy crawly pit - like a lava pit but with animating creepy crawlies in one big mass. Croc dies/looses crystals if he walk on these.
- Electricity bolts in the castle. Small bolts of electricity that kill Croc.
- Lightning weather effects

RACE LEVELS IN CROC COLOR GAMEBOY

WORLD ONE

Mining machine chase level

- The view is 2d side-on
- Set in cave area
- Level starts with mining machine powering up ready to chase Croc. Croc has to run through cave over lava pits, jumping over obstacles to avoid being run-over by the mining machine.

WORLD TWO

Snowboarding level

- The view is 2D side on (time constraints).
- Croc begins at the start flag. He must snowboard down the slopes trying to collect as many pick-ups as possible (Gobbos, crystals, etc.) whilst trying to avoid the Dantinis that try and ski past you and knock you over.
- The level will be complete when Croc has passed the finish lines intact. He will be able to enter the crystal door if he has collected all 5 crystal doors on the way through.

WORLD THREE

Flying carpet level

- In this level, Croc is on a flying carpet, as the level starts to scroll (by itself) Croc must avoid all sorts of enemies and slopes, mountains etc. getting in his way. He must collect all the Gobbos and coloured crystals he can.

WORLD FOUR

Up the Castlewall

- View is top down.
- It's like the snowboarding level except that Croc is moving up the screen this time. He has to climb up the castle wall to reach the door to the castle. On his way he must collect the Gobbos and crystals. He must also avoid the Dantinis who are climbing up, across, or down the wall and who are throwing all sorts of things at him.

OTHER SUB-SECTIONS IN CROC CGB

In some sections of the game, there will be a small game or task to complete usually when you go through a crystal door.

Here is a list of them (in no particular order).

- 3 BOX SWAP TRICK

In this section, you will enter a small room with 3 boxes. In one of these boxes is a Gobbo. You will see the Gobbo in the box. Then, the boxes start to mix up. You have to remember which box the Gobbo is in. When the boxes have finished mixing, you have to jump up and tail spin the box you think has the Gobbo in it.

- GHOST CHASE SECTION

In this section, your objective is to free the Gobbo from its cage at the end of the level. All you need to do is collect the key and open the cage. However, there's one problem. Just ahead of you is a Ghost (enemy). And he is moving very quickly ahead of you, trying to collect all the pick-ups (including your key!). You have to try and out-run and get to the key before him. If you don't succeed, the ghost will steal your key and you won't be able to free your last Gobbo (and no secret level for you). If you get the key in time, you can free the Gobbo.

This section will be side-on, and uses the desert-cave tile-set

- THE CATCHING GAME

Croc will enter the level and will be faced with 3 buttons and a pot (cauldron). Above the cauldron, pick-ups will start falling (crystals, Gobbos, extra lives). Each button corresponds to a movement of the cauldron so to move the cauldron to the left press the left button, to move the cauldron to the right, press the right button etc.

Pick-ups will start falling from above the cauldron in 3 positions left, middle and right. If a pick-up falls from above left, press the left button to move the cauldron to the left to catch the pick-up etc. etc.

The catching game ends if you do not catch a pick-up.

The aim of this section is to catch the Gobbo which will fall out last.

- THE SHEEP GAME

The sheep game works on the same principle as above. You have 3 tree stumps in front of you, and 3 buttons. Each button corresponds to each tree stump (so left button = left tree stump; middle button = middle tree stump etc.).

Out of each stump pops a sheep. As soon as you see it, hit the button that corresponds to that sheep. So if a sheep pops out of the left tree stump, hit the left button as quick as possible which will explode the sheep!

12 sheep, in total, will pop out of the stumps. If you get up to 6 sheep, you get 10 crystals. If you get up to 10 sheep, you get an extra life. If you hit all 12 sheep, you get your Gobbo.

- NB. In each of the worlds these games appear in some form or another. For example, the Sheep Game also appears in the ice levels in the guise of the Penguin game. The principle is the same, but the penguins jump out of ice pools instead. In the castle, Grimmy the Reaper Man comes out of a gap in the wall but the button stuff is still the same. So there is really:
 - a) Sheep game (world one)
 - b) Penguin game
 - c) Grimmy game
- TILE GAME

You have 9 tiles 1 of which is empty. All the tiles together make a complete picture. At first they are scrambled up. In a set time, you must move the tiles about and put the picture back together.
- LIKE FRUIT MACHINE

You will get 3 'tiles' one above the other so they stand 3 high. Each tile has a picture on head. The top tile has a head, the middle tile has a mid-body section and the bottom tile has the legs. Each tile revolves round and round. You have to stop each tile and make a complete picture e.g. a Gobbo.

Important

- **LEVELS THAT MAY NEED SPECIFIC CODING**

WORLD ONE

- Mining machine chase level

WORLD TWO

- Cable car level –
- In the first section, the cable cars are on ‘wires’. They move once Croc jumps on them and follow the wire along until they either stop or drop off (in which case Croc has to jump onto another).
- In second section of game, cable cars are only activated by a switch at the bottom of the cable car pylon. Croc jumps onto the first cable car which takes him only as far as the first pylon. Here, he must climb down the pylon, flick the lever (which activates the next cable car), get the key for the next shed (whilst picking up any pick-ups there may be). Then it’s back up the pylon (via ladders) onto the now-activated cable car, then down the next pylon etc.
- 2d side-on snowboarding

WORLD THREE

- Flying carpet level
- The water level – Croc’s swimming controls

WORLD FOUR

- The wall climb game

Croc Game Boy level Structure

* INDICATES A RACE LEVEL

WORLD ONE – FOREST

Level One	-	Normal Forest
Level Two	-	Creepy Forest
Level Three	-	Jungle
Level Four	-	Swamp
Level Five *	-	Cave chase level (mining machine chases you, you have to reach the end of the level before it runs you over)
Level Six (secret)	-	Cave level
BOSS	-	FLIBBY THE LADYBUG

WORLD TWO – ICE

Level One	-	Normal ice
Level Two	-	Cable car level
Level Three*	-	Snowboarding level (top down view)
Level Four	-	blizzard level (slippy snow)
Level Five	-	ice cave level
Level Six (secret)	-	ice block cliffs
BOSS	-	ITSY THE ICE DEMON

WORLD THREE - DESERT

Level One	-	Normal Desert
Level Two	-	Water level
Level Three	-	Desert Cave
Level Four	-	Babylon
Level Five *	-	Race level – (magic carpet)
Level Six (secret)	-	Tombs
BOSS	-	CACTUS JACK

WORLD FOUR – CASTLE

Level One	-	On the way to the castle, dark level, thunder etc. moat
Level Two *	-	Up the castle wall
Level Three	-	Castle level (staircases, electric bolts)
Level Four	-	Dungeon level
Level Five	-	On the way Baron Dante's Lair
Level Six (secret)	-	Dante's Treasure cavern
MAIN BOSS	-	BARON DANTE

WORLD FIVE - (CRYSTAL ISLAND)

(undecided)
Pink stylee!
Sky cloud levels?

GRAPHICAL STYLES OF CROC COLOUR GAMEBOY

Note: Most levels have other graphical styles in them. E.g. The first level has normal forest sections plus cave sections and a small secret section with the desert tile set.

Race levels are highlighted in bold ink. I suppose these will require some sort of faster music as they are mainly chase levels and differ from the main game levels.

Also, In a lot of levels there will be sub-games (sheep game etc.) which will require different music (can be the same per world).

Also there are some secret sections within levels that are reached via balloons, secret platforms. These should always have the same piece of music so the player knows that it's a secret bit.

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WORLD ONE – FOREST WORLD

- 1) Level One – Normal Forest – typical objects in level are trees, mushrooms, flowers
- 2) Level Two – Creepy Forest – gravestones, creepy Dante Statue, spiders web etc.
- 3) Level Three – Jungle level – vines, jungle plants, trees, totems, snakes
- 4) Level Four – Swamp Level – mud, slippery mud, lily pads, reeds, crumbly platforms, collapsing bridge. Everything sinks or breaks
- 5) RACE LEVEL – This one is in a cave area but you have a mining machine coming after you. You also get on a (God, I don't know it's name – that thing that Laurel and Hardy always get on that sits on the rail track and you have to pump the handle up and down yourself to make it go!!!!!!)**
- 6) Level Six – Secret cave level – a maze to find the jigsaw piece.
- 7) Level seven – Boss level. Flibby The Ladybug plus a small section just before leading up to it.

WORLD TWO – SNOW WORLD

- 1) Level One – Normal Snow level. Snow (!!), mountain background etc,.
- 2) Level Two – Cable Car Level. Ride the cable cars above the mountains. Second section is the cable car pylons (climbing down the pylon, into the maintenance shed, turning on the power, riding the next cable car to the next pylon etc.).
- 3) Level Three – Snowboarding level. This is another race level, so we need faster music for it! Set on the snowboarding slops, Croc must snowboard down collecting all the Gobbos, crystals etc. without running into Dantinis etc.!**
- 4) Level Four – Blizzard level. A snow level, with slippy platforms and blizzards
- 5) Level Five - Snow cave level – a snow cave (!!). Maze-like with large icicles to climb on etc.
- 6) Level Six – Secret Level. Contains snow cave, slippery platforms and cliffs.
- 7) Boss level – Itsy The Ice Demon. There will be a small section leading up to this level.

WORLD THREE – DESERT

- 1) Level One – Normal Desert level – dry bones, whirlwinds (sandstorms)
- 2) Level Two – Desert cave – boiling mud, geysers
- 3) Level Three –Water levels – ‘relaxing’ water level – corals, ruins. There will be 2 types of water level. One with corals etc. and the other with ruins (pillars etc.)
- 4) Level Four – Magic carpet ride. A race level. Croc is on a magic carpet avoiding all sorts of obstacles (Dantinis etc.) - fast chase level.**
- 5) Level Five – Babylon level – high Babylonian buildings and rivers.
- 6) Level Six – secret levels – Tomb level. Dark chasms and caves
- 7) Boss – Cactus Jack

WORLD FOUR – CASTLE

- 1) Level One – ‘On the way to the castle’ – this level is on 2 sections. 1st section – you’re on the way to the castle walking past trees, creepy statues etc. Thunder and lightning crash in the background. 2nd section is crossing the moat and up to the base of the castle
- 2) Level Two – Up The Castle wall – This is a chase/arcade level. Croc starts at the base of the wall. The view is of Croc climbing up the wall. As he climbs up Dantinis poking out of windows etc. will try and stop him.**
- 3) Level Three – Inside castle. Creepy portraits everywhere, stairs, statues
- 4) Level Four – Dungeon – handcuffs (!) and odd equipment up on the walls. Pits of creepy crawlies
- 5) Level Five – Up To The Lair – Ballistic Meg, Swipe Swiftly etc in this level. Lots of brickwork, stair and Dantinis as you may your way up towards the door of Dante’s Lair
- 6) Level Six – secret level – Dante’s Treasure cave. Old caverns full of treasure, old rope bridges etc.
- 7) A small section that leads up to Dante’s door/lair. Baron Dantes’ Lair

WORLD FIVE – CRYSTAL WORLD (SECRET)

- 1) Basically these will be a few 'trippy' levels. Some pinky in colour! Some will be sky levels etc. Will be decided in the next week.

