

1 TO BE OR NOT TO BE.. THAT IS THE QUESTION.

TO BE A CROCODILE OR TO BE STEVE IRWIN!

Either way, you are going to have a serious adventure! In the CROCODILE mode, you start as an itty-bitty baby crocodile and will grow up - stalking, catching, and hunting prey! Take it easy to start – remember, you're just a baby growing up – by tackling small stuff like insects – and then work your way up to birds and then make your way up the food chain – like some big-time water buffalo for supper! That's good tucker!

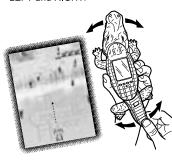
When you play in the CROC HUNTER mode, you play as Steve Irwin. You start by catching small crocodiles, but if you catch enough and keep practicing, you can work your way up to the biggest crocs of all! They don't know that Steve is trying to help them, so don't expect them to be happy to see the Crocodile

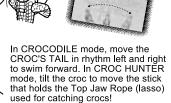
2 THE SHAPE OF THINGS TO COME...

YOUR GAME IS SHAPED LIKE A CROCODILE – ALL THE BETTER FOR HUNTING!

Your game is shaped like a very cool crocodile. You tilt the croc's body and move the tail to control your movements whether you are playing as a the crocodile or as Steve Irwin! You also have your handy-dandy CHOMP button which you use to complete your actions!

Tilt the CROC'S BODY to determine the direction you are going. UP, DOWN, LEFT and RIGHT.

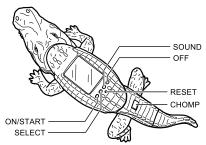




Then you use the CHOMP button to complete the action! In CROCODILE Mode, use the CHOMP button to capture prey!

In CROC HUNTER mode, use the CHOMP button to throw the Top Jaw Rope (lasso) loop over the mouth of the croc!

STAY IN CONTROL



Whichever mode you play in, you're in control!

ON/START

- to turn the game on.
- to confirm your game mode choice.
- to start each stage of play. - to switch sound ON/OFF

SOUND

SELECT

OFF

- to enter toy mode while the game is off. to turn the game off.
- to select game mode (CROCODILE mode or CROC HŬNTER modè.)

CHOMP

- CROCODILE mode: Press CHOMP to dash out of the water and grab your prey!
 - CROC HUNTER mode: Press CHOMP to pull the lasso loop tight around the croc's mouth!

CROCODILE BODY

- CROCODILE mode: Tilt the croc's body to change your direction. Tilt the game LEFT or RIGHT to turn left or right. Tilt the game DOWN to dive under the water so you can sneak up on your prey. Tilt the game UP to come up for air and swim on the surface of the river.
- CROC HUNTER mode: Before holding the croc, move the lasso and position it over the croc's jaws. When the croc struggles with you, tilt the croc's body in the direction that the croc is trying to wiggle away. This will help you keep ahold of the croc!

CROCODILE TAIL

- CROCODILE mode: Swing the tail left and right to swim through the water
- CROC HUNTER mode : After Jump On, swing the tail left and right to assist in struggling against the crocodile.

RESET to reset if your game malfunctions.

TOY MODE

You can play the game or you can just use your croc as an awesome toy!

While the game is OFF, press the SOUND button to enter the toy mode.

Move the tail Left/Right and press CHOMP button will randomly trigger sound effect from the game.

5 HOW TO PLAY

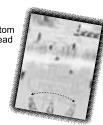
Press the ON/START button to turn on the game.

Press the SELECT button to choose between the CROCODILE mode (playing as a growing, hungry crocodile) or the CROC HUNTER mode (playing as the famous Crocodile Hunter, Steve Trwin).

Press the ON/START button again to confirm your game mode and begin play!

CROCODILE MODE

When you're playing in CROCODILE mode, on the bottom of the screen, you will see the crocodile's head. The head can turn left, right and hold the center.

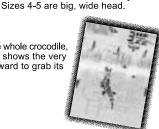


FULL GROWN HEAD





In this area of the screen, you will also see the crocodile at different ages from very young (hatchling) to full grown croc. Sizes 1-3 are small and skinny head.

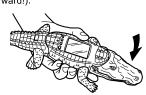


Look a little higher on the screen to see the whole crocodile, including the tail. This part of the screen shows the very cool action of your crocodile lunging forward to grab its prey. Yum!!!

Swimming Up the River

Check out the river! At the beginning of the game, the crocodile begins its journey swimming up river. The reeds along the side guide you forward on your path! You will also see rocks coming towards you as you swim. Don't bump into any rocks while you are swimming, or you will lose one of your chances. You are given 3 chances. Lose all 3 chances and it's game over.

Your croc can also go under the water by diving down (tilt your game forward!).





When your croc is under water, you will see rocks to guide you instead of reeds. You will often need to go under the water so you don't scare away your prey as you approach!

Finding Prey

- Hunt for prey by swimming up the river. Move the tail LEFT and RIGHT, back and forth, to swim forward.
- When there's prey present, you will hear splashing and see the bank reeds moving at the top edge of the screen! Something tasty is nearby!





Move in the direction of the prey as you turn INTO the bank.

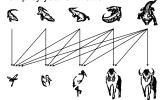
- You must turn into the river bank quickly by tilting the body of the croc – or else you'll miss your prey!
- You must dive under the water to approach your prey without being seen!
- As you approach prey, the prey will sense that you are near! The prey will stop drinking.
- If you swim too close to your prey, the prey will escape!
- If your prey runs away, you will have to move away from the river bank and look elsewhere down river!



Close in for the kill! Once you have prey lined up with your jaws, press the CHOMP button!

Struggling With Your Prey

- Once you've got your powerful jaws locked onto your prey, you've got to fight to drag it into the water!
- Swing the tail left and right as fast as you can to drag your prey off the river bank and into the river.
- Bigger prey will struggle harder. Obviously a tiny little baby croc isn't going to drag down a water buffalo! Try to pick on prey your own size!
- All sizes of prey will appear as you play. But you should be careful to only pick on somebody your own size – if you attack prey larger than you are, you're in for quite a struggle!
- When you eat enough prey, you will grow in size, and be able to tackle even larger prey.



CROC HUNTER MODE

When you play in the CROC HUNTER mode, instead of being a croc hunting food, you are playing as Steve Irwin - catching crocs themselves! Steve Irwin is the world's leading expert in crocodile rescue and relocation. Steve catches troublesome crocs, then takes them to safer places in order to protect them.

As in the croc mode, you are given 3 chances. You lose a chance in this mode each time you let a croc get away!

Using Your Lasso

- When you start playing as Steve Irwin, you'll see the lasso on the stick. This lasso is what you use to capture the crocs! Wait for a croc to appear on screen, then tilt the croc to move the stick that holds the Top Jaw Rope (lasso) used for catching crocs!
- When you have the lasso positioned over the croc's jaws, press the CHOMP button to pull the lasso tight.
- The croc will now start to struggle to break your lasso! If the croc's head moves to the left, lean the croc's body to the left. If the croc's head moves to the right, lean the croc's body to the right.
- Eventually the lasso will tighten up and the croc will get tired. Now's your chance! Jump on, Steve!

Jump On!

- What a ripper! You're not out of the woods yet, Steve that croc is ready to struggle again!
- When the croc moves left, tilt the croc's body to the left. When the croc moves right, tilt the croc's body to the right.
- You can also use the tail to try and finish up the battle! Wiggle the tail as fast as you can to give Steve an extra boost!

Rescue and Relocation - The More the Merrier!

- As you catch crocs, the remaining crocs seem to get bigger and smarter!
- The bigger the croc, the more it will thrash around and try to get away from the lasso.
- You have to catch 3 of each croc before moving on to the next size of croc!

6 SCORING

CROCODILE MODE:

Your score is your croc's size. The more prey you catch and eat, the bigger you will grow, and the higher score you can reach.

CROC HUNTER MODE:

In this mode, your score is determined by the number and the size of the crocs you catch! The more crocs you catch, and the bigger they are, the more you will score.

INSERTING THE BATTERIES

To insert the battery, have an adult open the battery compartment cover at the back of the game. (Loosen the screws holding the battery door onto the back of the unit and remove the door.) Insert 2 X AAA/LR03 batteries (not included), making sure to align "+" and "-" as shown.

CAUTION: Batteries should be replaced by an adult.

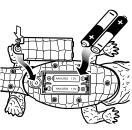
TO ENSURE PROPER FUNCTION:

- Do not mix old and new batteries
- Do not mix alkaline, standard or rechargeable batteries
- attery installation should be done by an adult.
- Non-rechargeable batteries are not to be recharged.
 Rechargeable batteries are to be removed from
- the toy before being charged (If removable)
- Rechargeable batteries are only to be charged
- under adult supervision (If removable).

 Only batteries of the same or equivalent type as
- recommended are to be used. Batteries are to be inserted with the correct polarity.
- -Exhausted batteries are to be removed from the toy. -The supply terminals are not to be short circuited.
 - DO NOT DISPOSE OF BATTERIES IN FIRE, BATTERIES MAY EXPLODE OR LEAK.

RESET BUTTON:

After battery insertion, the RESET switch may be pushed only if the game doesn t work properly. (Use a ball-point pen.) It goes to game selection mode as ON/START button pressed.





8 CAUTION/DEFECT OR DAMAGE



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the RESET switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Tiger Repair Department. 1000 N. Butterfield Road, Unit 1023, Vernon Hills, IL 60061, USA

In your note, mention the name of your game, your game's model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

9 90-DAY LIMITED WARRENTY

Tiger Electronics. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger s option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger s option) for a service fee of U.S.\$6.50. Payments must be by check or money order payable to Tiger Electronics.

The foregoing states the purchaser s sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Repair Department. 1000 N. Butterfield Road, Unit 1023, Vernon Hills, IL 60061, USA

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

For more information about Tiger Electronics, our products and special promotions, please visit our Web Site at: www.tigertoys.com

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions (1) this device may not cause harmful interference, and (2) this device must accept any interference reconcluding interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna. Increase the separation between the equipment and receiver. Connect the equipment into an outlet on a circuit different from that to which the receiver is connected. Consult the dealer or an experienced radio TV technician for help.

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