episode 1

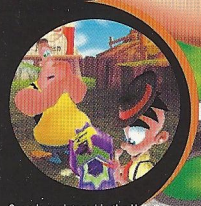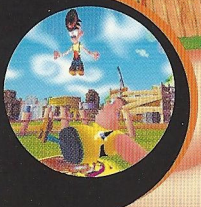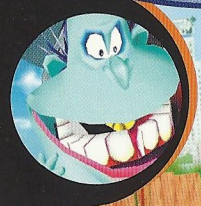# FLOIGAN BROS.™

Brothers Hoigle and Moigle are in for some serious fun! Together they'll need to play games and solve puzzles, all while defending their family turf.

ONLINE MULTI-PLAYER

Dreamcast™

Ooga Booga™

EVERYONE
E
CONTENT RATED BY
ESRB

EVERYONE
E
CONTENT RATED BY
ESRB

SEGA®

51140

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and characters portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

CONTENTS

1

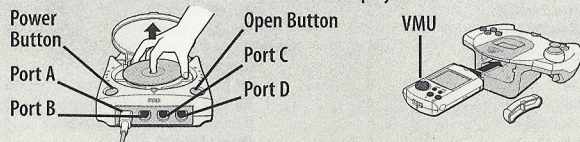# INTRODUCTION

INSERTING THE DISK

Before turning the Dreamcast Power ON, connect the controller or other peripheral equipment into the control port of the Dreamcast. To return to the title screen at any point during gameplay, simultaneously press and hold the Ⓐ, Ⓑ, Ⓧ, Ⓨ, and START buttons. This will cause the Dreamcast to soft-reset the software and display the title screen.

Power Button
Port A
Port B
Open Button
Port C
Port D
VMU

STORY AND CHARACTERS INTRODUCTION

In a far away corner of unexplored ocean, mysterious island arenas magically rise from the sea.

Ooga Booga, a powerful Volcano Goddess, creates these arenas so that the four tribes of the region can compete to appease her, thereby winning Ooga Booga's favor for their tribe.

Each of the four tribes sends a Kahuna, their greatest witchdoctor, to battle for the favor of Ooga Booga.

THE TWITCHY TRIBE

Fast, feral and flea ridden, the Twitchy Kahuna has a special connection to the beasts of Ooga Booga islands, making them easier to charm. The beasts are also less likely to attack the Twitchy Kahuna when they run across him on the island.

- Power - Poor, Endurance - Fair, Speed – Good

- Special Power: The Twitchy Kahuna gets a longer ride on boars and birds.
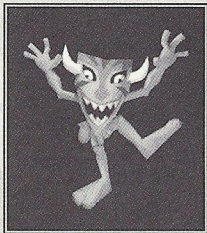
THE FATTY TRIBE

Big, brawny, and (perhaps excessively) beefy, the Fatty Kahuna really packs a wallop when he hits an opponent with a Shrunken Head. His size makes him a little slower getting around, but he more than makes up for it by having the best throwing arm of all the Kahunas.

- Power - Good, Endurance - Fair, Speed – Poor

- Special Power: The Fatty Kahuna can carry more Shrunken Heads, and can swat and throw much harder.

THE HOODOO TRIBE

Floating, foul-tempered masters of Mojo, the Hoodoos' physical bodies have been corrupted by their use of dark magic. The Hoodoo Kahuna is an expert spell caster. However, he is physically the weakest of the Kahunas and is especially susceptible to thrown Shrunken Heads, which can send him hurtling across the island.

- Power - Poor, Endurance - Good, Speed – Fair

- Special Power: The Hoodoo Kahuna never loses Shrunken Heads when hit, and they can claim Tikis at half the cost.
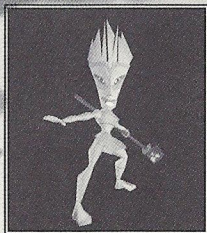
THE HOTTIE TRIBE

The hard-bodied Hotties are the Amazonian Warrior Maidens of Ooga Booga, and their Kahuna, though not as strong as the Fatty Kahuna of the Ten Ton Tribe, is able to run much faster and is overall the most balanced of the Kahunas.

• Power - Fair, Endurance - Fair, Speed – Fair

• Special Power: The Hottie Kahuna is resistant to fire; if she is on fire, it goes out in half the time.
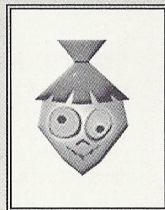
OOGA BOOGA

As the Kahuna (witchdoctor) of your tribe, you must battle to ensure that your tribe remains the favorite of the Volcano Goddess. To battle, you'll need to gather Shrunken Heads and spell tokens, and to use the birds, boars and Tikis around the islands to your advantage.
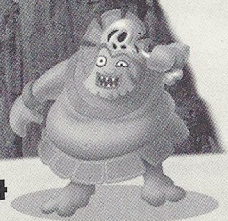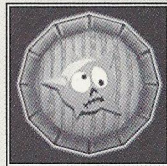
SHRUNKEN HEADS

Collect Shrunken Heads to throw at your opponents. Shrunken heads literally grow on trees on Ooga Booga. When they fall to the ground, you can collect them by running over them.

SPELL TOKENS

Pick up the Spell Tokens that Ooga Booga erupts from her volcano in order to use these powerful spells.

MINES

Ooga Booga's Mines spell is treacherous. When any Kahuna steps on a Mine, they'll be blown across the island. Be careful, though, because you can set off your own Mines if you step on them. Mines you have planted will pulse in your team's color, while enemy Mines won't pulse at all.
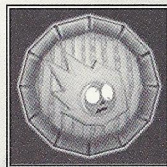
FIREBALLS

Fireballs can be fired across the island bouncing off of anything they hit. Kahunas that get hit by a Fireball cannot do anything until they put themselves out. You can douse the flames by running into the water, or the fire will burn out on its own after a few seconds. Your own team's Fireballs won't harm you. Holding Ⓑ down while casting Fireball allows you to aim; releasing Ⓑ casts the spell.
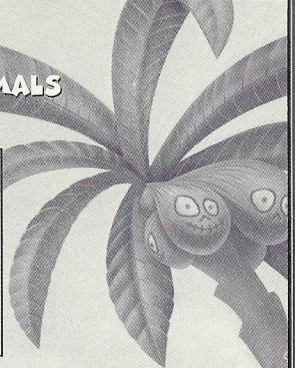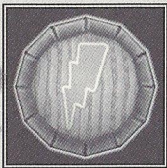
LIGHTNING

Lightning will strike any Kahunas within range in the area in front of you when cast. It will stun them for a moment, holding them in place and then throwing them free. Lightning can also chain-strike Kahunas who stand too close together, arcing back and forth several times between them.

HOMING HEAD

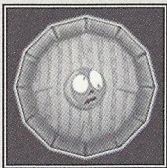A Homing Head must lock onto an enemy Kahuna before it can be fired; once fired, it will chase after its target, flying around corners if necessary, to try to hit them. To fire a Homing Head, hold down Ⓑ to enter aiming mode, then use the Analog stick to look around. When you lock onto an enemy, the crosshairs will turn green; release Ⓑ to fire. If you lose lock at the last moment, you won't fire. When you fire a Homing Head you'll get a chase view as it streaks towards its target.

TORNADO

Once you cast Tornado, you have no control over it, so watch out. It will seek out and suck in any enemy Kahunas, carrying them along with it for several seconds before spitting them out. A Tornado that you cast will never chase you down, but it will suck you in if you get too close to it.

LIGHTNING CLOUD

Like Tornado, Lightning Cloud is a very powerful spell that you can't control once you cast it. The cloud, once cast, will slowly drift across the island, zapping any Kahunas (friendly or enemy) that wander into its range. Cast it and clear out!
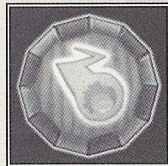
METEOR

The Meteor spell calls forth Ooga Booga from her volcano sanctuary, from which she sends down a shower of flaming boulders. These will smack around any Kahuna unlucky enough to be caught within the shower - including you! Stand back and watch the fun erupt!

THE CREATURES OF OOGA BOOGA

THE CREATURES OF OOGA BOOGA

Three types of creatures inhabit Ooga Booga's island arenas, and you can use them as weapons in your fight for her favor.

BOARS

To ride a Boar, stun it with a Shrunken Head or a swat, then jump on its back by pressing Ⓐ when you are near it. A meter will appear at the bottom of the screen showing how long the boar will remain stunned; the more damage the boar takes while you're riding it, the shorter your ride will last. You can't cast any spells or throw heads while riding a boar, but you can do a lot of damage to your opponents by ramming them with the boar. Fireballs, Lightning and Tornadoes will immediately knock you off a boar. You can press Ⓑ at anytime to get off a boar.
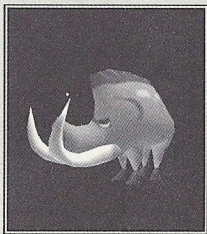
BIRDS

Like boars, the birds of Ooga Booga can be stunned by hitting them with a Shrunken Head or swatting them. Stun a bird, then grab it by pressing Ⓐ when you're near it. Once you're on a bird, attack your enemies by shooting homing heads at them: use the analog stick to aim, Ⓧ to shoot heads, and Ⓐ to increase your altitude. Beware: the more you shoot, the shorter your ride will be, so use your shots sparingly. The meter at the bottom of the screen will show you how much ride time you have left. You can make a bird drop you at any time by pressing Ⓑ.
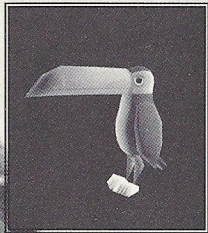
TIKIS

Tikis are magical carvings that Ooga Booga places around the island at the start of a round (though some games may not use Tikis). When they first appear, they are neutral and asleep. You can claim your first Tiki by offering it 10 Shrunken Heads (5 for Hoodoo), and it will begin to attack enemy Kahunas and Tikis for you. To claim a Tiki press Ⓐ when you are next to one. Each additional Tiki costs five more Shrunken Heads than the last one.
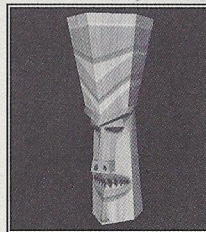
GAME TYPES

GAME TYPES

In order to appease Ooga Booga you'll compete in three different games, with slightly different rules for each.

SMAKAHUNA

The rules to this one are simple: Hit your opponents before they hit you! Pick up Spell Tokens and Shrunken Heads and use them to attack the other Kahunas. Each time you hit an enemy you score points, depending on which attack you used.

Thrown Head	= 1
Swat	= 2
Lightning	= 1
Mine	= 2
Fireball	= 2
Homing Head	= 2
Tiki Hit	= 2
Tornado	= 3
Lightning Cloud	= 1
Meteor	= 2
Destroying enemy Tiki	= 3
Boar Hit	= 2
Bird Hit	= 1

At the end of every round, the Kahuna with the highest number of points scored wins the round. Tokens are then awarded as follows:

1st Place	3 Tokens
2nd Place	2 Tokens
3rd Place	1 Token
Last Place	0 Tokens

Tokens determine who wins the game. Note that if you have fewer than four players, the last place scoring Kahuna never receives any points.

The first Kahuna to score enough Tokens wins the game. You can change the number of Tokens needed to win a game in the Skirmish Set Up Screen.

RODEO

In Rodeo you can only score points when you are riding a boar. Every time you hit an opponent while riding, you get 2 points. If you knock an enemy off a boar then you also score 1 point. At the end of every round, the Kahuna with the highest score wins that round and receives Tokens. The game is over when a Kahuna scores the necessary number of Tokens.

BOAR POLO

Boar Polo is played in special arenas where the object is to drive a gigantic ball down the field and into your team's goal. But your opponents are trying to do the same thing. You can move the ball a bit by swatting it, or by throwing heads at it, but the fastest way to move the ball is by driving it with a boar. Every time you drive the ball through your opponents' goal, you score 1 Token.
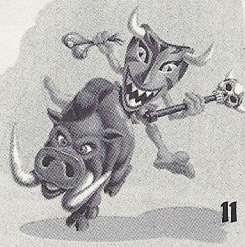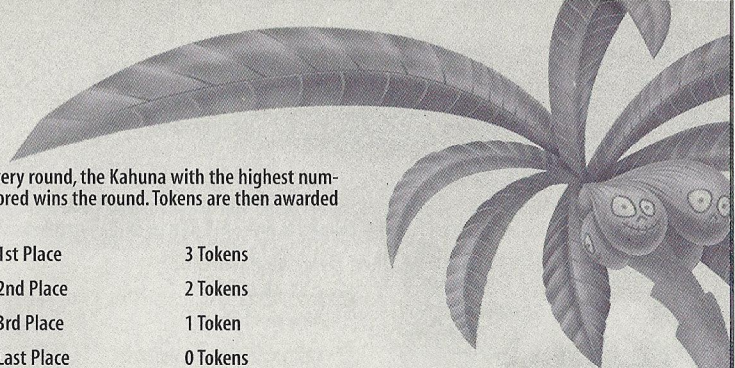
CONTROLS

CONTROLS

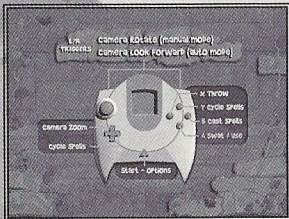Ooga Booga is a one to four player game. Connect Dreamcast Controllers to the Control Ports, starting with Port A. Connect in order A, B, C, D, according to the number of players.

These are the basic controls.

- **A** - Swat Attack. Also, use on Tikis, Boars and Birds when they are in front of you.
- **B** - Cast currently selected Spell.
- **X** - Throw Shrunken Heads (if you have any). Tapping **X** auto-aims in front of you. Holding **X** allows you to aim manually and you throw when you release **X**.
- **Y** - Switch to next Spell (if you have more than 1 Spell).

D-Pad Up - Zoom camera in.

D-Pad Down - Zoom camera out.

D-Pad Left - Switch to previous Spell (if you have more than 1 Spell).

D-Pad Right - Switch to next Spell (if you have more than 1 Spell).

Left Trigger - Camera adjustment

Auto Camera = center camera behind Kahuna.

Manual Camera = rotate camera to the right.

Right Trigger - Camera adjustment

Auto Camera = center camera behind Kahuna.

Manual Camera = rotate camera to the left.

START button = In-Game Options

Camera - Automatic/Manual - Automatic Camera will try to stay behind your Kahuna and doesn't need adjusting much. Manual Camera doesn't automatically rotate to stay behind your Kahuna, but can be adjusted manually with the L/R triggers.

Sound Volume - Sets the volume for sound effects.

Music Volume - Sets the volume for music.

Exit Game - Returns to main menus.

JUMP PACK

Ooga Booga supports the Jump Pack.

VMU

Ooga Booga requires that a VMU with 2 blocks free be inserted into Slot 1 of the Controller in Control Port A in order to save games.

KEYBOARD

Ooga Booga supports the Dreamcast Keyboard for Online Mode.

PLAY MODES

PLAY MODES

Ooga Booga can be played in 3 ways. You choose which of the Play Modes you wish to play at the Main Menu.

TRIBAL TRIAL (1 PLAYER ONLY)

The Tribal Trial is a series of challenges for one player. As you complete challenges you'll open up new Spells, Creatures, Game Types and Kahunas that you can use in the other game types. Until these items have been unlocked in Tribal Trial, you cannot use them in the Offline Skirmish or Online Modes.

OFFLINE SKIRMISH MODE (1 TO 4 PLAYERS OFFLINE)

Offline Skirmish Mode allows you to set up quick games for up to 4 Human or Computer-Controlled Kahunas using any of the Game Types, Islands, Spells, Creatures or Kahunas that you have unlocked in Tribal Trial. Once you've selected Offline Skirmish Mode from the Main Menu, you'll be presented with the Offline Skirmish Setup Screen, where you can decide what type of game you'd like to play.

OFFLINE SKIRMISH SETUP SCREEN

On the Offline Skirmish Setup Screen you can adjust all of the following settings for your games. NOTE: most of these options will be available only after you've unlocked them in the Tribal Trial.

Use the D-Pad to move your cursor through the various options on the Offline Skirmish Setup Screen, and use Ⓐ to cycle forward through the settings for an option and Ⓧ to cycle backwards through the settings for an option. Pressing Ⓑ will return you to the Main Menu.
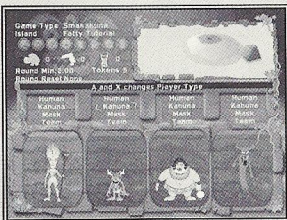
Once you're happy with the way the game and Kahunas are set up, press START to begin the game.

GAME OPTIONS

Game Type - Select your game type (SmaKahuna, Rodeo or Boar Polo).

Island - Select the island you'd like to play on.

SPELLS

Mines - Turn Mines Spell on or off.

Fireball - Turn Fireball Spell on or off.
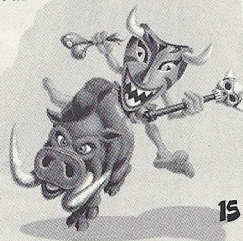
Lightning - Turn Lightning Spell on or off.

Homing Head - Turn Homing Head Spell on or off.

Tornado - Turn Tornado Spell on or off.

Lightning Cloud - Turn Lightning Cloud Spell on or off.

Meteor - Turn Meteor Spell on or off.

Note: Spells that haven't been unlocked are shown as a question mark. To unlock these Spells, play through the Tribal Trial.

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CREATURES

Boars - Set the number of Boars on the island. In Boar Polo the maximum is 4.

Birds - Set the number of Birds on the island.

Tikis - Set the number of Tikis that will be distributed on the island each Round.

Note: Creatures that are not unlocked are shown as a question mark. To unlock these Creatures, play through the Tribal Trial.

ROUND OPTIONS

• Round Minutes - Set how long each round will last. In Boar Polo, a Round ends when a team scores, so this option may not be set.

• Pts to Win - Set how many Tokens win the game.

• Round Reset - Determines how much of the game is reset between Rounds:

- Off - After the Round ends, judging takes place and everything picks up exactly where it left off. If you were on fire, you still will be, and all Kahunas get to keep any Spells, but all Tikis are reset and redistributed at the start of the next round.

- On - Everything resets completely between every Round. Spells and Tikis are redistributed and Kahunas don't keep their Spells between rounds.
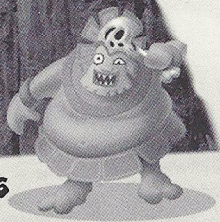
KAHUNA OPTIONS

• Human/CPU - Select a human or CPU controlled opponent. CPU opponents have difficulty levels that can be set to easy, medium, hard, deadly, or kaboom. You may also set a Kahuna to NONE, which means there will be no player in that slot for that game.

• Kahuna - Select a Kahuna type. Some types only become available after you've unlocked them.

• Mask - Some Kahunas have alternate masks that may be unlocked. If a Kahuna has alternate masks unlocked, you can choose which mask they should wear.

• Team - Set the team colors for each Kahuna. If you make two Kahunas the same color, then they will be on the same team. If you want a 4 player Free-For-All, then set each Kahuna to a different team color.

ONLINE MODE

ONLINE MODE (1 TO 4 PLAYERS ONLINE)

Online Mode allows you to play games against other players over the Internet. Use of the Ooga Booga Network Server is free, but you will have to separately pay for your own ISP. To begin an online session, you must 1) have an Internet Service Provider (ISP) with dial-up service; 2) have your Dreamcast modem connected to an active phone line; 3) have your Dreamcast configured for online use via the Sega Web Browser GD-ROM or the Ooga Booga ISP Settings Screen.

ISP SETTINGS

The first screen you'll see is the ISP Settings Screen. Here you'll have to enter your ISP info. When you've entered your ISP info, press START to dial your ISP.

THE FIRST TIME YOU LOG ON...

When you're prompted "Do You Already have a Screen Name?" you should press ❌ (No). Now you must choose a Screen Name and a Password. You enter a Password to prevent others from using your Screen Name. Press Ⓐ to bring up a keyboard overlay, then use the D-Pad to select a key and press Ⓐ to enter a letter. When you're done entering your Screen Name and Password, press START to log in.

IF YOU'VE LOGGED IN BEFORE...

Then Press A and enter your Ooga Booga Screen Name and Password, then press START.

CHOOSE A REGION

Choose which region you'd like to play in. You should choose the region that's closest to where you live for the fastest performance.

CHOOSE A LOBBY

Now choose which lobby you'd like to play in. Again, try to choose the lobby that's closest to where you live for best results. The number next to each lobby shows how many players are in that lobby. If there are no players in a lobby, you may wish to go to a different lobby where you can find other people to play with.

THE LOBBY

The Lobby is where players looking for an online game of Ooga Booga hang out. You can chat with other players, see games that are starting up, or start one yourself.

There are three main areas of the Lobby, the Chat Window, the Players Window and the Games Window. You switch your focus between the three areas by pressing Ⓨ. The active window is highlighted.
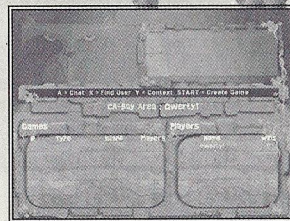
CHAT WINDOW

The Chat Window occupies the Upper Right side of the Lobby. If you have the Chat Area selected as your focus and you press Ⓐ then a virtual keyboard will appear. You can use this keyboard to enter messages. Press START after you're done to send the message and the virtual keyboard will disappear. You can also use a Dreamcast Keyboard to chat. Press Enter on the Dreamcast Keyboard to send your messages.

WARNING: Sega.com is not responsible for the chat content. While using chat, you are subject to the SegaNet Terms of Service, and the portion governing member conduct. For further details, please see the SegaNet Terms of Service located at: www.sega.net/seganet_pc/help/termsofuse.jhtml

PLAYERS WINDOW

The Players Window shows you a listing of all of the players in the Lobby with you and how many Online games of Ooga Booga each of the players has won. If the Players Window is your focus you can use the D-Pad to select an individual player and then press Ⓐ to Mute them if you don't want to hear their chat anymore. You may also press Ⓧ to Ban a player from joining games that you create.

GAMES WINDOW

The Games Window shows games that are waiting to start. Each listing shows what game type is going to be played, which island will be used, and how many players have already joined the game. If the Games Window is your focus, then you can use the D-Pad to move up and down through the list of games. As you highlight each game you'll see more detailed information about what spells and creatures are turned on in that game. To join a game, highlight it with the D-Pad and press Ⓐ and you'll be moved to the Ready Room (described below).

FIND PLAYER

You may press Ⓧ at any time to find a specific player online.

STARTING A GAME

To start your own game, press START and you'll be presented with the Game Setup Screen.

ONLINE GAME SETUP SCREEN

This screen is very similar to the Offline Skirmish Setup Screen and allows you to set all of the options for the game you'd like to play. You can only select Spells, Game Types, Creatures and Islands that have been unlocked in the Tribal Trial. You can also set how many Kahuna slots you want to leave open. This is the number of players you'll have in your game.
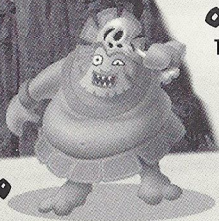
See the section of this manual on the Offline Skirmish Setup Screen for more information on what the game settings mean.

After you're happy with the game you've set up, press START to move to the Ready Room and allow others to join your game.

READY ROOM

The Ready Room is where you wait for a game to begin. If you created the game, when you first enter the Ready Room it will be empty because no one else has joined your game yet. If you wait for a few seconds other players may show up to join your game.

The Ready Room is where players choose their Kahunas and choose which teams they'll be on. Each player can select his own Kahuna and team color. If you want to be on the same team as another player, then set your color to the same as theirs. When all the players are happy with the settings, each must press START in order for the game to begin. Once this is done, the game creator must press START one more time to begin the game.

PLAYING ONLINE WITH 2 CONTROLLERS ON ONE DREAMCAST

Ooga Booga will allow you and a friend to compete online in split screen. In order to play in this mode, the player with the Controller in Port A must go through all of the steps as described above for online play. When the player using the Controller in Port A enters a Ready Room (or creates their own game), the second can press START on the Controller in Port B and they will appear in the Ready Room in one of the open Kahuna slots with the player name "Guest". Now the second player can choose their Kahuna and team colors normally. Once the game begins it will be presented in 2 Player Split Screen. Note that for this to work there has to be a Kahuna slot available for the second player.

OPTIONS

MAIN OPTIONS MENU

This menu is accessible from the Main Menu.

CONTROLS

This shows you the Controller Map for Ooga Booga.

CONTROLLER RUMBLE

This option allows you to turn the Jump Pack rumble on and off.

CAMERA ROTATION

This option lets you switch which way the Left and Right Triggers will rotate the camera when it is set to Manual Control.

SOUND

This option lets you toggle between Stereo sound and Mono sound.

EFFECTS VOLUME

Sets the volume for sound effects in the game.

MUSIC VOLUME

Sets the volume for music in the game.

CREDITS

Allows you to view the credits for Ooga Booga.

IN-GAME OPTIONS

Pressing START during a game will bring up the In-Game Options menu. In offline games, this will pause the game. Online games will not be paused.

Camera - Automatic/Manual - Automatic Camera will try to stay behind your Kahuna and doesn't need adjusting much. Manual Camera doesn't automatically rotate to stay behind your Kahuna, but can be adjusted manually with the L/R Triggers.

Sound Volume - Sets the volume for sound effects.

Music Volume - Sets the volume for music.

Exit Game - Returns you to the lobby.
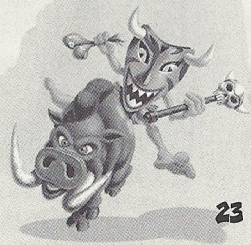
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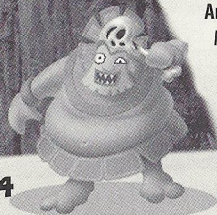
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