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coming soon

E.O.S.

exhibition of speed



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Sega of America Dreamcast, Inc., P.O. Box 7639, San Francisco, CA 94120.



Dreamcast

KAO
THE KANGAROO™



T-22903N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega 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 Sega 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 Sega 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 Sega 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 events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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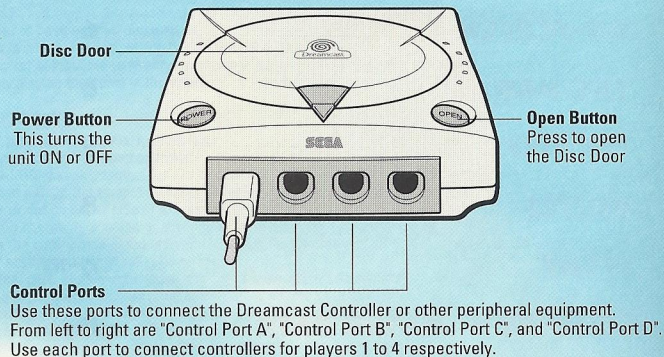
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STARTING THE GAME

ON THE TITLE SCREEN, PRESS START BUTTON TO BEGIN THE GAME. A VMU SELECTOR WILL THEN APPEAR ON SCREEN. YOU MAY CHOOSE A VMU, WHICH WILL BE USED FOR SAVING GAME PROGRESS AND DESIRED SETTINGS. YOU MAY ALSO CHOOSE THE "CONTINUE WITHOUT SAVING" OPTION, BUT YOU WILL NOT BE ABLE TO SAVE YOUR GAME.

SEGA DREAMCAST HARDWARE UNIT

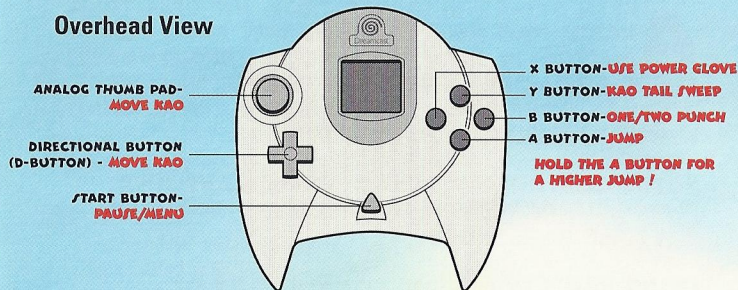


KAO THE KANGAROO IS A SINGLE-PLAYER GAME. BEFORE TURNING THE SEGA DREAMCAST POWER ON, CONNECT THE CONTROLLER OR OTHER PERIPHERAL EQUIPMENT INTO THE CONTROL PORTS OF THE SEGA DREAMCAST.

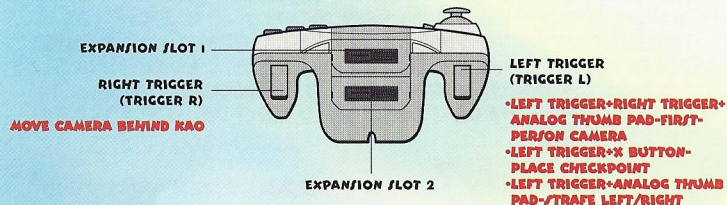
TO RETURN TO THE TITLE SCREEN AT ANY POINT DURING GAME PLAY, SIMULTANEOUSLY PRESS AND HOLD THE A, B, X, Y AND START BUTTONS. THIS WILL CAUSE THE SEGA DREAMCAST TO SOFT-RESET THE SOFTWARE.

SEGA DREAMCAST CONTROLLER

Overhead View



Forward View



NEVER TOUCH THE ANALOG THUMB PAD OR TRIGGERS L/R WHILE TURNING THE SEGA DREAMCAST POWER ON. DOING SO MAY DISRUPT THE CONTROLLER INITIALIZATION PROCEDURE AND RESULT IN MALFUNCTION. IF THE ANALOG THUMB PAD OR TRIGGERS L/R ARE ACCIDENTALLY MOVED WHILE TURNING THE SEGA DREAMCAST POWER ON, IMMEDIATELY TURN THE POWER OFF AND THEN ON AGAIN MAKING SURE NOT TO TOUCH THE CONTROLLER.

STORY

AFTER BEING KIDNAPPED FROM HIS BEAUTIFUL HOME, KAO MUST FIND HIS WAY BACK TO AUSTRALIA WITH YOUR HELP. UNFORTUNATELY, THERE ARE MORE THAN A FEW PEOPLE WHO WANT NOTHING MORE THAN TO CAUSE KAO TOTAL CHAOS, IF NOT EXTINCTION ON THE WAY.

TOTAL CONTROL OVER KAO MAKES MANEUVERING THROUGH INCREDIBLY DETAILED ENVIRONMENTS AN AWESOME ADVENTURE!

USING KAO'S POWERFUL COMBINATION OF UPPERCUTS AND 1-2 PUNCHES, YOU CAN PUT THE ADVANTAGE IN YOUR CORNER.

EXPLORE 25 LEVELS WITHIN 5 WORLDS WITH HAIRY BOSS-LEVELS BETWEEN EACH WORLD. YOU CAN BE TRANSPORTED TO BONUS LEVELS THROUGH SPECIAL TELEPORTS. IT ADDS UP TO 51 DIVERSE LOCATIONS TO HOP, JUMP, HANG-GLIDE, SNOWBOARD, POWERBOAT, SPACE-SCOOT AND CROCODILE JOCKEY THROUGH!!!

PUT MORE WAMMM IN KAO'S BAMM, WHEN YOU FIND EXTRA COINS AND OTHER POWER-UPS WAITING WITHIN THE BONUS LEVELS.

MAIN MENU

-  "CONTINUE" - PLAY A LOADED GAME.
-  "NEW GAME" - START A NEW GAME. THEN, PLEASE, SELECT A DIFFICULTY LEVEL (EASY, NORMAL, OR HARD.)
-  "LOAD GAME" - LOAD A SAVED GAME. THEN, PLEASE PICK A PREVIOUSLY SAVED GAME. YOU CANNOT LOAD AN EMPTY SLOT, BUT IT IS FREE TO USE FOR SAVING A GAME.
-  "OPTIONS" - CHANGE OPTION SETTINGS:
 - MUSIC VOLUME - USE THE ANALOG THUMB PAD TO INCREASE OR DECREASE MUSIC VOLUME.
 - SOUND VOLUME - USE THE ANALOG THUMB PAD TO INCREASE OR DECREASE SOUND EFFECTS VOLUME.
 - JUMP PACK - TURN THE INSERTED JUMP PACK "ON" OR "OFF."
 - SOUND - CHOOSE BETWEEN "MONO" OR "STEREO" SOUND.
-  "CREDITS" - VIEW THE CREDIT LIST.



ON-SCREEN DISPLAY

NUMBER OF LIVES



KAO'S LIFE ENERGY

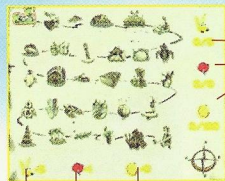
NUMBER OF GLOVES
PICKED-UP

NUMBER OF COINS

NUMBER OF
CHECKPOINTS

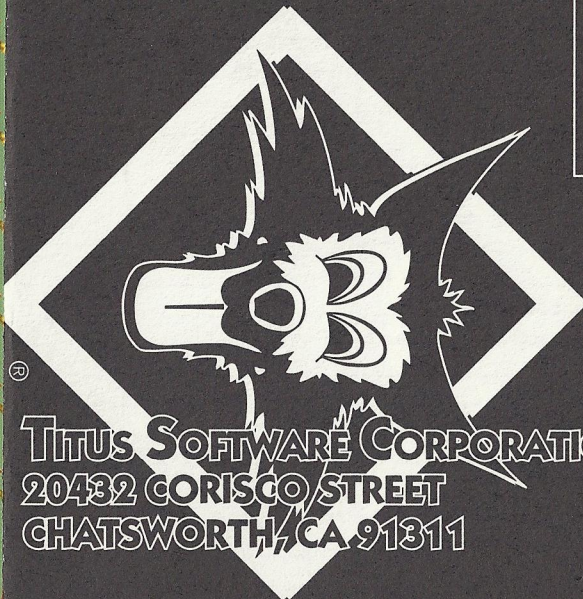
THE MAP

UPON COMPLETING A LEVEL, THE MAP WILL APPEAR. THE HIGHLIGHTED LEVELS ARE THE AREAS THAT KAO HAS ALREADY EXPLORED. THE FLASHING LEVEL IS THE ONE KAO IS ENTERING NEXT. THE DARKENED LEVELS ARE NOT YET ACCESSIBLE. THE MAP GIVES INFORMATION ON KAO'S STATUS FOR EACH PREVIOUSLY PLAYED LEVEL AND ON THE NUMBER OF ICONS TO BE FOUND IN EACH OF THEM. TO ACCESS THE MAP SCREEN MENU, PRESS THE START BUTTON WHILE PLAYING THE GAME.



NUMBER OF LIVES, POWER
GLOVES AND COINS EXISTING
ON THE SELECTED LEVEL.

NUMBER OF LIVES, POWER GLOVES AND COINS
KAO PICKED UP ON THE SELECTED LEVEL.



**PLACE
STAMP
HERE**

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ENEMIES

THE NOT SO GOOD, THE BAD, AND THE UGLY: THE BAD GUYS! IT SEEMS THAT KAO HAS MADE QUITE A FEW "LESS THAN FRIENDLY" ACQUAINTANCES ON HIS JOURNEY. KAO MUST DEFEAT AN ABSOLUTE PLETHORA OF ENEMIES INCLUDING:



A PIG WITH A LOLLIPOP CLUB.

A SAILOR WHO WOULD LOVE NOTHING MORE THAN TO SWAB THE DECK WITH KAO.



AN ANGRY ESKIMO.

AN ANGRY ABORIGINE.



A TOOTHY SHARK HUNGRY FOR SOME KANGAROO SANDWICH.



BOSSSES

THE REALLY BAD GUYS! AT THE END OF EVERY WORLD, BEFORE KAO CAN MOVE ON, HE MUST DO BATTLE WITH THE LEVEL BOSS. THERE ARE A TOTAL OF FIVE BOSSES IN KAO'S WAY. EACH BOSS HAS A UNIQUE FIGHTING STYLE, AND A DIFFERENT MANNER IN WHICH KAO MUST DEFEAT THEM. THE BOSSES DO HAVE ONE THING IN COMMON... THEY DON'T LIKE KAO! THERE IS SOME STRATEGY IN DEFEATING THESE MENACING GIANTS. KAO MUST WAIT UNTIL THE BOSS IS DEFENSELESS BEFORE HE CAN ATTACK. EACH BOSS HAS A WEAK SPOT. IF KAO ATTACKS WHEN THE BOSS IS NOT VULNERABLE, IT WILL TAKE ENERGY FROM OUR HERO. FOR EXAMPLE, THE CAPTAIN BECOMES DEFENSELESS TO ATTACK WHEN HIS HOOK IS TEMPORARILY WEDGED IN THE WOODEN FLOOR.

BEAR WALKS AFTER KAO, TRYING TO GRAB AND HARM HIM. HE IS AFTER OUR BUDDY, AND WANTS TO STUFF HIM.



THE CAPTAIN ATTEMPTS TO GET CLOSE ENOUGH TO KAO TO MANGLE HIM WITH HIS DEADLY HOOK.

ZEUS, THE MIGHTY GREEK GOD IS NOT SO FORGIVING WHEN IT COMES TO OUR PAL KAO. ZEUS HOVERS ABOUT WIELDING SHOCKING LIGHTNING, TRYING TO "BRIGHTEN UP" KAO'S DAY.



CLAD IN A METAL SPACE SUIT, ALIEN TRIES TO MASH KAO WITH HIS SPACE SHIELD. POWERED BY ELECTRIC GENERATORS ON EARTH, ALIEN DOES HIS BEST TO GIVE KAO AN ENCOUNTER OF ANOTHER KIND!

HUNTER IS THE ANIMAL COLLECTOR THAT CAPTURED KAO, AND STARTED THIS WHOLE FIASCO. ARMED WITH A POWERFUL ELEPHANT GUN AND A CAGE, HUNTER WOULD LOVE TO HAVE CUTE LITTLE KAO ON HIS WALL.



ITEMS



LARGE HEART

RESTORES UP TO 50% OF KAO'S ENERGY.



SMALL HEART

RESTORES UP TO 25% OF KAO'S ENERGY



EXTRA LIFE

GIVES THE PLAYER ONE EXTRA LIFE.



SMALL COIN

COLLECT 50 TO GAIN AN EXTRA LIFE.



LARGE COIN

WORTH 10 SMALL COINS.



KAO'S TIP:

COLLECT ALL THE COINS IN ALL THE LEVELS FOR A SECRET SURPRISE!!

ITEMS



CHECKPOINT

GIVES YOU THE FREEDOM OF PLACING CHECKPOINTS WHEREVER YOU NEED THEM! PLACE THESE ICONS WHEREVER YOU WANT KAO TO REAPPEAR AFTER HE DIES. (IF YOU DO NOT PLACE AN ICON, KAO WILL APPEAR AT THE BEGINNING OF THE LEVEL.) CHECKPOINTS ARE SET TO ZERO AT THE START OF EVERY NEW LEVEL- SO USE THEM! CHECKPOINTS CANNOT BE PLACED DURING JUMPS OR ON MOVEABLE OBJECTS.

WHEN THROWN, THE GLOVE WILL GO IN THE DIRECTION OF AN ENEMY. (IF THERE ARE TWO ENEMIES, THE CLOSER ONE IS HIT.)



POWER GLOVE



FREEZE

ENEMIES ARE FROZEN FOR EIGHT SECONDS.

A RANDOM ITEM IS GIVEN TO KAO. BE CAREFUL THOUGH, THIS COULD COST KAO VALUABLE ENERGY!



QUESTION MARK



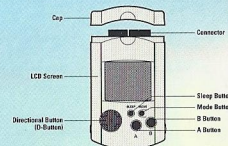
SPEED UP

THIS ITEM ALLOWS KAO TO HOP LIKE THE WIND!

LOADING & SAVING DATA

- CHOOSE "LOAD GAME" FROM THE MAIN MENU TO LOAD A GAME OR "SAVE" FROM THE MENU IN THE MAP /SCREEN MENU TO SAVE A GAME.
- SAVING GAME DATA REQUIRES A VISUAL MEMORY UNIT, SOLD SEPARATELY. WHILE SAVING A GAME FILE, NEVER TURN OFF THE SEGA DREAMCAST POWER, REMOVE THE MEMORY CARD OR DISCONNECT THE CONTROLLER OR OTHER PERIPHERAL EQUIPMENT.
- PRESS THE START BUTTON IN THE MAP /SCREEN MENU TO ACCESS TO "SAVE" OPTIONS.

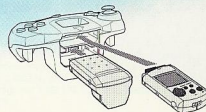
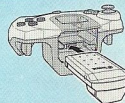
SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)



SEGA DREAMCAST JUMP PACK

THE SEGA DREAMCAST JUMP PACK IS SUPPORTED IF YOU USE A SEGA DREAMCAST CONTROLLER TO PLAY THIS GAME. CONNECT THE SEGA DREAMCAST JUMP PACK TO THE SEGA DREAMCAST CONTROLLER'S EXPANSION SOCKET 2 AND TURN THE VIBRATION ON IN THE OPTIONS FROM MAIN MENU SCREEN.

SEGA DREAMCAST JUMP PACK™



TO RETURN TO THE TITLE SCREEN AT ANY POINT DURING GAME PLAY, SIMULTANEOUSLY PRESS AND HOLD THE A, B, X, Y AND START BUTTONS. THIS WILL CAUSE THE SEGA DREAMCAST TO SOFT-RESET THE SOFTWARE."

WHEN THE JUMP PACK IS INSERTED INTO EXPANSION SOCKET 1 OF THE SEGA DREAMCAST CONTROLLER, THE JUMP PACK CONNECTS, BUT DOES NOT LOCK. IF THE CONTROLLER IS JARRED, THE JUMP PACK MAY FALL OUT DURING GAME PLAY OR OTHERWISE INHIBIT GAME OPERATION.

CREDITS

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"RESYNC"

"TROTTLE"

"KRZYŚKIEK URBAN/KI"

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TROUBLESHOOTING DOCUMENTS ONLINE!

Interplay Entertainment Corp. Technical Support now offers troubleshooting guides with complete installation and setup instructions as well as information that will help you overcome the most common difficulties.

If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a regular basis, so please check here first for no-wait solutions. If you have access to the World Wide Web, you can find these at: www.interplay.com/support/

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. Please be sure to include the following information in your e-mail message, fax, or letter:

- Title of Game

- Platform

- A description of the problem you're having

If you need to talk to someone immediately, call us at (949) 553-6678 Monday through Thursday between 8:00AM - 5:45PM, and Friday between 9:00AM - 4:45PM, Pacific Standard Time with 24 hours, 7 days a week support available through the use of our automated wizard. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard. For information pertaining to your specific title, press "1" on the main menu and listen carefully to all prompts. All titles are listed alphabetically. After you have selected your title, the most common difficulties will be listed. If the difficulty you are having is not listed or you need additional assistance, you may press "0" on your games main menu, and you will be transferred to a Technical Support Representative. No hints or codes are available from this line.

Interplay Entertainment Corp. Support Fax: (949) 252-2820

Interplay Entertainment Corp. Technical Support • 16815 Von Karman Avenue • Irvine, CA 92606

HOW TO REACH US ONLINE

INTERNET E-MAIL: support@interplay.com • WORLD WIDE WEB: www.interplay.com • FTP: <ftp://ftp.interplay.com>

ESRB RATING

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