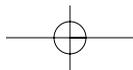
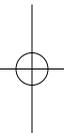


**KAO CHALLENGERS
PSP EDITION
FRONT COVER**



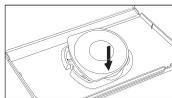
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

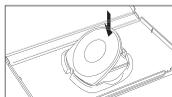
Use and handling precautions

- This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

"PlayStation" and the "PS" Family Logo are registered trademarks and "PSP" and "UMD" are trademarks of Sony Computer Entertainment Inc. "Memory Stick Duo" and "Memory Stick PRO Duo" are trademarks of Sony Corporation.



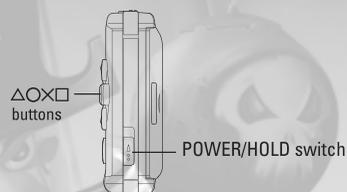
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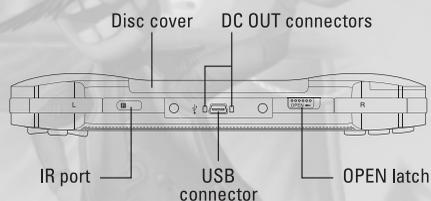


GETTING STARTED

Right side view



Front view



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the *Kao Challengers* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

Memory Stick Duo™

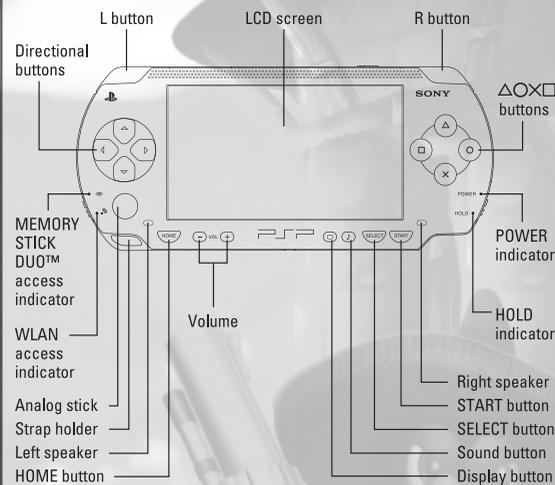
Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Note: *Kao Challengers* requires at least 128KB of free space on your Memory Stick Duo™ to save your game progress.

CONTROLS

PSP™ (PlayStation®Portable) system configuration



Menu Controls

Navigate in menus	Analog stick / directional buttons
Select – Next screen	button
Start – Enter menu	START button
Previous screen – leave menu	button

Basic Controls

Look around	L button
Menu	START button
Look left / right	/
Throw boomerangs/objects	button
Punch	button
Jump	button
Roll Attack	button
Strafe mode	R button
Move	Analog stick
Change Weapon	L button (Only in Multiplayer mode)
Camera	Directional buttons

Combo Controls

Double jump	ⓧ button + ⓧ button
Low jump attack	ⓧ button + ⓐ button
High jump attack	ⓧ button + ⓧ button + ⓐ button
Low tail attack	ⓧ button + ⓐ button
High tail attack	ⓧ button + ⓧ button + ⓐ button
Punching right and left	ⓐ button + ⓐ button
Punching right, left and kick	ⓐ button + ⓐ button + ⓐ button

Underwater Controls

Move	Analog stick
Swimming	ⓧ button
Shooting, release torpedo	ⓐ button or ⓐ button or ⓐ button
Strafe mode	R button
Camera	Directional buttons

Pelican Ride Controls

Move / accelerate	Analog stick
Flying	ⓧ button
Camera	Directional buttons

Snowboard Controls

Move / accelerate / slow down	Analog stick / Directional buttons
Jump	ⓧ button

Motorboat Controls

Steer	Analog stick / Directional buttons
Accelerate	ⓧ button
Turbo	R button

Catapult Controls

Targeting	Analog stick
Mount or get out	ⓧ button
Shoot	ⓐ button or ⓐ button or ⓐ button
Fit to Target	R button

Magic Broom Controls

Targeting	Analog stick / Directional buttons
Mount or jump during riding	ⓧ button
Shoot	ⓐ button
Camera	Directional buttons

4

ADVANCED CONTROLS - WEAPON SELECTION

If you have collected several weapons, you can quickly switch between them by holding down the **L button** to activate the weapon selection panel (don't release the **L button** before finishing the sequence).

There are several slots (each collected weapon appears always in the same slot) and one extra slot for camera reset.



While holding the **L button** down, press the **□**, **○**, **ⓧ** or **△** button. Each button corresponds to a particular set of weapons.



Keep pressing the **L button**, and once more press the **□**, **○**, **ⓧ** or **△** button. Each button will now correspond to a particular weapon.

5

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow you to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



GAME SHARING

Some software titles feature Game Sharing facilities, which enable you to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.



INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

Kao Challengers supports Ad Hoc Mode. For more information about multiplayer features, see "Multiplayer Menu" on page 11.

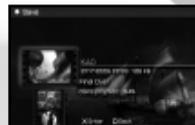


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SAVING & LOADING

SAVING

You can save at the end of the level. Choose Save Game and select a slot (choose an empty slot or overwrite any previous saved game). Press the **X** button to save.

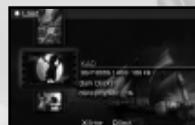


It is also possible to save before you have finished a level. Press the **START** button to display the Pause menu and choose Save Game.

Caution: If you save a game before finishing the level, you will have to replay the level from the beginning when you load this saved game.

Note: You cannot save the game in the first level right after starting the game.

LOADING



To load a saved game, choose Load Game at the Main Menu, choose any previously saved game and press the **X** button.

STORY

Kao must deliver the world of animals from the hands of the evil hunter and his wicked henchmen. Kao can count on his friends, like the Firefly and the Parrot to help him.

Help Kao and explore many worlds, from the Arctic to Australia. Control amazing vehicles, master fighting techniques, and overcome loads of enemies! There are lots of power ups to collect, hidden areas to find, and bonus levels to explore as well. Grab your boxing gloves, and get ready for action!

7

MAIN MENU



NEW GAME

Start a new adventure with Kao in single player.

LOAD GAME

Load a previously saved game.

MULTIPLAYER

Play a multiplayer game.

OPTIONS

Adjust game settings (see below).

OPTIONS

Select Options at the Main Menu or while playing the game by pressing the **START** button and choosing Options.

You can set the following:

- Change sound or music volume as well as Mono or Stereo sound mode.
- Invert camera axis.
- Turn the Auto-switch weapon ON or OFF (Multiplayer only). If ON, any time you collect a new weapon your character will automatically switch to it.

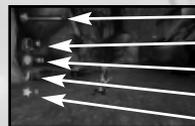
KAO'S WORLD

The game begins on a ship, where Kao's friend, Parrot rescues him. After escaping, Kao finds himself in Dark Docks, where he will start his adventures. Talk to animals in Dark Docks to get them to take you to their world, where your help is needed. After finishing each world and beating the boss, Kao returns to Dark Docks, where he must find another of his friends and undertake the next adventure.

While Kao helps his animal friends, he must collect 3,000 ducats to bribe the Bossman into letting him enter Hunter Barnaba's domain, the Abandoned Town.

You can go back to Dark Docks at any time, even if you haven't yet completed the current level. To do so, choose Back to Hub from the Pause Menu. To continue the adventure from Dark Docks, talk to Firefly and choose the last incomplete level from the panel that appears.

GAME SCREEN



← Kao's Energy
 ← Number of Boomerangs
 ← Number of Coins
 ← Number of Crystals
 ← Number of Stars

To toggle on-screen information display, press the **SELECT** button.

MULTIPLAYER MENU

You can either host your own multiplayer game or join a game hosted by another player.

HOST GAME

- Choose Host Game at the Multiplayer Main Menu, choose the game mode you want to play, and press the **X** button.
- Press the **directional buttons** to choose arena and adjust settings and confirm by pressing the **X** button. Start the match by pressing the **X** button on the Start Match option.

Note: In Weapon Master mode before the menu appears, you must use the **directional buttons** to select which weapon you want to master and confirm by pressing the **X** button.

JOIN GAME

You can join a game hosted by another PSP™ user. Choose Join Game and select that PSP™ user's nickname from the available list. You cannot connect to a game that is already full.

CHOOSE CHARACTER



Select the Change Character option. You can also change characters while playing by pressing the **START** button.

HALL OF FAME

Press the **X** button on Hall of Fame in the Main Menu to display a list of the best results that were achieved in the racing stages.

OPTIONS

See Options on page 11.

MULTIPLAYER GAME SCREENS

There are two types of game screens – one for matches based on fighting and another for racing.

FIGHTING



- Energy / shield amount
- Radar
- Number of collected coins
- List of gathered weapons – active weapon has number of bullets beneath it
- Players' characters / nicknames / score

RACING



- Number of elapsed laps / best lap time
- Map with players' positions
- Overall time
- List of racing players / nicknames / characters – the player at the top of the list leads the race

VOTES



When playing, any players may vote on changing the current map or game mode and start a new game. The vote passes if the majority of players approve it. To cast a vote, press the

START button and choose Votes.

When someone casts a vote, an icon appears that all players can see. To take part in the vote, press the **START** button and choose "yes" or "no."

MULTIPLAYER GAME MODES

DEATH-MATCH



The winner is the one who has the most points within a given time limit or reaches the given point limit first. Weapons and ammunitions are gathered and reappear in various parts of the map.

About weapons: bigger is better! But the greater the weapon is, the more you have to pay for it. Collect as many coins as possible !

CHICKEN MASTER



In this mode you get points by wearing the chicken head, and by killing other players or the player with the chicken head on. When you wear a chicken head, you will get five points each time the clock makes a full round.

WEAPON MASTER



Similar to Death-Match, however you have only one weapon that you choose before starting the match. In this mode you also have to collect coins to increase your ammunition supply. The

amount of coins you need varies, depending on the weapon you are using.

RACING



Each level is associated with a particular "vehicle." When the player hosting the racing match selects the level, the "vehicle" is attributed automatically.

MAIN CHARACTERS

KAO



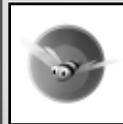
The hero, and a very gifted kangaroo.

PARROT



A little bit scared and grumpy but very helpful! He keeps Kao up to date on what is happening to the animals around the world, and helps him follow the right path to save them all.

FIREFLY



She is Kao's guardian angel and always gives good advice. Talk to Firefly when you are not sure what to do next.

BOATSWAIN



A keeper of Barnaba's domain. Although standing firmly on his post, he will, for a reasonable amount of coins, let Kao into the city...

HUNTER BARNABA



What a mean, despicable character! Kao must defeat him to ensure the freedom of the animal world!

POWER UPS (ADVENTURE MODE)



Energy
Increases Kao's energy.



Coins
Kao needs 3,000 ducats to pay the Boatswain and get into the Hunter's world!



Crystals
Needed to access bonus levels via the Dark Docks. The required number is given at the entrance of each bonus level.



Stars
Collect stars to improve Kao's skills.



Boomerang
To throw at your enemies!



Speed up
Allows Kao to run at high speed!



Flying Helmet
Tap the  button continuously to fly higher



Fish
Your friend Pelican needs them to stay in the air longer.



Ring-bell
It's a checkpoint. When Kao dies, he will reappear at the last Ring-bell he picked up.

(MULTIPLAYER MODE)



Coin
Collect it to buy weapons.



Coin - decoy
Traps set by your opponents are visible to you as coins. (But, they don't have the glow effect around them...)



Double Damage
Doubles all weapon damage.



Haste
Doubles the speed of your moves.



Heart
Restores your energy.



Shield
Provides extra protection.



Electricity
Casts electricity on all nearby opponents and causes damage to them.



Teleport
Relocates you instantly to another spot in the arena.



WEAPONS

There are many different weapons. To get weapons you need to pay for them with coins (only the Boomerang is free).



Boomerang



Auto missile



Big Bomb



Dynamite



Scorpions



Grenade



Flame-thrower



Snare



Shrapnel



Magnet



Mine



Mushroom



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 Sara Hasson Project Planning Coordinator

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 Nique Fajors Vice President of Global Brand Management
 Marc Metis Senior Vice President, Marketing
 Andrea Schneider Director of Public Relations
 Martin Currie Vice President of Marketing Services
 Michael Maier Creative Director
 Liz Fierro Creative Services Manager
 Kate Crotty Traffic Manager
 Maleea Barnett Vice President, North American Sales
 Wim Stocks Executive Vice President, North American Sales
 Ryan Barr Vice President, Corporate Communication
 Christine Fromm National Channel Marketing Manager
 Jason Hartnell Internet Development Group
 Ken Ford Director of IT and Web Strategy

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Todd Curtis Vice President, Operations
 Eddie Pritchard Director of Manufacturing
 Gardnor Wong Senior Buyer
 Lisa Leon Lead Senior Buyer
 Venus Francois Senior Buyer
 Tara Moretti Manufacturing Buyer

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Ezequiel "Chuck" Nunez Manager of Publishing Support
 Michael Vetsch Manager of Technical Support
 Michael O'Shea Q.A. Testing Supervisor
 Nessie Rilveria Lead Tester
 Dave Strang Manager, Engineering Services and Compatibility Lab

Ken Edwards Engineering Services Specialist
 Dan Burkhead Engineering Services Technician
 Eugene Lai Engineering Services Technician
 Peirs Sutton Beta Testing Administrator
 Chris McQuinn Senior Compatibility Analyst
 Patricia-Jean Cody Compatibility Test Lead
 Randy Buchholz Compatibility Analyst
 Mark Florentino Compatibility Analyst
 Scotte Kramer Compatibility Analyst
 Cuong Vu Compatibility Analyst
 Joy Schneer Director, Strategic Relations
 Arthur Long Strategic Relations Specialist
 Cecelia Hernandez Sr. Manager, Strategic Relations

VOICE ACTING

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 Jon St. John
 Lani Minella

AudioGodz/ Lani Minella Casting/Directing

Lethal Sounds/
 Rick Bowman Recording studio/ Engineer/ Editing

SPECIAL THANKS

Gerard Barnaud
 Eric Grossman
 Hong Nguyen
 Matthew Labunka Atari Forums Head Administrator

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Programmer	Jakub Kojder
Lead programmer	Jan Matlag
Programmer	Marcin Klimek
Programmer	Michal Kucharczyk
Programmer	Marcin Wasniowski
Concept Art	Pawel Czapl
Lead level designer	Michal Firek
Level designer	Jacek Cetera
Level designer	Piotrek Kolasinski
Characters modelling and animation	Arkadiusz Firlit
Characters modelling and animation	Grzegorz Kukus
Lead 2D artist	Wojciech Idzi
Sound and Music	Bartek Idzi
General manager	Stanislaw Kozlowski
Business Development	Agnieszka Kozlowska
Business Development	Eric Loget

ATARI WEB SITES

To get the most out of your new game, visit us at:

atari.com/us

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

ataricomunity.com

Kids, check with your parent or guardian before visiting any web site. Chat Messages: Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Atari web sites is subject to terms and conditions, which you can access at:

atari.com/us/tos



TECHNICAL SUPPORT

Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

atarisupport.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **Email** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via Email, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone in the U.S. & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7108**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you

enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

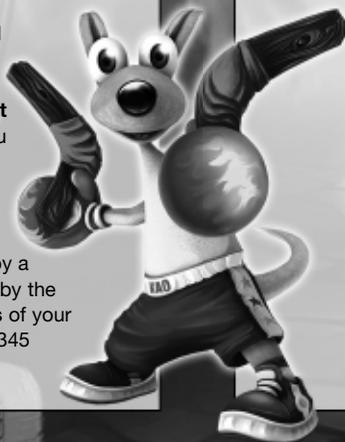
Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Product Return Procedures in the U.S. & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

Warranty Policy in the U.S. & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.



NOTES



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NOTES



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IMPORTANT — READ CAREFULLY: Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement (“EULA”).

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This document is an agreement between you and Atari, Inc. and its affiliated companies (“Company”). The enclosed software game disc(s), cartridge or Game Pak (“Software”) and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must call the Tech Support telephone number listed in the manual accompanying the Software (the “Manual”). Select the Automated Phone System’s Main Menu option for Consumer Services and follow the prompts.

You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the “I Accept” button. By clicking the “I Accept” button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

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5. You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it’s destroyed or becomes defective.

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