

KAPO™

ROUND 2

THE KANGAROO



ATARI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

KAO ROUND 2 THE KANGAROO™

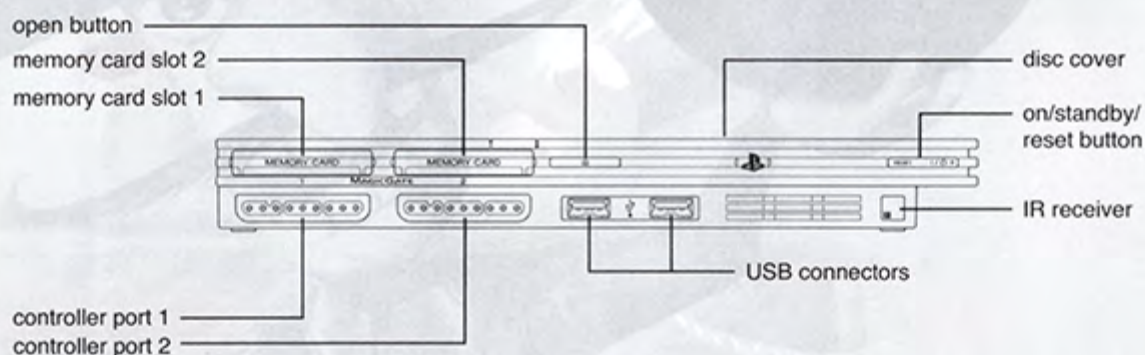
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GETTING STARTED



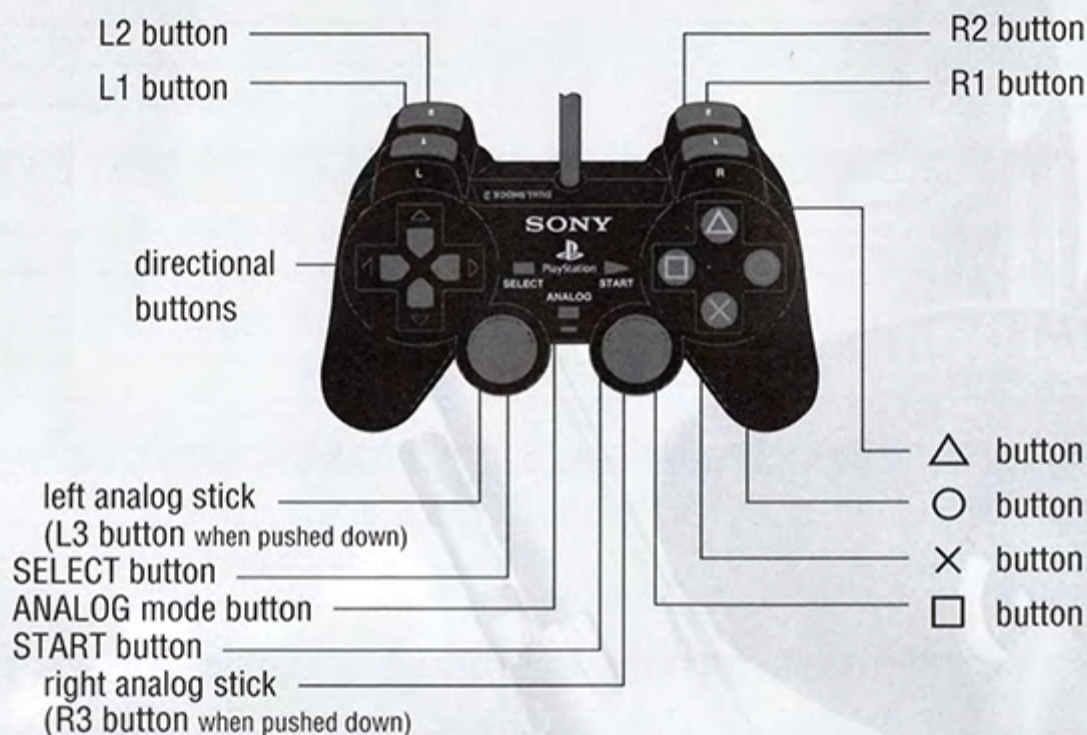
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **Kao The Kangaroo: Round 2** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Menu Controls

Navigate in menus	Left analog stick / directional buttons
Select – Next screen	× button
Start – Enter menu	START button
Previous screen – leave menu	○ button

Basic Controls

Look around	L2 button + left analog stick
Menu	START button
Look left / right	← / →
Throw boomerangs/objects	△ button
Punch	○ button
Jump	× button
Roll Attack	□ button
Strafe mode	R2 button
Move	Left analog stick
Camera	right analog stick

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	Left analog stick
Swimming	ⓧ button
Shooting, release torpedo	Ⓞ button or ▣ button or ▲ button
Strafe mode	R2 button
Camera	right analog stick

Pelican Ride Controls

Move / accelerate	Left analog stick
Flying	ⓧ button
Camera	right analog stick

Snowboard Controls

Move / accelerate / slow down	Left analog stick / Directional buttons
Jump	ⓧ button

Motorboat Controls

Steer	Left analog stick / Directional buttons
Accelerate	ⓧ button
Turbo	R2 button

Catapult Controls

Targeting	Left analog stick
Mount or get out	ⓧ button
Shoot	Ⓞ button or ▣ button or ▲ button



MAIN MENU

NEW GAME

Start a new adventure with Kao.

LOAD GAME

Load a previously saved game.

OPTIONS

Configure the controller, and adjust the game music and sound effects volume.

QUIT

Exit the game.

SAVING & LOADING

LOADING

To load a previously saved game select Load Game from the Main menu, select the game you want to load and press the **X** button.

SAVING

While you're playing, you can save a game at any time by pressing the **START** button to display the Pause Menu, select Save Game and pressing the **X** button. Select the slot where you want to save the game and press the **X** button to confirm. If you select a slot that already contains game data, you will be asked to confirm that you want to overwrite this saved game.

While loading the saved game, you will start at the beginning of the last saved level. If Kao dies, he will always reappear, and play will start again at the previous checkpoint.



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!

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 Boatswain 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 R1 button.



SOME FRIENDS

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.

BEAVER



The Beaver lives in the forest world and usually has some kind of riddle to solve! Very energetic!

FIREFLY



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

BEAR



The fragile little bear lives in the winter world and is counting on Kao's help!

TURTLE



Lives in the ocean. Usually Kao has to rescue him using torpedo power ups.



SOME ENEMIES

MAGICIAN



Tries to put a spell on you. Hard to defeat!

THE GREAT BEAR



Cannot be defeated — the only thing to do is run away from him!

PUFFER FISH



Floats slowly in your direction. Explodes like a sea mine! Watch out!

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 has to defeat him to ensure the freedom of the animal world!

POWER UPS



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 jump 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.

OBJECTS



Platform

Kao can steer the platform by running from one side to another.



Water barrel

The barrel floats with the river's current — Kao can steer left or right.



Torpedoes

Underwater controllable object. Kao can steer and shoot them.



Catapult

Kao can shoot pine cones using the catapult.



Motorboat

The motorboat can speed up, slow down and jump using platforms.



Badger

Kao has to herd little badgers to their dens.



Pelican

Pelican can run and fly with Kao on his back! He comes from Scotland and is now an inhabitant of the Island World. He is very helpful when Kao has to fly over the sea or platforms.



Snowboard

Use the snowboard to glide and jump!

HINTS AND TIPS

- When using the motorboat, you can skim over certain obstacles if you use your rocket engines! There are also turbo power ups to increase the boat's maximum speed.
- Use the Camera controls to aim accurately when throwing nuts.
- After a double jump, use your tail attack while still in the air – Kao will jump even further.
- You can still control Kao a little when he bounces on the jump pad while flying.
- Collect crystals – for every 50 of them, Kao gets access to a bonus level hidden in the towers in the Hub.
- When you are trying to get away from the bear, press the **left analog stick** down – Kao will adjust to stay on the path so you don't have to turn when road turns; all you have to do is avoid obstacles and jump over water!
- For every collected 50 stars Kao improves one of his skills.

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Sound and Music
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Business Development
Business Development



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ataricomunity.com

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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**.

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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.

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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.

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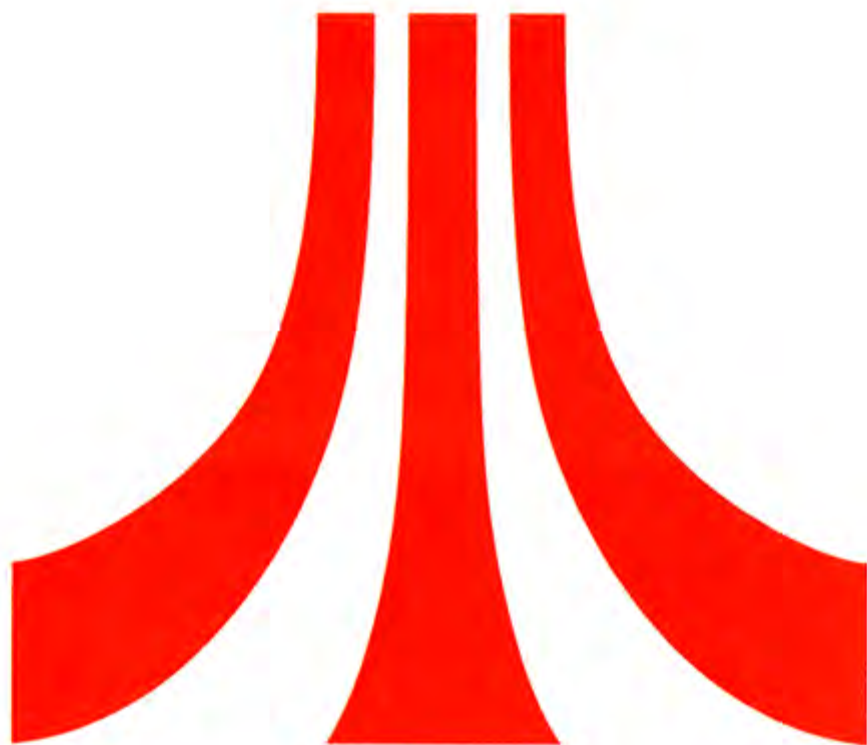
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