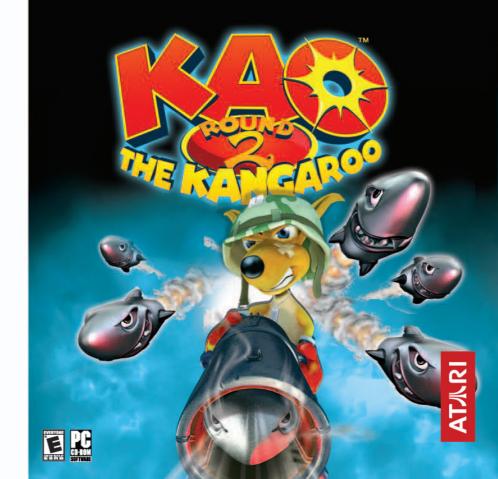## Get More Now!
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GETTING STARTED
THE README FILE

Kao The Kangaroo: Round 2 has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, click on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on **Kao The Kangaroo: Round 2**, and then on the ReadMe file.

SYSTEM REQUIREMENTS

Operating System:	Windows® 98SE/Me/2000/XP
Processor:	Pentium® III 600 MHz or AMD Athlon 600 MHz or higher
Memory:	128 MB RAM (128 MB for Windows® 2000/XP)
Hard Disk Space:	600 MB free
CD-ROM Drive:	6X Speed or faster
Video:	32 MB Windows 98SE/ME/2000/XP-compatible video card
Sound:	DirectX® version 9.0c-compatible sound card
DirectX®:	DirectX® version 9.0c (included) or higher

SETUP AND INSTALLATION

Your Kao CD should run automatically when inserted. The Kao Autorun menu should show the following options: **Install**, **Play**, **Visit Web Site**, **Manual**, **Configure**, **Quit** and **Uninstall**.

• Select **Manual** to read this document.
• Select **Configure** to set screen resolution, fullscreen/window mode, and graphics quality.
• Choose **Visit Web Site** to explore KAO 2 internet homepage.
• If you have not already installed Kao, choose the **Install** option.
• If you have already installed Kao, inserting the CD will display a menu screen allowing you to play directly.
• If you want to start the adventure, choose **Play**.
• To quit the menu, choose **Quit**.
• If you want to remove the game from hard drive, choose **Uninstall**.
• If you do not see this menu screen, double-click on the "My Computer" icon on your desktop, right-click on the CD/DVD drive icon, and select "Autorun."

INSTALLING FROM THE CD

From the Autorun menu , select Install, and follow the on-screen instructions to install **Kao The Kangaroo: Round 2** on your computer. You can modify the installation path or you can use the default path.

Installation of DirectX®

Kao The Kangaroo: Round 2 requires DirectX® 9.0c or higher in order to run. If you do not have DirectX® 9.0c or higher installed on your computer, click "Yes" when asked if you would like to install it.

STARTING THE GAME

When the Title Screen appears, press the **Esc** key at any time to go to the Main Menu.

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 **Enter**.

SAVING
While you're playing, you can save a game at any time by pressing **Esc** to the Option menu, selecting Save Game and pressing **Enter**. Select the slot where you want to save the game and press **Enter** 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.

CONTROLS

Menu Controls	
Navigate in menus	**arrow keys**
Select	**Enter**
Enter / quit menu	**Esc**

Basic Controls	
Move	**arrow keys**
Move Camera	**Numpad 4, 5, 6, 8**
Reset camera	**Numpad 2**
Action / Jump	**S**
Throw	**Ctrl**
Attack	**Shift**
Roll Attack	**D**
Step Aside / Aim	**Alt**
Look around / Swim	**Spacebar**

Combo Controls	
Double jump	**Action + Action**
Low jump attack	**Action + Roll**
High jump attack	**Action + Action + Roll**
Low tail attack	**Action + Attack**
High tail attack	**Action + Action + Attack**
Punching right and left	**Attack + Attack**
Punching right, left and kick	**Attack + Attack + Attack**

Underwater Controls	
Rotate	arrow keys
Swimming	Spacebar
Attack mode	Alt
Shoot, release torpedo	Shift
Acceleration	S

Pelican Ride Controls	
Move / accelerate	arrow keys
Flying	S

Motorboat Controls	
Steer	left/right arrow keys
Speed up / Raise the bow	Alt
Accelerate	up arrow key

Catapult Controls	
Targeting	arrow keys
Mount or get out	S
Shoot	Shift

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 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 **Insert** key.

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!

BOSSMAN
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

Energy
Increases Kao's energy.

Coins
Kao needs 3,000 ducats to pay the Bossman 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! 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 down arrow – 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.

CREDiTS
ATARi
PRODUCT DEVELOPMENT

Keehwan Her	Associate Producer
Sara Hasson	Project Planning Coordinator

SALES/MARKETING/COMMUNICATIONS

Emily Anadu	Brand Manager
Matt Collins	Director of Global Brand Management
Nique Fajors	Vice President of Global Brand Management
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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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Lisa Leon	Lead Senior Buyer
Venus Francois	Senior Buyer
Tara Moretti	Manufacturing Buyer

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Michael Vetsch	Manager of Technical Support
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Derek DeSantis	Assistant Lead Tester
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Dan Burkhead	Engineering Services Technician
Eugene Lai	Engineering Services Technician
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Randy Buchholz	Compatibility Analyst
Mark Florentino	Compatibility Analyst
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Cuong Vu	Compatibility Analyst
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Arthur Long	Strategic Relations Specialist
Cecelia Hernandez	Sr. Manager, Strategic Relations

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Jon St. John
Lani Minella

AudioGodz/ Lani Minella	Casting/Directing
Lethal Sounds/Rick Bowman	Recording studio/ Engineer/ Editing

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

TATE iNTERACTiVE

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Game Designer	Wojciech Bilinski
Programmer	Jakub Kojder
Lead programmer	Jan Matlag
Programmer	Marcin Klimek
Programmer	Michal Kucharczyk
Programmer	Marcin Wasniowski
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Level designer	Jacek Cetera
Level designer	Piotrek Kolasinski
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Characters modelling and animation	Grzegorz Kukus
Lead 2D artist	Wojciech Idzi
Sound and Music	Bartek Idzi
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Business Development	Agnieszka Kozlowska
Business Development	Eric Loget

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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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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.

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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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