

# Kao the Kangaroo - Demo version

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## 1.1 Story

Denis is a young kangaroo coming from Australia. He is a typical representative of his species except the fact of his outstanding intelligence, cleverness and skill. He likes long trips, sunsets and making jokes. During one of his trips, Denis found himself in a small forest. Running carelessly ahead, suddenly he noticed a small movement in bushes. He decided to solve a mystery and walked into the bushes. Suddenly a cage fell down at him, giving him no chances for escaping. Last thing he saw was a greening face of a hunter, then he felt asleep. When he woke up he had boxing gloves on his hands, and some guy was shouting at him something about becoming a boxer. At the beginning Denis was very unhappy but with time he concentrated all his energy on training, realising that becoming a real boxer is the only chance for escaping. He missed Australia very much. The occasion for escaping appeared one day, when the hunter exaggerated with the amount of wine (he was drinking because of Denis victory over Rocky Billboard), and he didn't shut Denis' cage properly. That is how the long and full of surprise trip home begun.

## 1.2 Configuration

### Key

### Function

UP ARROW	Run
DOWN ARROW	Walk backward
LEFT ARROW	Turn left
RIGHT ARROW	Turn right
LEFT SHIFT	Turn around
ENTER	Drop checkpoint
NUMPAD 0	Camera look
LCONTROL	Punch (fire 1)
LALT	Hit with tail (fire 2)
RSHIFT	Throw glove (fire 3)
Z	Strafe left
X	Strafe right
SPACE	Jump
HOME	Camera behind character

You can change configuration of keys in menu (options/customize)

## 1.3 Character

Main skills of Kao are: running, jumping, climbing objects that he catches, punching, beating with tail and throwing gloves.

## 1.4 Hints and Tips

There are lots of power ups to collect but many of them are hidden in different objects: stones, totems etc. If you collect the power up which looks like a question mark one of all power-ups will be randomly chosen, however, you may also get a black skull, which will effect in waste of energy.

Every level (except those with controllable objects) has entrance to bonus levels - sometimes they are also hidden (all are available only in hard mode)- there is a bonus level to find in demo version.

The longer you keep the jump key pressed the higher you jump.  
By dropping the checkpoint you decide were you start after loosing a life.

## 1.5 List of features (full version)

Help Kao in his trip home through 25 colorful levels within 5 diverse worlds, full of traps and surprises (with boss and bonus levels it is over 50).

Beat the great bosses at the end of each world.

Knock out over 20 different enemies

Find bonus levels - colorful and surprising locations with very challenging quests

Use snowboard, motorboat, hang-glider, spaceship and even a crocodile for extra fun.

Collect number of power-ups, which help you succeed in quests:

- throw power gloves
- use spring for high-speed running
- find checkpoints and decide were to use them
- freeze your enemies
- collect coins for extra life

Chase the butterflies and watch for little glow-worms, which will help you in darkness

Reach for reward by collecting all the coins...

Shortly: Have fun!

## 1.6 Tested Video Chipsets:

If you have one of these graphic cards, you should not find any problems:

GeForce 2 GTS

GeForce 256

Riva TNT2

Riva TNT2 VANTA

MATROX G400

MATROX G200

ATI RAGE 128

S3 SAVAGE 3D

S3 SAVAGE 4

3DFX VOODOO 1

3DFX VOODOO 2

3DFX VOODOO 3

3DFX VOODOO 5000

3DFX VOODOO BANSHEE

3DFX VOODOO RUSH

3D LABS PERMEDIA 2

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