

# Kao the Kangaroo FAQ/Walkthrough

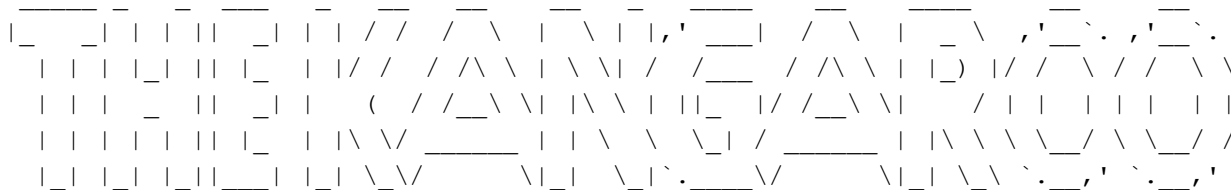
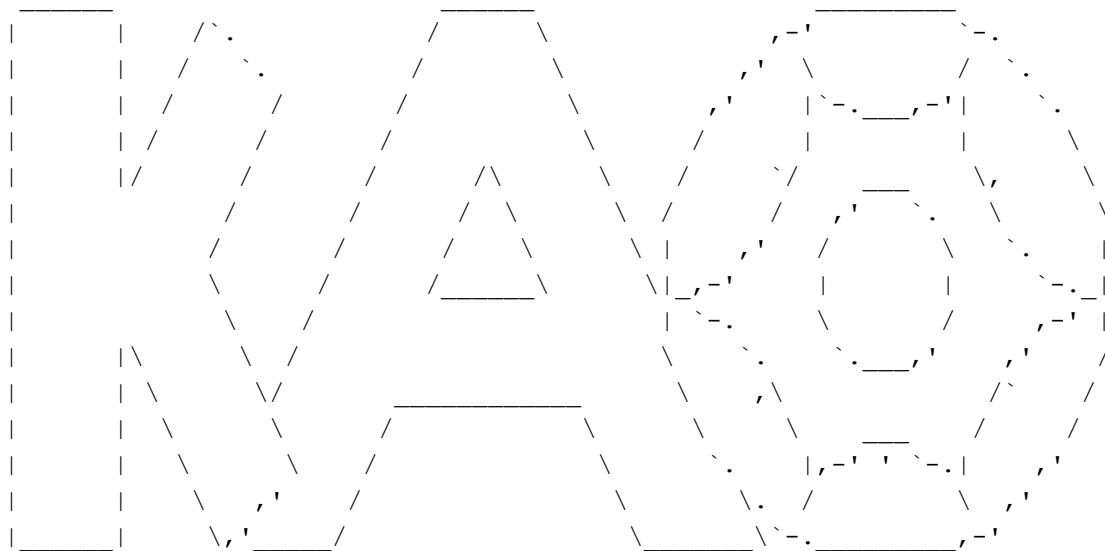
by winnie the poop

Updated to v1.1 on Mar 13, 2004

This walkthrough was originally written for Kao the Kangaroo on the DC, but the walkthrough is still applicable to the PC version of the game.

KAO the Kangaroo (Dreamcast) FAQ/Walkthrough version 1.1 (03/13/04)

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-ASCII art by osrevad-  
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I. BASICS  
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-----  
A. Controls  
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Analog Pad ----- Move Kao  
D-Pad ----- Move Kao

A Button ----- Jump  
B Button ----- One/Two Punch  
X Button ----- Use Power Glove  
Y Button ----- Tail Sweep

R Trigger ----- Move Camera Close (above Kao)  
L Trigger ----- Puts the Camera behind Kao

L Trigger+Pad ----- Strafe  
L Trigger+X ----- Set Checkpoint  
L+R Triggers ----- First-Person View

-----  
B. Items  
-----

Small Coin : Shaped like a small coin (duh), it rewards you with one coin point. If you collect 50 coin points, you receive a extra-life better grab them, then!

Large Coin : Shaped like a larger coin than the small coin. It yields 10 coin points instead.

Small Heart : Shaped like a heart, it restores 25% of Kao's energy.

Large Heart : Shaped like a Large Heart (wow...), it restores 50% of Kao's energy.

Extra Life : Looks like Kao's head, it rewards Kao with a 1-Up.

Checkpoint : With one, you may set one down to preserve your position in the level. When you lose a life, you will automatically go back to the last checkpoint you set instead of the beginning of the level. Use with L+X.

Power Glove : It can be thrown as a homing 'missile' to knock down tough/faraway enemies. The X Button will throw one.

Freeze : When touched, the enemies in the level will momentarily freeze.

? Mark : Random item!

Speed Up : Looks like a Torando... once picked up, Kao will gain speed in his feet and hop around quicker.

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C. Game Screen  
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IMPORTANT: This walkthrough is based on my runs on the NORMAL difficulty! The position of the coins, flags, and bonus levels might be different! More bonus levels will appear as you move up the difficulty.

IMPORTANT: Also, I did not include the step-by-step walkthrough as seen in other FAQs because this game is SO linear that it's not even funny. You practically see everything, you just have to make the jumps, kill the enemies, etc. All that dirty work. :)

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LEVEL 1
=====

TIPS

-Nothing of high importance, really. This is your 'get-to-know-the-game' introduction. No death-defying jumps or holes or anything. Just scoot around and learn some stuff. The coins aren't that hard to find either. Take all 100 to get 2 bonus lifes, which comes around every 50 coins.

-When you drop down into the lava area, just wait for the loose rocks to fall from above, creating some stepping stones for you to jump across.

HARD-TO-FIND COINS

-None. Seriously. Won't see this often, though. :)

EXTRA LIVES

-None

CHECKPOINTS

-After the black bridge, you should find a fork. Take the left path up to a dead end with a stone pillar. Break it open with an attack to find a Check-Point within.

POWER GLOVES

-None

BONUS LEVEL

-CAN NOT MISS! Right on the path in the middle of the level, just jump into it. One of the easiest Bonus Levels, too.

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LEVEL 2
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TIPS

-There are multiple paths here. Take the paths without any arrows pointing to them first if you want to get everything. If you just want to breeze by, then, by all means, go ahead.

-Go to every sky-island. On one of them, there's a switch. Make sure you depress it, too (just jump onto it). It opens the first gate in the cave

ahead.

-In the cave, depress the second switch to get rid of the gate blocking you from the end warp.

#### HARD-TO-FIND COINS

-----  
-Just make sure you get on EVERY alternate paths to isolated islands for some extras and coins.

#### EXTRA LIVES

-----  
-None.

#### CHECKPOINTS

-----  
-Right behind you at the very start!

-Hovering above the island to the right of the original island with 4 outlets. The checkpoint is surrounded by 10 coins, to classify.

#### POWER GLOVES

-----  
-In the pillar on the sky-island to the left of the first island.

-After following the path where the first arrow showed you, take the left path when you get on the second island. The path leads to a island with a lone Glove.

#### BONUS LEVEL

-----  
-Just before the wooden bridge that ends the sky-islands portion, get on the island with the pig and take the path to the right of the wooden bridge. It leads to the island with, of course, the bonus level.

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#### LEVEL 3

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#### TIPS

-----  
-You have to conquer the hang gilder without hitting the walls of the chasm, which isn't easy for somebody who is new to this. My advice: don't worry about the altitude, just concentrate on your shifting (left and right). The gilder will do everything else. Pay attention to the part with a sign sticking out, it's the narrowest part, just juke a bit to the right then the left and you should be alright.

-To open the circular barrier leading to the middle switch, ONLY step on the switches CLOSEST to the gate you entered from. The distant one won't do you any good. Then step onto the middle switch to move on.

-It is a good idea to set a check point after the Hang Gliding part and the switch puzzle.

-The part with the revolving logs are INSANE. I HATE, HATE, HATE, AND HATE THIS! The controls are downright shitty. It's just... wrong. It's one-half Resident Evil and one-half 3rd person. Pick one or the other, Titus! Sheesh. ANYWAY... just don't worry about the coins until you're certain the log behind you is gone. Then you may go around and collect the coins you missed.

Mind the pits and fences here, too.

-The Gauntlet (the pendulums and stuff) aren't hard, just relax and pick them off one-by-one.

#### HARD-TO-FIND COINS

-----

-A Large Coin: In the area with 4 fire-blower statues, break open the last crystalline, just by the 4th one.

#### EXTRA LIVES

-----

-There is one, but I cannot find it. If you found it, PLEASE e-mail me and let me know! Thanks!

#### CHECKPOINTS

-----

-Inside the marbel pillar with faces on it, RIGHT AFTER you jump from the hang gilder.

-Another one! In the green crystalline after the hang gilder portion (just beyond the above one).

#### POWER GLOVES

-----

-None

#### BONUS LEVEL

-----

-None found

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#### LEVEL 4

=====

#### TIPS

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-BREAK EVERY STONE AND CRYSTAL! You never know, you might find some coins or checkpoints or even lives!

-The lava/pillar jumping portion can be hectic if you don't manage your screen. Just align your screen (R button) and move on when your pillar is at it's highest.

-When you see a switch to the left (in the second cave), you know that you have to press it to make stepping stones come up. Jump/dash across them to the other side before they disappear again.

-When you see a HUGE Indiana-Jones type boulder rolling after you, just bypass the coins and jump (hold A) all of the way until you see an indent in the wall and hide there. The boulder will pass and break the wall beyond. Now you can take the former coins.

#### HARD-TO-FIND COINS

-----

-3 coins: In the statue between the first two Venus Flyparts. Just get close to a Venus and press Y to do a tail attack. You should be able to kill her while she can't even touch you.

-A Large Coin: Inside the first rock in the cave.

-A small coin: In a smaller coin just past the rock above (with a Large Coin).

-A Large Coin: The first boulder after you clear the lava/pillar area.

-A Small Coin: Brown Crystalline in the SECOND cave.

#### EXTRA LIVES

-----

-None

#### CHECKPOINTS

-----

-In the statue to the left of your starting point.

#### POWER GLOVES

-----

-None

#### BONUS LEVEL

-----

-Well, there's an EMPTY space above the end warp and you can access it by going to the bridges to the right of the warp. However, no Bonus warps exists so I don't know. Maybe there was a switch I missed? If you know anything, please do e-mail me! Thanks.

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#### LEVEL 5

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#### TIPS

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-To disable the electrical towers, just smash the windmill to the left down.

-In the snowboard stage, don't speed up. Just stay in a normal pace or a slow pace and try to get all of the coins. You're not in a race here, kiddo.

#### HARD-TO-FIND COINS

-----

-A Large Coin and a Small Coin: Inside the rubble to the left of your starting point.

-Another Small Coin: In the pillar to the RIGHT of the starting point.

-There's 2 small coins on some floating platforms behind the lower left house. Keep an eye open for those.

-To get across the bridge before it collapses, just hold A (jump) and go over. Now you can access the coins on the lone island.

-On the island, there's 6 coins atop some structures. Jump onto the well's edge and then onto it. Now you can jump onto the structure for the coins. Return to the place where the bridge was and jump down to continue the level.

-Obtaining every coin in the 'snowboard' stage in one run is pretty difficult so you might have to do two or three or maybe more runs to get them all.

#### EXTRA LIVES

-----

-None.

CHECKPOINTS

-----  
-None.

POWER GLOVES

-----  
-None.

BONUS LEVEL

-----  
-Knock the door of the upper right house down and... viola! Bonus level!

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LEVEL 6

TIPS

-----  
-This is a pretty short level, FYI.

-The only questionable segment of the level is when you have to tolerate the shitty controls (like the one in level 5) once again with some snow balls. \*is sad\* Here's what you do... just walk into the snowy field and double back once the ball right above you start rolling. That way, you don't have to worry about the first one. You will have a head start on the SECOND one. Now, try to get every coin on the way, but if you're in a tight spot, do move on. You can figure a way to get back, it's not that hard. As for the pits, find the closest points and jump from one point to another. Good luck.

HARD-TO-FIND COINS

-----  
-Large Coin: Boulder, left of your starting point. Nuff said.

-Small Coin: The very next boulder. Oh the joy.

-Small Coin: Again, a crystalline is storing this. This one is near the previous boulder.

-Behind the fallen ship at the end of the level. (Large Coin).

EXTRA LIVES

-----  
-None.

CHECKPOINTS

-----  
-In one of the crystallines in the cave you started in.

POWER GLOVES

-----  
-The first Crystalline (Orange), which is just past the first pit in this level.

-In the final area, there's a boulder opposite the end warp. Break it up, of course.

BONUS LEVEL

-----  
None Found.



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LEVEL 7 - BEAR

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BEAR is your first villain to slay today. He is actually pretty easy and predictable. The only way to stun him is to have the weight above the ring hit him in the head. Then you can knock him down with an attack. To have the weight fall down, lure the Bear into chasing you and go CLOSE to the shadow of the weight. When he's fairly close, jump away and under the weight and out. The Weight should eventually hit Bear's head if timed right. My words might not sound accurate, so you should try it out and get what I'm saying. It took me the first time to defeat him. No problem at all.

3 hits will do him in.

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LEVEL 8

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TIPS

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-When hopping up the elevated platforms (after the part with Snowmen and boulders in a cave), quickly hop to the next platform if you just jumped onto a platform without any coins because that platform will fall.

HARD-TO-FIND COINS

-----

-Don't forget to circle to corridor (in the first cave) for some coins.

EXTRA LIVES

-----

-None.

CHECKPOINTS

-----

-Immediately to the right of you once you start. Skip over the small icebergs to get it.

-On the right-most path AFTER you exit the first cave.

POWER GLOVES

-----

-On the left side of your screen once you start. Make your way among the icebergs to reach it.

-Can't miss. Going on the path to the second cave, you see on it on the left.

BONUS LEVEL

-----

-Right of the wooden bridge... slay the insane penguin and head right to find a platform. Use that to reach the Bonus Level.

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LEVEL 9

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TIPS

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-Use a checkpoint before just before you touch the wooden bridge, you might missed a coin or two. That way, you can go back and get a perfect run.

-The enemies ehre are pretty tough, so be prepared to take a hit and strike back when they're looking away. Don't be surprised if you find yourself in LOW health when you finally beat this level.

-After the floating platforms trekking, you wil encounter an array of bombs coming from above. Just keep going and take all 4 coins before discovering the end warp.

#### HARD-TO-FIND COINS

-When skipping over the floating platforms near the end, make sure you make a detour to the left to find a Large Coin, but be quick about it because it has a TNT on it so the platform would explode anytime soon.

-For the coins on the bridge, just jump to each coin instead of walking, Kao travels faster when he's hopping so you will be able to make it across the bridge before it collapses.

#### EXTRA LIVES

-None.

#### CHECKPOINTS

-None.

#### POWER GLOVES

-Randomly, I believe, in one of the question marks scattered all over this level. They aren't hard to find, actually.

#### BONUS LEVEL

None found.

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#### LEVEL 10

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#### TIPS

-Aha! A snowboarding level! This is a fluid, smooth and a fun experience. However, the course lacks any challenge. All you got to do is bypass any obstacles (not that hard) and get all 10 Large coins atop ramps.

-Some of the ramps points to large boulders so be ready to swerve at the tip of the ramp to avoid the obstacle while still haave the Large Coin.

-DO NOT TRY to break anything. You just can't. Doing so will cost you a life. Yay.

#### HARD-TO-FIND COINS

-None.

#### EXTRA LIVES

-None.

CHECKPOINTS

-----

-None.

POWER GLOVES

-----

-None.

BONUS LEVEL

-----

-None.

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LEVEL 11

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TIPS

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-As you're 'skating' across ice, DO NOT touch the blocks that sticks out. They are something that we call 'dry ice'. Kangaroos dislike dry ice.

-Beware of the dual ice balls that swings back and forth. Remember to jump across for speed.

-To jump over the HUGE gap, after two sets of double ice balls, just drop down into the hole to find some ice cubes. Use those to jump over instead.

-You will encounter a tough winding 'skating' portion for the finale. If you want all of the coins, you might have to turn around and re-do the trial. Just don't touch the dry ices. :)

HARD-TO-FIND COINS

-----

-None, really. Really.

EXTRA LIVES

-----

-In the SECOND indent, which would be to the left. Among some trees, and a snowman guards it.

-After the dual ice balls. In the MIDDLE of the path. Impossible to miss. \*shrug\*

CHECKPOINTS

-----

-In the first indent to the right. Can't miss. Hello?

POWER GLOVES

-----

-None.

BONUS LEVEL

-----

-About time. You know the three rising/falling platforms? The warp to the Bonus Level is accessible if you jump off to the left of the third one. This Bonus Level is a 'ice slide' bonus.

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LEVEL 12

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TIPS

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- To get up from the 1st floor to 2nd floor, push the wooden crate to the left and use it as the kicker to get up there.
- To conquer the bird, just hop up and punch him. Common sense. :)
- Eventually you will have to make a moderate DIAGONAL jump to the left. Just remember this, so if you get stuck, this might be the reason.
- If you're riding the wheels (3 of them), just move on to the next one and wait for it to go down to find a platform. Follow the platforms to get to the end. Congrats!

HARD-TO-FIND COINS

-----

- In a barrel RIGHT NEXT to the first checkpoint, on the first floor.
- Behind the tall crate you would use to get up to 2nd floor. It's invisible to you, but just go behind it and you should nab it.
- In a crate just before you face your first bird.

EXTRA LIVES

-----

- None.

CHECKPOINTS

-----

- On the end of the 1st floor.
- After the first black bird, there's a large barrel. Break it open for a checkpoint.

POWER GLOVES

-----

- None.

BONUS LEVEL

-----

- None found.

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LEVEL 13 - THE CAPTAIN

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El easy. Step close to him to lure him into attacking and back away. If he misses, go up to him again and punch him. Do it thrice and you'll be the victor. \*yawn\*

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LEVEL 14

=====

TIPS

-----

- If you're crossing the woddedn stumps with marlins around, be quick about it. Those marlins doesn't appear in a definite pattern so you don't know when they're going to pop up.

-Yes, do step onto the red switch, for it opens a gate nearby.

- The maze:
- Push the first box with a cross.
  - Go to a SEPARATE box with a cross, to the left. Push it until you are able to touch a box with a glove atop.
  - Punch the box with the Glove away.
  - Follow the coins to the next cross-box and push it away.
  - Open both boxes with Gloves for a Coin and a path to the next cross-box.
  - Push that cross-box (the one against a wall) away.
  - Punch the last remaining box to find you way to the exit!

-If you think you couldn't make the jump from the ledge to the path with the rolling barrels, you're wrong. I dind't believe it at first and went looking for a stepping stone... but I found out that I could make the jump. Just wait for a barrel to pass and jump away.

#### HARD-TO-FIND COINS

-----  
-Under a box with a glove symbol atop. (Large Coin)

-There are 12 coins in the second maze (4 sets of three). Make sure you have found all 4 sets before leaving.

#### EXTRA LIVES

-----  
-After the rolling barrels, and before the end warp. Jump across the stumps to the right of the end warp for the extra life.

#### CHECKPOINTS

-----  
-On the last stump of the SECOND set of stumps.

-In one of the 'glove' boxes in the second maze. To find whetehr if the box is punchable or not, just hold A (jump) to hop up and down as you move. You will be able to glance at the top of the boxes.

#### POWER GLOVES

-----  
-None. (One in the Bonus Level)

#### BONUS LEVEL

-----  
-On the left side of the SECOND maze. No coins here, you have to watch the box swapping to find the one with the glove. Good luck.

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#### LEVEL 15

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#### TIPS

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-Cool... a Jet-ski. By now, you should know what to do with it.

-When you reach the ramp right after the gate, PRESS UP! It generates speed for you to clear the jump to the other side. If you don't... good-bye Kao.

-Slow down when approaching wooden stumps.

-When you approach/find the narrow ramp with stings on its sides, you better decide which side to jump to: left or right. Straight ahead will lead you into certain death. Left or right doesn't matter, you won't gain anything like coins in that decision.

#### HARD-TO-FIND COINS

-----  
None.

#### EXTRA LIVES

-----  
None.

#### CHECKPOINTS

-----  
None.

#### POWER GLOVES

-----  
None.

#### BONUS LEVEL

-----  
None.

=====  
LEVEL 16  
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#### TIPS

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-This level's a bitch to cover. :)

-It is a interwoven maze with traps, enemies, lava, and a bit of everything. The path to salvation starts with the path right of the one you're in. So get out of the tunnel you're in (with a blue zapper and an enemy), turn around and find a path to the LEFT and enter that. However, I recommend you to go around the maze before you enter that one.

-Once you find an Abo (black guy with spear) with a crystal in the middle, you will have two paths to go. Take the right one if you want coins, and take the left one if you want to find the end warp. It is recommended that you set a check point here.

-The end warp is in the far left corner.

#### HARD-TO-FIND COINS

-----  
-Argh. Missable coins are EVERYWHERE!

-Break open towers/statues and crystallines, they yield valubale coins.

-Search EVERY corner and path. Take all paths except the one left of the one you started in before going in there.

-When you finally find the end warp, go back and scoot around some more to make sure you have everything.

-Bonus level coins helps, too.

EXTRA LIVES

-----

None.

CHECKPOINTS

-----

-Take the path DEAD LEFT of the path you came out of. That path has a rolling spike ball, so if you see it, you'll know you have the right one. The path leads to a Checkpoint.

POWER GLOVES

-----

None.

BONUS LEVEL

-----

-On lower left corner. To get there, just go to the same path as the first checkpoint (see above) and continue hugging the wall. You should be able to see the Bonus warp at the distance. Ta-da. The level itself is pretty easy to tackle.

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LEVEL 17

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TIPS

-----

-Nothing... It's a pretty straight-forward mission. By now, you have already knew enough to bypass this level without any difficulty.

HARD-TO-FIND COINS

-----

-There's two fallible platforms on the upper level after the first wierd black guy. On each of them lies a Large Coin. The second one is a tough one, you got to jump really quick to get onto it.

-Once you find the end warp, DO NOT go into it! Just hop onto the next platform and onto the roof for some more coins. Then you may return for the level completion.

EXTRA LIVES

-----

None.

CHECKPOINTS

-----

-Atop some boxes at the start.

-Second floor, the temple.

POWER GLOVES

-----

None.

BONUS LEVEL

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-After climbing up 3 platforms after the yellow rising platform, look to the left. Jump onto the wooden platform en route to the bonus warp.

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LEVEL 18

TIPS

- There are several swirls around the level that gives you an extra boost of speed. Use this to bypass monsters quicker.
- Use a checkpoint after clearing a set of rising pillars, you don't want to go through those over and over again.
- As for those rising/falling pillars, make sure you jump off when the pillar you're on is at its highest AND you are on the VERY edge of the pillar.

HARD-TO-FIND COINS

- There are some coins along the edges of walls, just use the fallen pillars to get to them.

EXTRA LIVES

- None.

CHECKPOINTS

- There's one on the top of the highest pillar, just climb up a series of pillars leading up to it.

POWER GLOVES

- None.

BONUS LEVEL

- None found.

LEVEL 19 - ZEUS

he is frustrating if you don't know what to do. But of course... if you KNEW what to do, he's a blow-off. Don't mind those blue balls (>\_>) and face him in the front and walk under his, across his shadow. He will fall down. Now you can attack him! He won't fall down if you come from behind or the sides, though.

As for the thunderbolt, just jump away as fast as you can.

LEVEL 20

TIPS

- To open the gate front of you once you start, go to the right (manuever through the lines by jumping, of course) to find a switch that opens the LEFT gates. Go through those doors to find anotehr switch. THAT switch will open the middle one.
- When you come upon the point where you have boxes coming toward you and the



platforms going the other way, don't hassle yourself by jumping over the boxes... just punch it when they come forth.

-Set a checkpoint when you reach the point AFTER the boxes/platform venture. The next part (with the 3 platforms meeting) can be confusing and could cost you some lives.

-Don't forget to find both switches to open an electrical door.

-To easily manuever through the vertical electrical lines with coins among them, hold the R trigger down to move the camera over Kao's back.

-Yep, you get to be chased by a rolling rock once again. Just run until you see a pit. Jump over it and hop (hold A) all of the way to the end (mind the electrical lines). Don't forget the coins!

#### HARD-TO-FIND COINS

-----

-None, really.

-If you're having trouble with the coins in the rolling rock area.. just go to the end, but don't go through the yellow shutter-door. Wait for the rock to break behind you and go back for the coins.

#### EXTRA LIVES

-----

-None.

#### CHECKPOINTS

-----

-In the taller box to the right of the starting point, past the moving platform with two electrical lines.

-After opening the first gates, you find one on the path beyond thsoe gates.

#### POWER GLOVES

-----

-None.

#### BONUS LEVEL

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-None.

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#### LEVEL 21

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#### TIPS

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-You know the usual. Just look for any switches nearby if you think you're stuck. There are plenty of these in this level.

-Jump to get over those pink/red electrical lines quickly.

-When you see the yellow/black striped platforms above your head, jump up to them, it's the only way to get across the poison pits. That path also has some coins as well.

-Use the crates to get onto a distant platform. Use that to reach the switch which will turn off the electrical wall.

-Hold A (jump) to successfully survive the falling bridge.

#### HARD-TO-FIND COINS

-A Small Coin: After the part with the sky-high switch, ride the elevator down and break the crates to the right.

#### EXTRA LIVES

-In the bonus level.

#### CHECKPOINTS

-Beyond the first yellow/black platforms. Just don't get up there if you want to find it.

-Seen easily after dropping down a platform/elevator. Not recommended to get it, though. The platform will move away if you're not quick enough. You will have some poison between you and the platform. Death is pretty certain if you're trapped.

#### POWER GLOVES

-None.

#### BONUS LEVEL

-After the point with the breaking yellow/black bridge. Go up and jump off the crates to the left to reach the platform with 5 coins and this bonus level. You get a free life-up if you find the correct crate.

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#### LEVEL 22

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#### TIPS

-This might be the HARDEST level of all. Several tries will befall you before you get a good hang on it.

-SLOW DOWN unless you HAVE to jump (there are two points in the level that you HAVE to speed up and jump).

-Coins are a hassle the first around. Don't worry too much about it, let your second and third runs worry about it. That way, you know the course better and you can collect more.

#### HARD-TO-FIND COINS

-Coin #1: Under the first structure. Do not give in the urge to jump the preceding ramps, you won't get the coin if you jump over it.

-Multiple small coins in lines among the paths of the canyon. You can't miss seeing them, it is difficult to get ALL of them in one run. Just concentrate on surviving the mission then you may go over for some missed coins in your next runs.

-Large Coin #2: After the second set of shuffling 'steel' bars, take the LEFT

ramp for this coin.

-Large Coin #3: On a Ramp, fairly obvious.

-Large Coin #4, Again, on a ramp en route to your final destination.

-There are only 4 Large Coins, and that's 40 coins right there. That means you need to find SIXTY small coins in this insane level. Know where the coins lines are, and nab all of them.

#### EXTRA LIVES

-----  
-None.

#### CHECKPOINTS

-----  
-None.

#### POWER GLOVES

-----  
-None.

#### BONUS LEVEL

-----  
-None.

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#### LEVEL 23

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#### TIPS

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-Don't forget to break the crate BEHIND you at the start for a hidden switch! It moves a cargo handler above you, so you can reach a Checkpoint.

-Go LEFT on the slide! It leads to the goal AND the coins! Yay!

-With the upwards-moving electrical lines in the 'fortress'... just wait until they are on the BRINK of the top and jump to the middle platform. As for the glass window, just punch as you're jumping toward it.

-As you're punching the boxes out of the way (on a moving platform) make SURE you're on the front end of the recentuglar platform because as Kao punches, he loses ground ont the platform. If he's too far back, he could fall out.

#### HARD-TO-FIND COINS

-----  
-When you reach your first fork (which is on the island with the spinning electrical line with some coins around it), take the LEFT path first if you want all of the coins.

-Again, take the LEFT fork on the second electrical line.

-The sliding portion: Getting all coins requires you to be SLOW! So step on the brake (back on the Analog Pad) and collect 'em all. If you didn't get them all, then do it on the next run.

-There are two large Coins, on each side, after the end of the slide. Just time yourself with the moving platform and jump at the appropriate time. Not hard at all, just patience.

EXTRA LIVES

-----  
-None.

CHECKPOINTS

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-Step on the switch in a box behind you and climb up the next boxes up to the cargo handler and go onto the railing for the Checkpoint.  
  
-When you reach your second spinning electrical line, take the left path for an island with some coins and a checkpoint.

POWER GLOVES

-----  
-None.

BONUS LEVEL

-----  
-None found.

=====

LEVEL 24 - ALIEN

=====

What you have to do is to lure him into the brink of the arena and go around him, step on the switch in the middle and wait for his 'shield' to go out and punch him. However, he has this electric field thingy going on and it makes it a bit more tougher. You could jump over the lines, but if it's high enough, you can go UNDER them. So Let the Alien get close to you and run under the electric lines, away from him. When he's far away enough, head for the switch and JUMP onto it. Then the shield will gradually disappear. Punch him... Do this 3 times and you're done.

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LEVEL 25

=====

TIPS

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-Be careful when walking over wooden (brown) bridges, they have planks that will break apart once you nears them.  
  
-Get a checkpoint at the top of the slide, you might need it to collect all of the coins. There are mines around the slide so you might screw it up.

HARD-TO-FIND COINS

-----  
-For the coins in the gaps between planks in the bridges, just walk beyond the brink of a plank and jump just before you fall. Kao's tail should be doing the jump. Then you can grab the coin between the boards.

EXTRA LIVES

-----  
-None.

CHECKPOINTS

-----  
-Within a barrel to the left of the starting point. Just break all 3 to reveal the hidden checkpoint.

POWER GLOVES

-----

-None.

BONUS LEVEL

-----

-After the slide, go right and find some islands set in a line (in the sea).  
Jump over them to find a heart and a warp to the bonus level.

=====

LEVEL 26

=====

TIPS

-----

-To make the draw bridge accessible, you have to find a switch on each of the  
islands - left and right. Stepping on both of them will lower the bridge.

HARD-TO-FIND COINS

-----

-In the statue right of you as you start.

-In the statue on the right (as in 'opposite of left') island.

-Another one in the statue on the left side of the island AFTER the  
drawbridge.

-On the same island as above, break the right-most statue for one more.

EXTRA LIVES

-----

-None.

CHECKPOINTS

-----

-In the statue right behind you as you start.

-On the left island with the switch (the island left of the drawbridge).

POWER GLOVES

-----

-None.

BONUS LEVEL

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-Instead of going on the path with the gauntlets/pendulums with razors, go  
up the dim stairs up to a open field with a bonus warp. In other words,  
just look for an another path before going in that direction (gauntlet).

=====

LEVEL 27

=====

TIPS

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-Heh. A high-speed alligator? What imagination.

-Beat the swinging spikes by speeding up.

-To elevate yourself up a waterfall, find and follow the plot of land on a

side.

#### HARD-TO-FIND COINS

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\*THESE ARE WHEN YOU ARE ON THE ALLIGATOR ONLY\*

-Large Coin #1: In plain sight. Can't miss.

-Large Coin #2: On a ramp with flags.

-10 Small Coins: After Large COin #2, look to the left for a small plot of land with 10 small coins. Be quick to get off, though. The land ends with a wall after the 10th one.

-Large Coin #3: Seen easily among 4 mines.

-Large Coin #4: immedaitely after the third one: follow the next ramp to this coin.

-Large Coin #5: Swerve left immediately after the previous coin, toward the flags and the next ramp, which is where the next coin lies.

-6 Small Coins: Zig-zag between the flags set in a line for those coins. Just slow down to nab them all.

-5 Small Coins: One is on a ramp after the previous 5, can't miss. The last 4 are like the 6 coins a in a line. Zig-zag once again.

-The rest of them are common sense, since you will be on foot instead.

#### EXTRA LIVES

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-None.

#### CHECKPOINTS

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-None.

#### POWER GLOVES

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-None.

#### BONUS LEVEL

-----

-None.

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#### LEVEL 28

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#### TIPS

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-On the right path, you know you've found the right path to home if you see two swing logs with spikes on them.

-I almost feel guilty because I could not find any much tips I could give you and this is, ironically, probably the one level that you need the most help. All I can say is... search every path and keep going. There are no puzzles or difficult jumps/tasks to do here, it's just that this is a looooooong level. 140 coins and no single 'large coin' to make your quest easier. 140

small ones, baby.

#### HARD-TO-FIND COINS

-----

-First of all, there are a lot of coins hidden in various corners, but if you would just follow the coins, you are bound to find more and more coins. Make sure you have explore every possible path before moving on.

-On the right path, keep an eye peeled for a detour to the left which leads you to a revolving platform with a lot of coins around.

-As you finally find the end warp, DO NOT go there just yet! Turn around and find a hidden corner with 4 coins.

#### EXTRA LIVES

-----

-None.

#### CHECKPOINTS

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-On the right path also... Next to an Abo down there, there should be a tall boulder of stone... punch it out to reveal a Checkpoint.

-If you happen to find yourself in an area with THREE swinging, spiked logs, then look in corners for a boulder. Break it open for a checkpoint as well.

#### POWER GLOVES

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-None.

#### BONUS LEVEL

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#### LEVEL 29

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#### TIPS

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-To bypass the sharp rocks that come from above (in a cave), just sneak in a step under them and back away. Let one of them fall and break and you may pass without harm. Or, you can just walk in the ground that isn't covered by the fall (like on the sides).

-The part with the falling boulders from the mountain is probably one of the toughest segments in the entire game. It's nearly impossible to clear this without getting injured. If you only got hit twice, consider it an awesome job. A tip: Don't stop moving. Even if you stop to let a rock pass, another one IS heading for you. Jump if needed. Remember: jumping goes faster than running.

-After the third decaying wooden bridge, be ready to face some yet again rolling boulders. Don't out-run them the other way! Just calmly jump over them and you should be alright. :)

-The sliding portion has NO coins for you to seek, but it has killer curves. ALWAYS slow for turns. ALWAYS.

#### HARD-TO-FIND COINS

-----

-There are four of the coins in the SECOND statue you see.

-After completing the slide, break some rocks to the right once you're in a cave to find 2 coins.

-Also in the same cave, break the LEFT rock after you jump over the gap/chasm.

-One more, on the right side (same as above).

#### EXTRA LIVES

-This can't get any easier. Just nab two freebies front of you, on platforms.

#### CHECKPOINTS

-Three of these are RIGHT front of you. Can't miss.

#### POWER GLOVES

-None.

#### BONUS LEVEL

-None.

### =====

#### LEVEL 30 - HUNTER

### =====

Not that hard. See those little paths around the cage, which is in the middle? You have to punch him to the next path and so on until he's in the cage area. However, the only chance to punch him is when he's RELOADING. So wait behind a tree BY the path the Hunter is walking on. Let the boulders hit the tree (5 of them-count them) and pounce on him as he's reloading and push him inside. You HAVE to punch him inward, or he won't step closer. Just keep doing this and you'll win. Not hard, like I said. :)

### =====

#### BONUS LEVEL

### =====

To get it, just get the minimum of the coins required for EVERY level. You don't necessary have to collect every coin in a given level, but if you find the bonus level in the level, the coins found in it can boost your totla if you couldn't find every coin in the first place.

Anyway, the bonus level is just a snowboarding level. It's pretty tough, at least for me. :)

### =====

#### ENDING (too lazy to beat it by yourself?)

### =====

Lame-ass. Kao gets up on the cage, just like a King would, and starts to celebrate when the other kangaroos come up from hiding. They witness Kao as their King and the hero now... and parades the cage with the Hunter inside and chants as they move along, with Kao still on top. Surprisingly, the kangaroos let the cage open and shows the Hunter his way to the rowboat. Dejected, the Hunter rows away...



That's all folks!

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III. BOSSES  
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=====  
LEVEL 7 - BEAR  
=====

BEAR is your first villain to slay today. He is actually pretty easy and predictable. The only way to stun him is to have the weight above the ring hit him in the head. Then you can knock him down with an attack. To have the weight fall down, lure the Bear into chasing you and go CLOSE to the shadow of the weight. When he's fairly close, jump away and under the weight and out. The Weight should eventually hit Bear's head if timed right. My words might not sound accurate, so you should try it out and get what I'm saying. It took me the first time to defeat him. No problem at all.

3 hits will do him in.

=====  
LEVEL 13 - THE CAPTAIN  
=====

El easy. Step close to him to lure him into attacking and back away. If he misses, go up to him again and punch him. Do it thrice and you'll be the victor. \*yawn\*

=====  
LEVEL 19 - ZEUS  
=====

He is frustrating if you don't know what to do. But of course... if you KNEW what to do, he's a blow-off. Don't mind those blue balls (>\_>) and face him in the front and walk under his, across his shadow. He will fall down. Now you can attack him! He won't fall down if you come from behind or the sides, though.

As for the thunderbolt, just jump away as fast as you can.

=====  
LEVEL 24 - ALIEN  
=====

What you have to do is to lure him into the brink of the arena and go around him, step on the switch in the middle and wait for his 'shield' to go out and punch him. However, he has this electric field thingy going on and it makes it a bit more tougher. You could jump over the lines, but if it's high enough, you can go UNDER them. So Let the Alien get close to you and run under the electric lines, away from him. When he's far away enough, head for the switch and JUMP onto it. Then the shield will gradually disappear. Punch him... Do this 3 times and you're done.

=====  
LEVEL 30 - HUNTER  
=====

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IV. SECRETS AND CODES  
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--Bonus Level

Get at least or exceed the coins required for every level (seen on the level select). Attaining the requirement will grant you a brand new level, where you race down a mountain on a snowboard.

-----  
--Easier Kills

Having trouble with enemies? Just Jump to them and punch them while airborne. Most of the time, they won't have a chance in hell to hit you back. :)

-----  
--Save Lives when in Peril

having trouble with a certain level? Costing you countless lives? Just pause and return to level select menu and you will have all of your lives when you started the mission back! Of course, you also lost the progress made (coins, lives additions, etc.) but at least you know what to do this time, possibly saving more lives this time around!

-----  
--Cheat Codes

Hold L + R, press Up, Right, Down, Left, A ----- Extra Checkpoint  
Hold L + R, press Down, Right, Left, Down, A ----- Extra Glove  
Hold L + R, press Down, A, Left, Up, A ----- Extra Life  
Hold L + R, press Up, Right, Down, Right, Left, A -- Infinite Checkpoints  
Hold L + R, press Down, Right, Up, Right, Left, B -- Infinite Gloves  
Hold L + R, press Down, B, B, A, Up, Left, Right --- Infinite Health  
Hold L + R, press Down, Left, B, Left, B, B ----- Infinite Lives  
Hold L + R, press Up, Down, Right, Left, Up, X ----- Level Select  
Hold L + R, press Up, Up, Left, Down, X ----- Level Skip

-----  
--Gameshark Codes

Infinite Coins                   FEA995AE00000063

Infinite Lives                   2EA7606D00000063

Infinite Gloves 4CAA1B0800000063  
Press L To Refill Health 2C2C6CAD60704E1E  
2267678400000064  
Max Flags 900809DF00000063

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V. DISCLAIMER/HISTORY/THANKS  
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DISCLAIMER

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I don't mind having my FAQs posted on other sites, but I don't fancy having them posted without my knowledge. Just ask me and I will gladly allow you to do so. my e-mail is hockeyfox@ameritech.net. The following FAQs has my permission:

www.gamefaqs.com  
faqs.ign.com  
www.neoseeker.com

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Version 1.1 --- Forgot to finish Level 8!!! DOH!  
(03/13/04)  
Version 1.0 --- FAQ completed. Basics, Walkthrough, and Secrets  
(03/12/04) are completed. Go me.

Thanks to:

-Mike Truitt for the codes

-Whoever you think deserved this thanks. :p

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