Kao the Kangaroo Boss FAQ Final

by Frank Provo Updated on Feb 15, 2002

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 DC Boss FAQ
Game (c) 2001 Titus Games
Developed by X-Ray Interactive

FAQ (c) 2001 Frank Provo Version 1.11F (as in FINAL)

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http://www.gamefaqs.com

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A. Introduction

Kao The Kangaroo is a fairly decent 3D adventure game. In it, you play the roll of a kidnapped kangaroo trying to return to his native Australia. Along the way you'll collect coins, punch out bad guys, and experience many staples of the platform genre.

This FAQ was created because the third boss (area 19) sucks. I made this FAQ to save other people the terror of wasting hours on him. Sure, the game has plenty of secrets and mini-games, but so what -> The third boss is what brought you here. Admit it. It's okay to admit it. You're a good person.

BTW, The recently released Game Boy Advance version of Kao the Kangaroo is terrible.

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B. Controls

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Use the analog or directional pad to move.

X - Super Punch

Y - Tail Sweep

A - Tap to Hop, Push to Jump

B - One/two punch

L - Swing camera

L+X - Place checkpoint!

L+R - First Person View

L+Pad - Strafe

R - Zoom closer

Collect 50 coins for a Free Life

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C. Bosses

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All bosses have 3 hit points. KAO will lose 2/5 for touching a boss and 1/5 for taking a regular hit.

Bear - Stage 7

There's an anvil in the center that falls ONLY when you run under it. Get near Bear and run toward the center when he chases after you. If you time it right and keep running, the anvil should fall on him. ("Oh no, Bear is driving, how can this be?")

The Captain - Stage 13

Walk around a few paces ahead of him. When he attacks with his hook, quickly move left or right. Attack when his hook is stuck in the ice. If you stay in front, he'll hit you even if it doesn't look like he is (love that hit detection).

Zeus - Stage 19

This guy is probably the reason you're reading this FAQ. At first he seems invincible. He has NO pattern. Attacks don't hurt him. Jumping seems useless. Those blue orbs he drops can only hurt you. Calm down and get this: You need to get him off of his floating cloud. To do so, face him as he is hovering toward you. Just before he reaches you, HOP forward. Don't JUMP, HOP! If you cross his shadow and land just directly behind him, he will fall down. Attack now! You have to do this three times. It ONLY works from the front. Thanks to horrible collision detection and the mean will of the Gods, this doesn't always work when you want it to. Note: if you see lightning, RUN/JUMP AWAY FAST!

Alien - Stage 24

You need to hit the red button in the center to disable his electric field. To do so, lure him near you and then jump to the left/right and away from him. If his beams get too tall, you may also walk under them. Once you've hit the button, attack. Repeat the process. If you touch his shield, crash into the beams, or try to hit him twice during a cycle, you will take damage. Remember: KAO jumps faster than he walks - if that

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word of caution - if he nails you with a boulder, he'll stay on
  the path he is on, but the boulder count restarts.
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D. Cheat Codes
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This game might actually be more fun when cheating.
Level Select
On the Map Screen, hold L + R.
Press Up, Down, Right, Left, Up, and X.
Infinite Lives
On the Map Screen, hold L + R.
Press Down, Left, B, Left, B, and B.
Infinite Health
On the Map Screen, hold L + R.
Press Down, B, B, A, Up, Left, and Right.
Infinite Checkpoints
On the Map Screen, hold L + R.
Press Up, Right, Down, Right, Left, and A.
Infinite Gloves
On the Map Screen, hold L + R.
Press Down, Right, Up, Right, Left, and B.
Source: Game Winners, Cheat Code Central, etc. (who knows who
       got them first?)
..end.
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This guy is easy. He'll walk around a path with a boulder gun trying to shoot you if you get close. Get near him and wait in front of one of the trees. Once he has dispatched 5 shots, use one of your attacks to push him backward near the next path. Each time you do this, he'll move closer and closer to the cage in the middle. To vanquish him, knock him into the cage. One

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The Hunter - Stage 30