



Welcome to the world of Eco-Kangaroos! Your mission is to guide a young kangaroo on a quest to save the forest from the forces of The Evil Corporation and its robot minions. A successful kangaroo that proves efficient and virtuous enough could also hope to be accepted in the enigmatic tribe of Eco-Kangaroos!

Of course, everyone knows the tribe of Eco-Kangaroos. They live in *Balagorang*, the only forest still untouched by the pollution tormenting other areas of the world, and keep up a brave resistance against the human greediness, that tries to destroy their way of life. Their resistance has been surprisingly successful during the decades full of smoke and junk - especially as their way is a peaceful one, and they accept no violence towards living creatures. It seems almost as if the nature itself was helping them.

The Eco-Kangaroos are an isolated group, and they have become nearly a legend these days: not many have seen them, not many even know anyone who would have. Yet, every now and then a youngling finds a way to their camp, wanting to leave behind the world of poisonous waste and choking gases, and asking to be accepted as one of the tribe. The newcomers have to prove themselves to be serious in their will to dedicate their lives to the love of nature, so the Eco-Kangaroo elders set them quests they have to fulfil. If they pass all the tests, or are found very dedicated, though unlucky and clumsy, they will be taken into the community and given a status of Accepted.

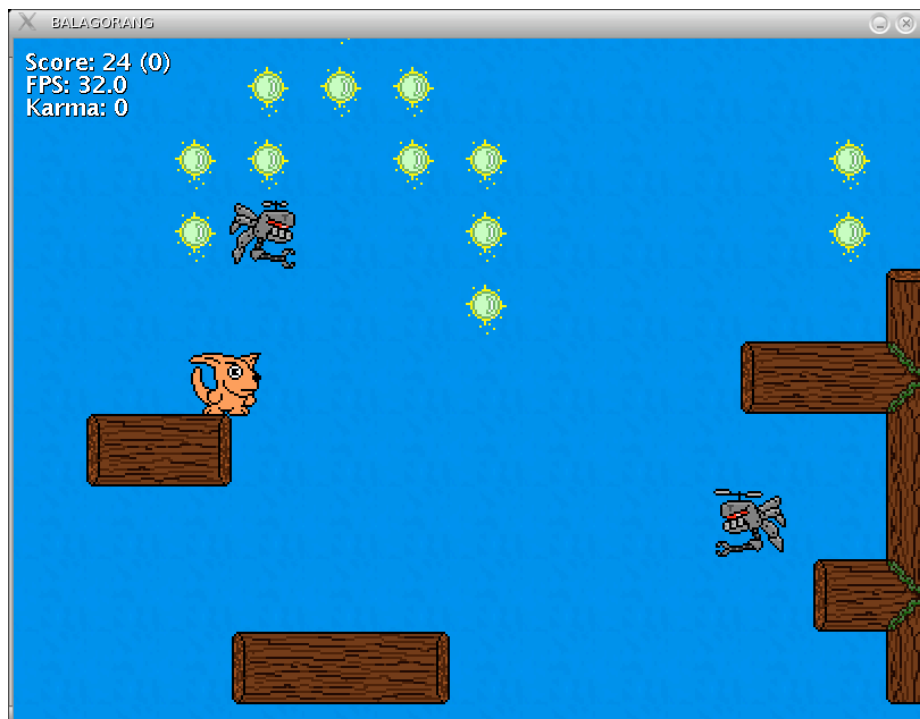
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## Basic Gameplay

Playing Balagorang is very easy. You run and jump around collecting things and avoiding (or destroying) enemies. You can pick up things just by moving over them. Enemies can be destroyed by jumping on them from above. But beware, one hit from an enemy will usually be enough to knock you out and send you back to the start of the level.

There is no limit on the number of times you can try to complete a particular level. A level is completed by exiting it from its rightmost end. You don't have to collect every item or conquer every enemy in a level to be able to complete it. However, in order to gain the approval of the tribe of Eco-Kangaroos you should do as much as you can for the forest and the betterment of yourself.

### The playing screen:



The game keeps track of a few things that you should be aware of:

**Score** Measures your accomplishments in the game. Also, certain actions like collecting zen-energy or destroying enemies makes the kangaroo's inner reserves build up allowing access to certain special abilities. This progress is indicated by the number in parenthesis. Notice, that these powers will slowly fade over time if not replenished.





**Karma** Indicates your spiritual progress. Doing good deeds makes the number go up while behaving violently or causing harm to the environment lowers it. Even if you have a high score, you will not be accepted to the tribe of eco-kangaroos if your karma isn't high enough!

## Controls



<b>left and right arrows</b>	Move the kangaroo left and right. The kangaroo can even steer in mid-air.
<b>up arrow</b>	Makes the kangaroo jump. Tap the up arrow for a short time for a low jump. Jumps can be made from solid ground or from the top of other creatures.
<b>space bar</b>	Activates special actions like planting trees or using an empowered kangaroo's special powers (if there are any). Sometimes it might be useful to keep the space bar pressed for a while...



## Notable things

<b>Zen ball</b>	Mystical energies that the kangaroos can harness to give them super-
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	kangarooish powers.
<b>Shield ball</b>	Rare concentrated energies that will wrap around you and give protection from damage. You should still be careful, for they will only save you once before dissipating.
	
<b>Mushroom</b>	These 'shrooms can suck into themselves both the corruption of the outworld and the enchanted quality of the forest. Eat at your own peril.
	
<b>Trash</b>	Thoughtless tourists tend to leave these lying around. It is every good kangaroo's duty to keep the forest clean.
	
<b>Barrel of toxic waste</b>	A rusty barrel left here by The Evil Corporation's minions. It cannot be safely handled by a lonely kangaroo without proper equipment, so better leave it alone.
<b>A plot of dirt</b>	This is what the harvester robots leave behind. Use the action key to plant new trees on these places.
	
<b>Acidic slime</b>	Yeww! You don't know where this has come from and there's nothing you can do to it now. Keep your distance, it's deadly!
	
<b>Sharp rocks</b>	Natural things, but dangerous nonetheless. Don't jump, or even try to walk, on them or you'll get hurt.
	

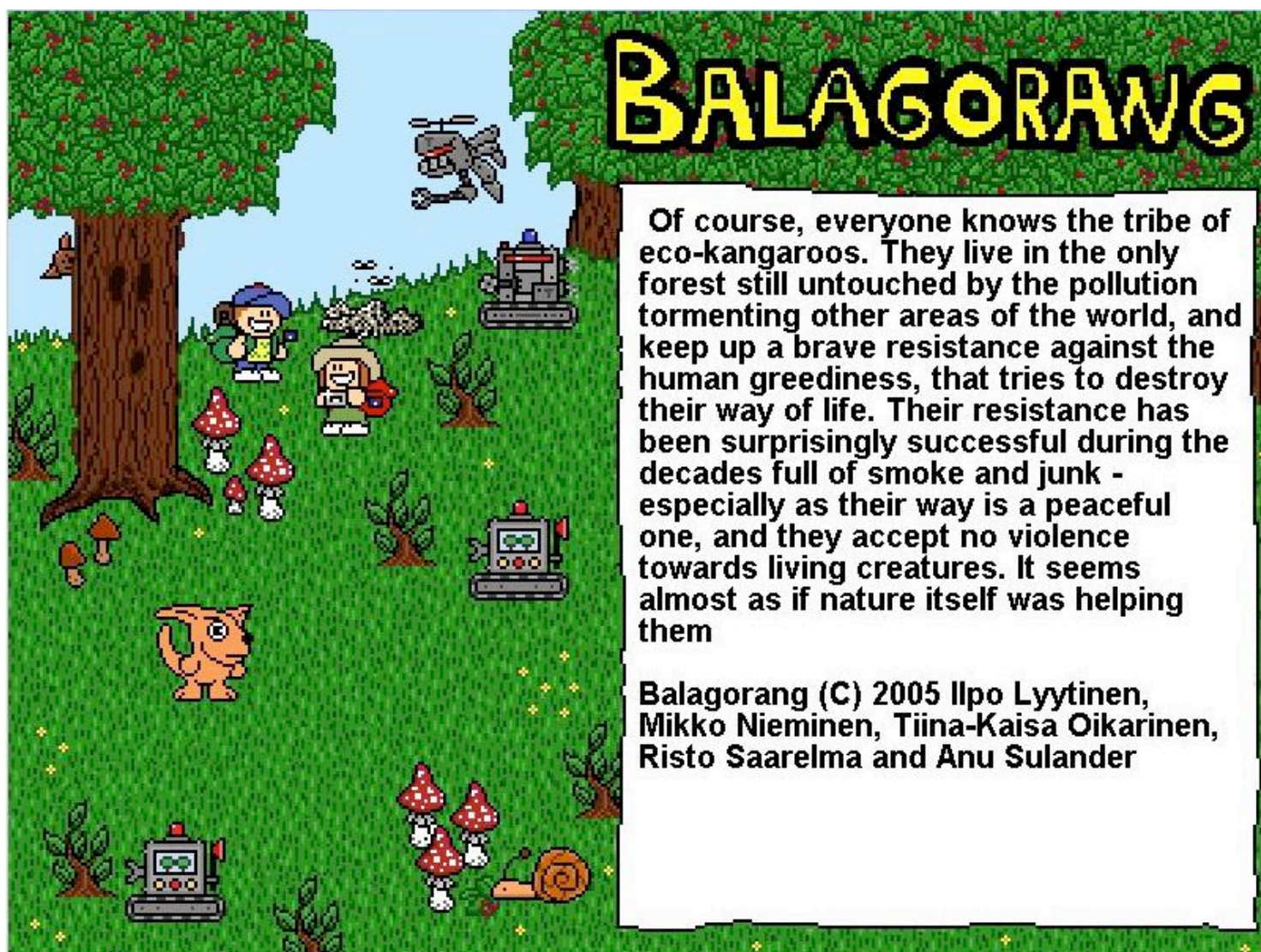
## Other denizens of the game world

<b>Tourists</b>	(Relatively) harmless beings that tend to annoy the inhabitants of the forest by poking them and leaving piles of trash after themselves. Still, the eco-kangaroos allow them to the forest in hopes that they would learn to respect nature.
	
<b>Woodcutter robot</b>	Primitive robots that use an axe to cut down trees. Or kangaroos, if they happen to get in the way.
	
<b>Buzzsaw robot</b>	Malign robots that in addition to destroying vegetation are programmed to

	<p>hunt down kangaroos. To facilitate this, they have a great supply of blades that they can throw from a distance. Beware!</p>
<p><b>Flying robot</b></p> 	<p>These robots are mainly scouts. However, they are known to intentionally knock down birds' nests and cause all kinds of trouble to the animals of the forest. They also have some nasty tools they can use to harm a kangaroo that comes close enough to touch.</p>

## Some in-game images...

### Starting screen

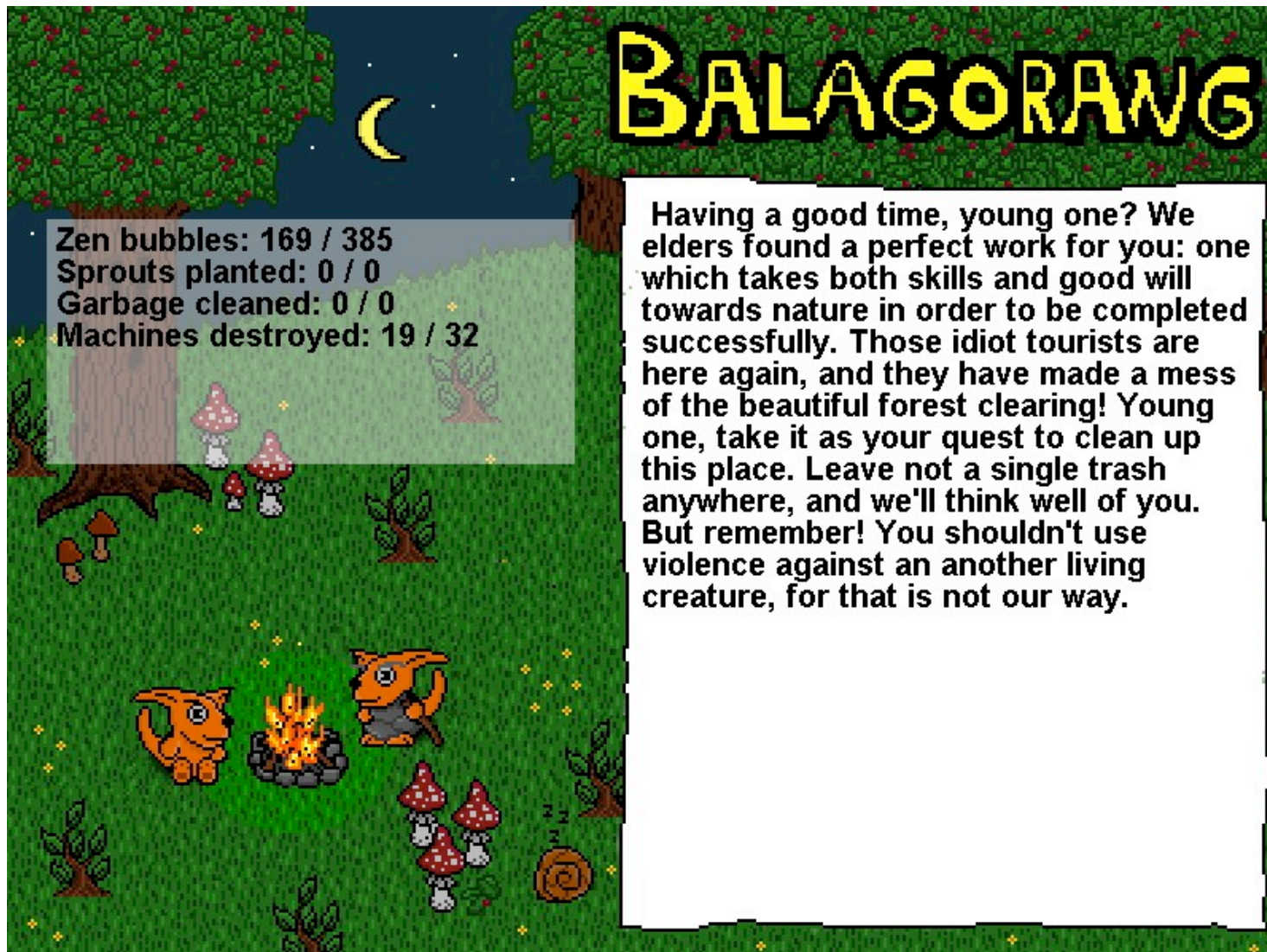


### In the beginning





Between levels an elder gives advice



Your appearance and abilities will change depending on whether you wanna be good...



...bad...





...or just cool



