WARNING: READ BEFORE USING YOUR SBIGBox™ GAME CONSOLE.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the SBIGBox™ game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your SBIGBox™ game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR KEVIN™3D4 DISC:
- This compact disc is intended for use only with the SBIGBox™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

Introduction

So you wanna be a video game star, huh? Well, you've come to the right place, buddy! On a planet-hopping mission to recover what's rightfully his, you've got to get Kevin through (level number) levels of alien weirdness, find enough ammunition to keep yourself properly defended, and defeat the combined strength of the entire Skrunglie military. No sweat, right? Well, if you need any help, read on!

Starting up

Let me guess… you already know how to make your game go, right? Well, just in case you don't know your Reset button from your controller, this section is for you, baby!

Step 1

Set up your SBIGBox™ game console according to the instructions in the hardware manual (what, you haven't done this already?!? Well, get hopping!)

Step 2

Press the Open button on your SBIGBox™ game console. If possible, use your fingers for this rather than a sharp, pointed stick.

Step 3

Stop using the Kevin3D4 CD as a chew toy and place it in the SBIGBox™ game console, black side up (just kidding! Put it in picture side up, really).

Step 4

Close the disc cover on the SBIGBox™ game console and make sure a controller is plugged in.

Step 5

Press Power, and away we go!!!!

Okay, somehow you managed to turn the game on. You watched the developer splashes and were feeling pretty good about yourself until you hit… THE MENU SCREEN!

Don't worry, it's not all that bad. I know there's a lot to look at, but if you wanna jump into the experience head-first, all you gotta do is press that big button in the middle. After that, just sit back, relax, and prepare for the ride of your life! Just remember to keep all arms, legs, tails, and whatever other parts you got inside the ride at all times.

BUTTON	DESCRIPTION
W	You want to get Kevin going… you press this button. He'll take off running like he's a video game character or something.
S	Miss something? Want to back up and grab it? Hold this to walk backward. (Look at him moonwalkin' along! Isn't he cute!)
A	Surprise! Hold this to make Kevin strafe left.
D	Guess what? Hold this to make Kevin strafe right.
1/~	You'll never believe this. Pressing **1/~** pauses the game!!!
MOUSE	Spin this fun little gadget around to rotate the camera and, by extension, Kevin.
SPACE	Now this is the fun stuff. Press this button at any time to make Kevin jump gracefully off the ground as high as his little legs can propel him. While airborne, you can still fully control Kevin's movement with the **W**, **S**, **A**, and **D** buttons.
LMB	Use this button at any time to make Kevin activate the state-of-the-art super hi-fi space-bending jump jets he installed in his ankles the other week and perform a forward dive.
RMB	If you hold this button, Kevin unveils his trusty slingshot and enters aim mode! You can then move the **MOUSE** to look around like normal. If you have any beans to your name, you can hit **LMB** to lob them at whatever undesirable creature stands in your way.
SHIFT	Kevin not moving fast enough for ya? Press this to go turbo!

Look at that wacky Synth go! He slices! He dices! He comes with an optional 42-piece spatula set! Now how much would you pay? But wait, there's more… not only do you get the…

Okay, you caught me. Kevin's not really the second coming in household appliances, but he is a neato Synth. Check these moves out:

Jumping - You think Kevin's jumping is no big deal? Well, why don't you try jumping more than twice your own height? Go ahead, smarty, I dare ya!

Double Jumping - NOW what do you think of it, huh? Kevin can use those fancy jump jets to gain an extra height boost if you press the JUMP (**SPACE**) button a second time! Not too shabby!

Shooting Beans - You want to take out Skrunglies without ruining your finish? Well, then, whip out your trusty slingshot and take aim (see CONTROLS page 3a).

Diving - Need to clear a gap but your jump doesn't quite make it? Need to get out of the way of a wayward shot as soon as possible? Just wanna throw yourself forward for some extra speed? Look no further; the dive is here to help! Grounded, airborne, it doesn't matter. Anywhere, anytime, just hit that DIVE (**LMB**) button and watch Kevin go!

Sprinting - For when you need to get somewhere, and you need to get there fast. Holding the SPRINT (**SHIFT**) button can get you from point A to point B faster than it takes a Skrunglie to add two numbers. Thanks to Kevin's fancy (and fashionable!) legs, it even works in the air!

SCREEN LAYOUT

Bean Counter - The number of beans you've collected so far. Goes up when you grab a bean, and goes down when you sling one at something.

Bean Counter   Timer   Kevin

Timer - Some of the powerups in the game have a limited lifespan. That's what the timer's for. It only appears when one such powerup is active.

Kevin - Our main man. He's always located at the center of the screen. Just so you don't lose him.

DAMAGE

Ouch! If at all possible, you should avoid getting hit by Skrunglies, their projectiles, water, and whatever else looks like it'll hurt. Kevin hasn't been feeling quite factory-standard recently, so it's best to not risk any harm.
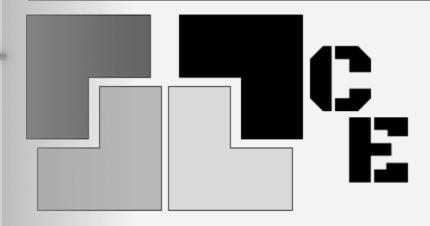
RESPAWN

Well, I'm sure it'll never happen to you, but some players may not be as good at the old hand-eye coordination thing. So, when all the bad players make contact with something painful (again, I'm sure you would never have this problem), Kevin drops on the spot. And you don't want him to do that, do you?

If you happen to blow it and lose Kevin his permission to remain online, you can always try again: hit the big, juicy button before you to play from the last checkpoint you hit.

SAVE/LOAD

Now this is unfortunately where Kevin's cool factor starts to drop off. You see, he tends to forget to install his firmware updates. We told him to do so before we shipped, but he completely forgot. Said something about "grape jam." Yeah, I don't follow either.

So… you're on your own this time. With Kevin lacking the required features to save his place in the game, it's a straight shot from start to end. But you can handle that, right? That's not a problem for you at all, I'm sure!

LAST NAME_____FIRST NAME_____
STREET ADDRESS_____
CITY_____STATE_____
ZIP/POSTAL CODE_____COUNTRY_____
E-MAIL ADDRESS_____

On a scale of A - F, how would you rate this product?

1 ❑ A 2 ❑ B 3 ❑ C 4 ❑ D 5 ❑ F

What kinds of games interest you?

1 ❑ Adventure   6 ❑ Simulation
2 ❑ Action/Arcade   7 ❑ Educational
3 ❑ Strategy   8 ❑ War/Military
4 ❑ Role Playing   9 ❑ Sports
5 ❑ Sci-Fi   10 ❑ Others

Please be sure to check your manual for warranty information

2030-45045   KE3SX

What factors influenced this purchase?

1 ❑ Magazine Review   6 ❑ Friend
2 ❑ Magazine Ad   7 ❑ Rental
3 ❑ Salesperson   8 ❑ In Store Display
4 ❑ Packaging   9 ❑ Received as Gift
5 ❑ Price   10 ❑ Other

In which store was this purchased?

1 ❑ Computer Super   6 ❑ Department
2 ❑ Computer Hardware   7 ❑ Record
3 ❑ Computer Software   8 ❑ Bookstore
4 ❑ Electronics   9 ❑ Mail Order
5 ❑ Toy   10 ❑ Other

What systems do you own?

1 ❑ GBM PC, etc   6 ❑ 3DOS
2 ❑ Super Nontendo   7 ❑ SBIGBox
3 ❑ Mega Genesis   Game Console
4 ❑ Mega CD   8 ❑ Artsi Jaguar
5 ❑ Mega Saturn   9 ❑ Oxford
                         10 ❑ Other

Do you own a modem?

1 ❑ Yes   2 ❑ No

Which on-line services do you use?

1 ❑ America On-Line 4 ❑ Mplayer
2 ❑ CompuServe   5 ❑ TEN
3 ❑ Internet

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ITEMS AND OBJECTS

Boy, just once, couldn't we have a video game where everybody gets along, and there's a valuable moral lesson learned at the end? Hey, what am I thinking? Give the people what they want, I say! And that means lotsa bad guys and gizmos! Bring 'em on…

Skrunglies - Like any good hero, Kevin needs a villain to battle. And what better candidate than the humble Skrunglie? Though admittedly, they're less humble and more… "slow," if you know what I mean. Heck, they don't even think to charge Kevin at any point.

Skrungnauts - The air force of the Skrunglie army, these feisty warriors are equipped with ultra-quiet, practically invisible limb-mounted jet boosters. All that really means, though, is that they can sit idly in the air as opposed to their grounded brethren.

Skrunglord - The highest-ranking Skrunglie on Khalek, this intimidating foe sports the highest combat prowess and intelligence among all of Skrunglie kind (let's be honest, though, that doesn't mean much). Suffice it to say… if you wanna get your burrito back, you'd better bring the big guns.

Beans - It wouldn't be a jam game without beans! Or so Kevin says. Anyway, these guys are everywhere, and the Skrunglies have no idea what to do with them. But Kevin does. You can load 'em up into your slingshot and let loose upon whatever hapless foe you can see.

Check Points - Well, if you've played any platform game in the last millennium, you must know what these are for. If you die later in the level, you restart at the point instead of at the beginning of the level. Remember: you'll always respawn at the last checkpoint you touched.

Switches - Well, you can probably guess what these things do. Touch one to turn something on - pretty simple, huh? Not quite so simple, actually. When you hit one of these switches, it might make a door open, a platform start to move, a wall disappear… you just never know. But rest assured, when you hit one of these things, somewhere in the level, something happens. Trust me!

Customer Support

CE Studio provides customer service, news, demos, technical support, and other information on the following on-line services:

Internet   https://ce-studio.github.io/
Discord   https://discord.com/invite/3N9ZhR2uFv
GitHub   https://github.com/CE-Studio/sbig-2024

For Kevin3D4 Hints & Tips
Call CE Studio Direct
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$.99/minute - If you are under 18,
please get your parents' permission
before making this call.