

## **BAKU BAKU ANIMAL MANUAL HELP INDEX**

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## Using the Baku Baku Animal Manual

**Note:** Operation instructions listed in the Help file are meant for keyboard, mouse and PC pad operation. Please refer to "keyboard and Control Pad Operation Instructions" for more about keyboard and pad functions. This game does not support the SEGA Saturn Control Pad or Virtua Stick.

### Game Rules

Eliminate the blocks that fall into your playing field. You can obstruct your opponent's game play by dropping blocks into his or her playing field. The player whose playing field completely fills with blocks loses the match.

### Animal Blocks and Food Blocks

There are two kinds of blocks: animal blocks and food blocks. Each animal block eats a certain kind of food block. Whenever an animal block comes into contact with its favorite food, the animal block eats the food block.

The animal block eats all similar food blocks that are connected vertically or horizontally. If a food block comes between two or more similar animal blocks, all of those animals will eat the food block. As blocks disappear, the blocks above drop down. Take advantage of this feature to create chain reaction combos that cause blocks to fall in your opponent's playing field.

**BB Coins** make any block they touch, and all similar blocks on the playing field, disappear. If they fall on two different types of blocks at the same time, both types disappear.

Each time you eliminate three or more blocks in your playing field or start chain reactions, you "attack" your opponent by causing extra blocks to drop into his or her playing field.

### Game Modes

Click on "Game" on the Game Screen Menu Bar to see the following:

#### Arcade Mode

Play against a line of challenging, Computer-controlled opponents. The game

ends when you lose. You can continue an unlimited number of times.

### **Ranking Mode**

Play against the Computer and win as many levels as you can, then receive a ranking of your playing skills. Receive points for number of attacks, number of chain reactions and the least amount of time elapsed. This mode is for one player only.

### **2 Player Mode**

Challenge a friend to a game of Baku Baku Animal. Each player must first select a playing level before gameplay begins. The higher the level, the faster the blocks drop into the playing field. Each player selects a level by moving the pointer UP or DOWN with the directional key and selects with the rotation button.

### **Game Over/Continue**

The game ends when one player's playing field fills with blocks. The word CONTINUE? appears. Press a button before the timer runs out to continue your game, and the Level Select screen returns. If the timer reaches 0, the game ends and the Title Screen returns.

### **Full Screen Mode**

Press F4 to play in Full Screen Mode. Press again to return to the original setting.

**Note:** If you play in Full Screen Mode you can no longer make selections from the Menu Bar. To access the Menu Bar, press F4 once more to return to Normal Screen Mode, or use the shortcut keys assigned to the options. Please refer to "Baku Baku Animal Menus" for more on shortcuts.

### **To Quit the Game**

You can quit the game in the following ways:

- o Press ALT + R to return to the Title screen. Then press ALT + F4 to quit the application.
- o Select "Quit Game" from "Game" on the Menu Bar. (Normal Screen Mode only)





## Keyboard and Pad Operation

**Note:** This game does not support the SEGA Saturn Control Pad or Virtua Stick.

### Basic Operation

#### Directional Key UP

- o Moves the level select cursor in 2 Player Battle Mode.

#### Directional Key DOWN

- o Increases the falling speed of the blocks.
- o Moves the speed regulation cursor in 2 Player Battle Mode.

#### Directional Key RIGHT-LEFT

- o Moves the blocks RIGHT or LEFT on the playing field.

#### Block Rotation Keys

- o Rotates blocks either left or right on playing field.

### Using the Keyboard

The following are the default controls. You can change button functions according to the functions set by Player 1. Please refer to "Baku Baku Animal Menus"

#### Player 1:

UP: [D]      DOWN: [C]  
LEFT: [X]    RIGHT: [V]  
LEFT ROTATION: [A]      RIGHT ROTATION: [Q]

#### Player 2:

UP/DOWN/RIGHT/LEFT: press the assigned cursor (arrow) key

LEFT ROTATION: Shift Key      RIGHT ROTATION: Enter Key

**When Using Control Pad:**

UP/DOWN/RIGHT/LEFT: Pad direction keys

LEFT ROTATION: A Button      RIGHT ROTATION: B Button



## **Baku Baku Animal Menus**

There are three game menus:

<Game>   <Option>   <Help>

### **Game**

**Title (alt+R):** Return to the game Title Screen.

**Arcade (F6):** Refer to "Using the Baku Baku animal Manual."

**2 Player battle (F7):** Refer to "Using the Baku Baku animal Manual."

**Ranking (F8):** Refer to "Using the Baku Baku animal Manual."

**Quit (alt+F4):** Quit the game.

### **Option**

**Arcade Details:** See the records for every category in the Arcade Mode.

**Content Settings:** Adjust the following settings to alter your game in Arcade Mode.

**Adversary:** How strong do you want your Computer opponent to be? Choose from Wimp, Weak, Normal, Hard and Mega.

**Block Types:** Choose the animal and food blocks used in the game. There are five kinds of blocks.

**Animal : Food Ratio:** Choose the animal block to food block ratio; one to five food blocks will fall into your playing field for each animal block.

**Operation Settings:** Assign pads to either player, etc.

You can also choose one of the following keyboard configurations for Player 1:

**(1) Full Key:**

UP: [D]      DOWN: [C]

LEFT: [X]    RIGHT: [V]

LEFT ROTATION: [A]      RIGHT ROTATION: [Q]

**(2) Cursor (Arrow) Key:**

UP, DOWN, RIGHT, LEFT: press the assigned cursor (arrow) key

LEFT ROTATION: Shift key      RIGHT ROTATION: Enter key

**Sound ON/OFF:** Set the sound effects used in the game ON/OFF.

**Music ON/OFF:** Set the music used in the game ON/OFF.

**Background Type:** Choose a background for your game.

**Help:** Calls up this Help menu.





## **Baku Baku Animal Characters**

### **Polly**



Represents Player 1. A young girl who aspires to become Royal Zookeeper. She's cute, but tough as nails and ready to win.

### **Gon**



Represents Player 2. Polly's chief rival. He's not as aggressive as Polly, but he's quick and tricky.

### **The King**



His Highness may run the kingdom, but he does it from under the Queen's thumb. He spoils his daughter rotten.

### **The Minister**



The King's counselor and confidant. He thinks His Highness is hen-pecked.

### **The Queen**



A kind, motherly woman in a "take charge" sort of way, the Queen is especially protective of her daughter.

### **The Princess**



Pampered by her parents, the Princess and her pets are what started the Zookeeper competition in the first place. She's strong-willed and spoiled, but very shrewd.

### **Gallop**



What kind of critter is this? Only the Princess knows.

### **Nurse Grape**



This wily nurse is about to show you where it hurts.

### **Silver Angela**



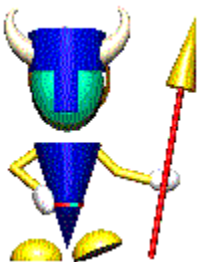
Don't let her vain posing fool you- angela's a fierce adversary.

### **T3**



An adversary that's big, brawny and brainy.

### **The Soldier**



This fierce character guards the castle gates. You won't get past him until you can prove your worth.

## **Game troubleshooting**

- o If you have any trouble with the game, contact the addresses listed in the Baku Baku Animal Manual.

