

SEGA®



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# BAKULU BAKULU

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SEGA SATURN



KIDS TO ADULTS  
**KA**  
AGES 6+

81501



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## WARNINGS

### READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

#### **EPILEPSY WARNING**

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 may induce an epileptic seizure in these individuals. Certain conditions may induce 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, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

#### **PROJECTION TELEVISION WARNING**

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

#### **SEGA SATURN VIDEO GAME USE**

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The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

#### **HANDLING YOUR COMPACT DISC**

- The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn system.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

#### **ESRB RATING**

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.

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Instructions en français, téléphoner au: 1-800-872-7342

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## Contents



## A Tale of a Princess and Her Pets

Once upon a time, in a faraway kingdom, there lived a princess who was crazy about animals. In fact, she had so many pets that her kingdom was starting to look like a zoo. Since everyone else in the kingdom loved animals too, life was very peaceful.

One day, the Prime Minister came running into the throne room with an anxious look on his face. "Terrible," he cried. "This is awful!"

"What's wrong?" asked the King.

"It's the Princess," he panted. "She wants another pet!"



"Another pet?" the King exclaimed. "We're overrun with animals as it is!" But the King was an old softy who loved his daughter very much, and both he and the Prime Minister knew that the Princess would get her way.



The Prime Minister continued. "The problem is that we have too many animals, and the castle staff is so busy feeding them that the servants have no time for their other chores. The castle is falling apart!"

"Yes, that is a problem," said His Highness.

"Perhaps we should hire a zookeeper...?"

"An excellent idea!" said the King. "I'm glad I thought of it. Since my daughter and her pets deserve only the best, we'll hire the finest zookeeper in the land."

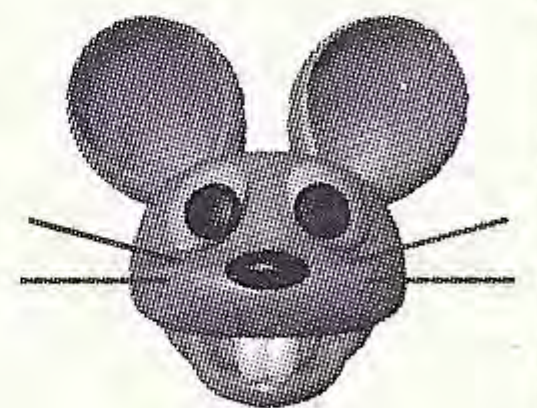
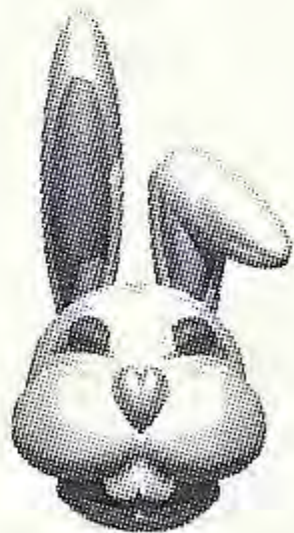
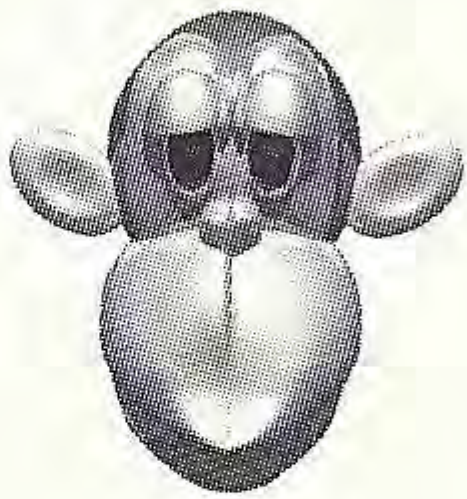




And so, a grand contest was held. By Royal Decree, the best zookeepers in the land were summoned to compete in games of skill and strategy. The final winner will become the Royal Zookeeper.

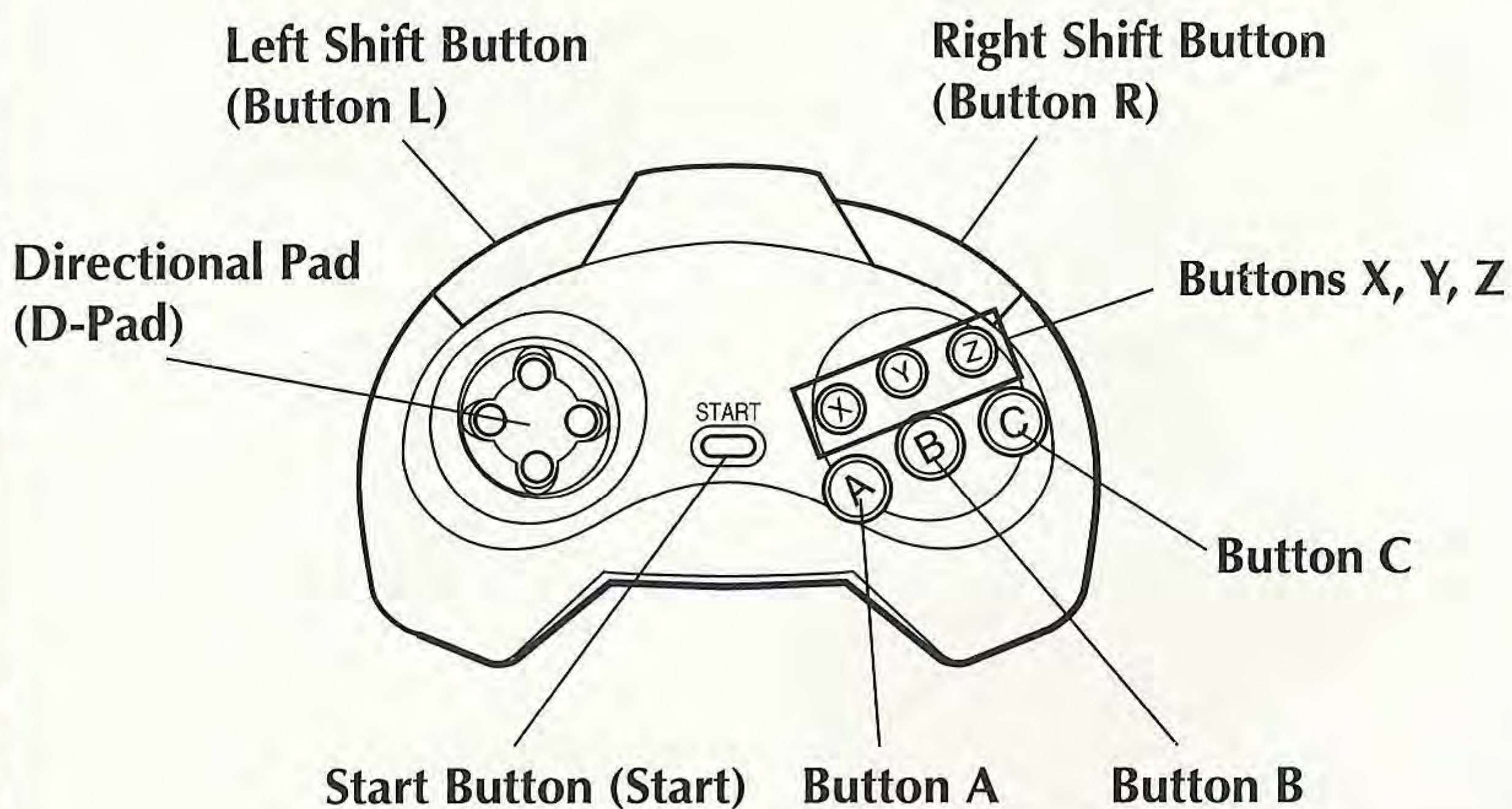
To take part in the Royal Contest, choose Polly or Gon and prove that you're best person for the job. It won't be easy. You'll compete against the royal guards, the royal staff... and perhaps even the Princess herself! The pressure will be high, but don't give up!

Time to feed the animals!





# Take Control!



## D-Pad

- Selects modes on menu screens (press UP or DOWN)
- Positions blocks (press LEFT or RIGHT)
- Speeds progression of blocks (press DOWN)

## Start

- Starts the game
- Skips story screens
- Pauses the game/resumes play

## Button A

- Enters selections on menu screens
- Skips story screens
- Rotates blocks

## Button B

- Cancels selections (returns to previous screen)
- Rotates blocks

## Button C

- Enters selections in menu screens
- Skips story screens
- Rotates blocks

## Buttons X, Y, Z

- Not used

## Buttons L and R

- Speeds progression of blocks

**Note:** These are the default control functions. Button controls can be changed in the Pad Settings option (see page 7).



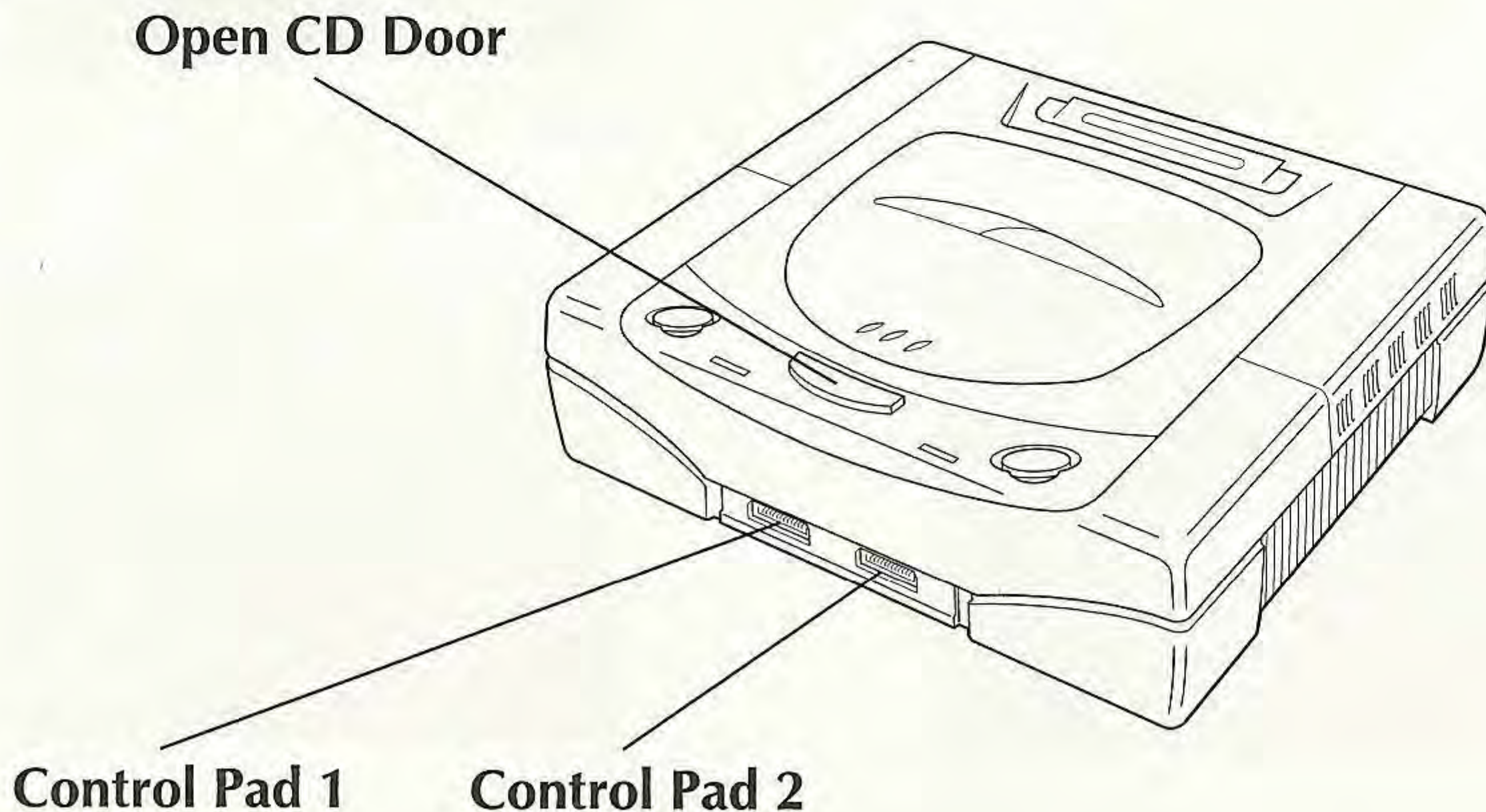
## Starting Up: Using The Sega Saturn

1. Set up your Sega Saturn system by following the instructions in the Sega Saturn Instruction Manual. Plug in Control Pad 1. For 2-player games, plug in Control Pad 2 also.

**Note:** *Baku Baku Animal™* or *Baku Baku* is a one or two players game.

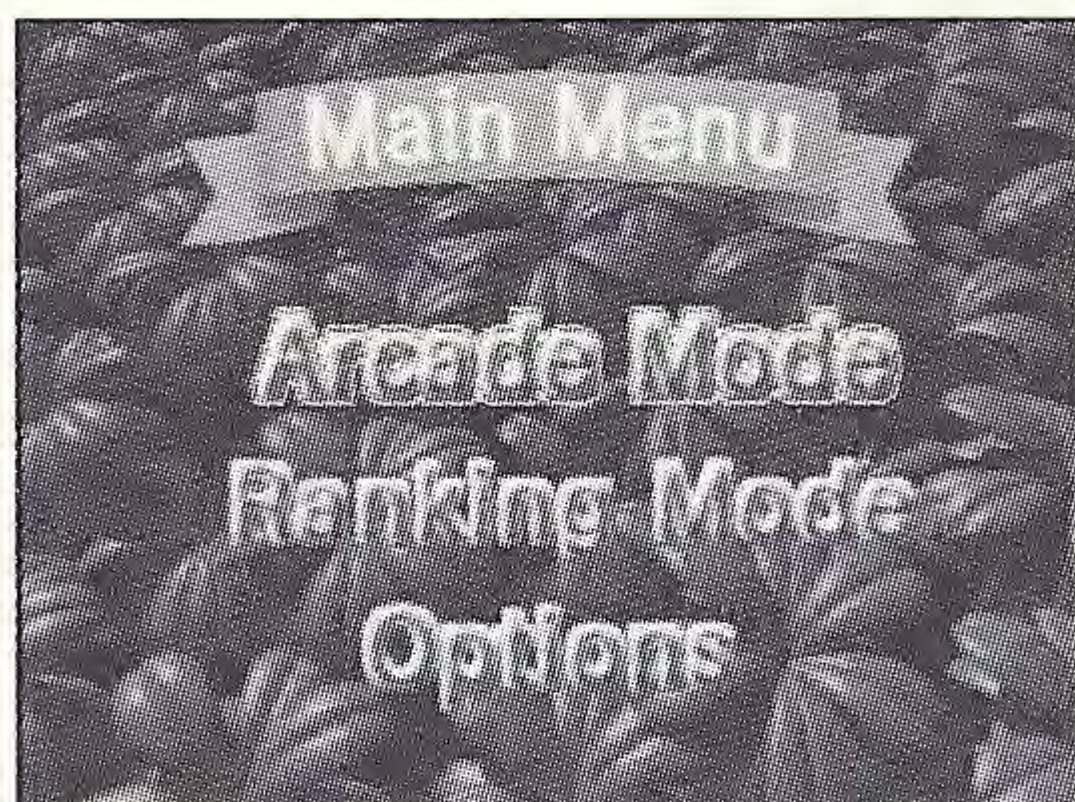
2. Place the game disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress and return to the on-screen Control panel, simultaneously press Buttons A, B, C and Start on the Sega Saturn Control Pad. When the game Title screen appears, press again to go to the on-screen Control panel.

**Important:** Your Sega Saturn compact disc contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully with a soft cloth, starting from the center of the disc and wiping straight out toward the edge.





# Getting Started



Following the Sega logo is the story introduction. Followed by the Title screen, a short explanation of the game and a game demo. Press Start to call up the Title screen, then press Start again to see the Main Menu.

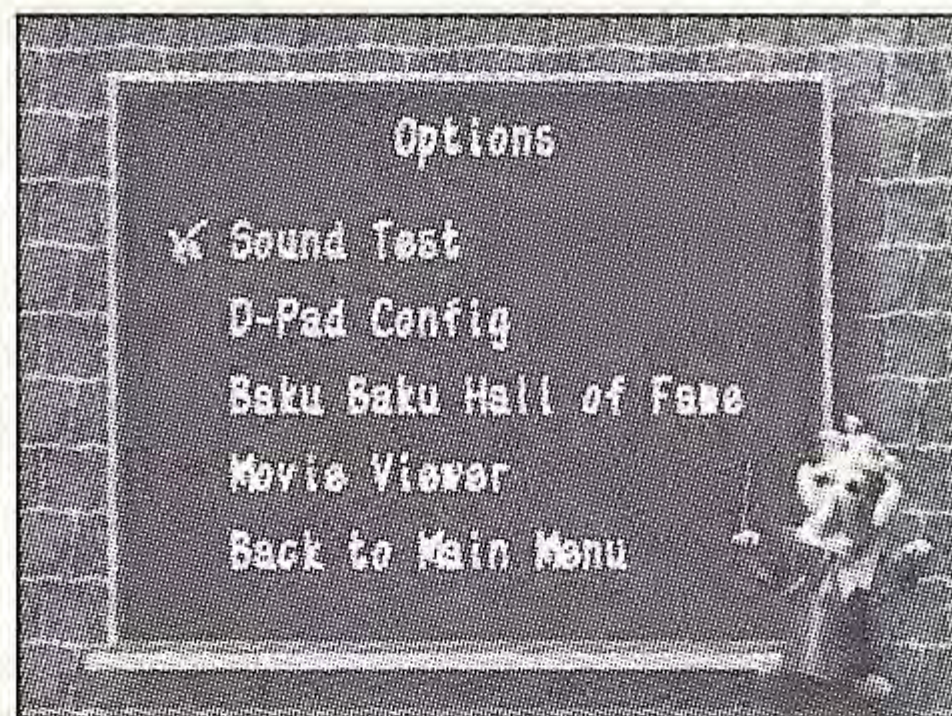
**Arcade Mode:** Play the original arcade version of *Baku Baku Animal*. This mode is for one or two players.

**Ranking Mode:** Win as many levels as you can, then receive a ranking for 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 and will challenge even the best players.

## Options

### Options:

Before you enter the zookeeper contest, stop by the Royal Library and take a look at your options. Press Button A or C to choose an option. Press Button B to cancel an option or leave the Options screen.



### Sound Test

Press UP or DOWN to select an option. LEFT or RIGHT selects a track. Press Button A or C to play the music or sound. Press Button B to stop the sound.

**BGM:** Play background music tracks from the game.





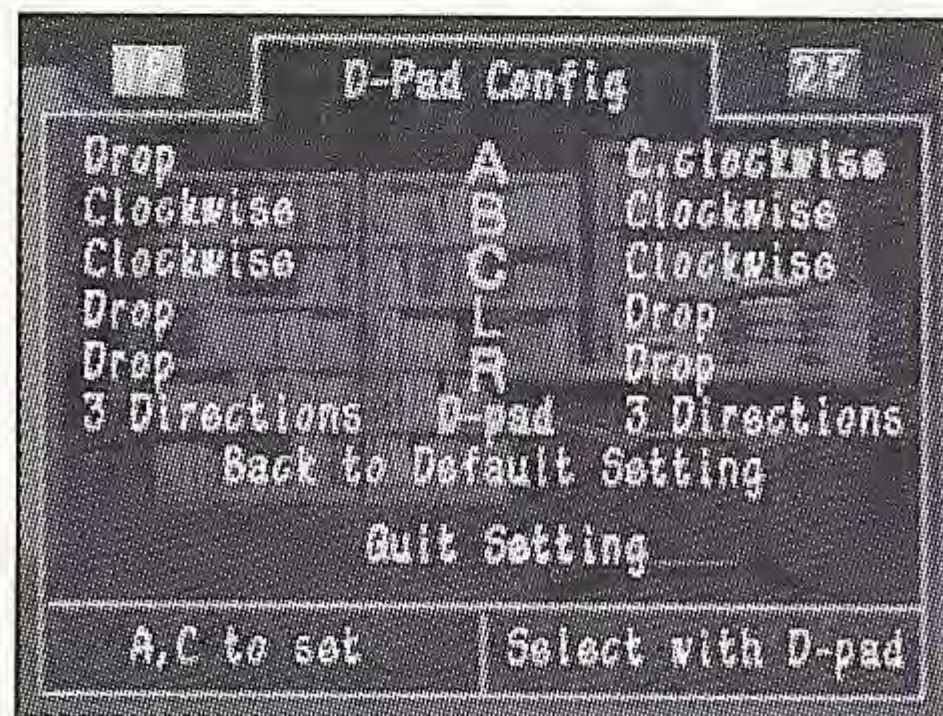
**Sound Effect:** Play sound effects from the game.

**Game time BGM:** Choose the type of music to be played during the game: Arcade Version or the special Saturn Version.

**Audio:** Choose a sound mode according to television type. Choose Monaural for televisions with only one speaker.

## D-Pad Configurations

Use this option to configure your Control Pad. Select the control you want to configure by pressing the D-Pad UP or DOWN. Choose the function for the selected control by pressing the D-Pad LEFT or RIGHT. In a 2-player game, Player 2 uses his or her Control Pad to configure the controls listed on the right side of the screen.



With the D-Pad setting, you have a choice of 2 or 3 directions:

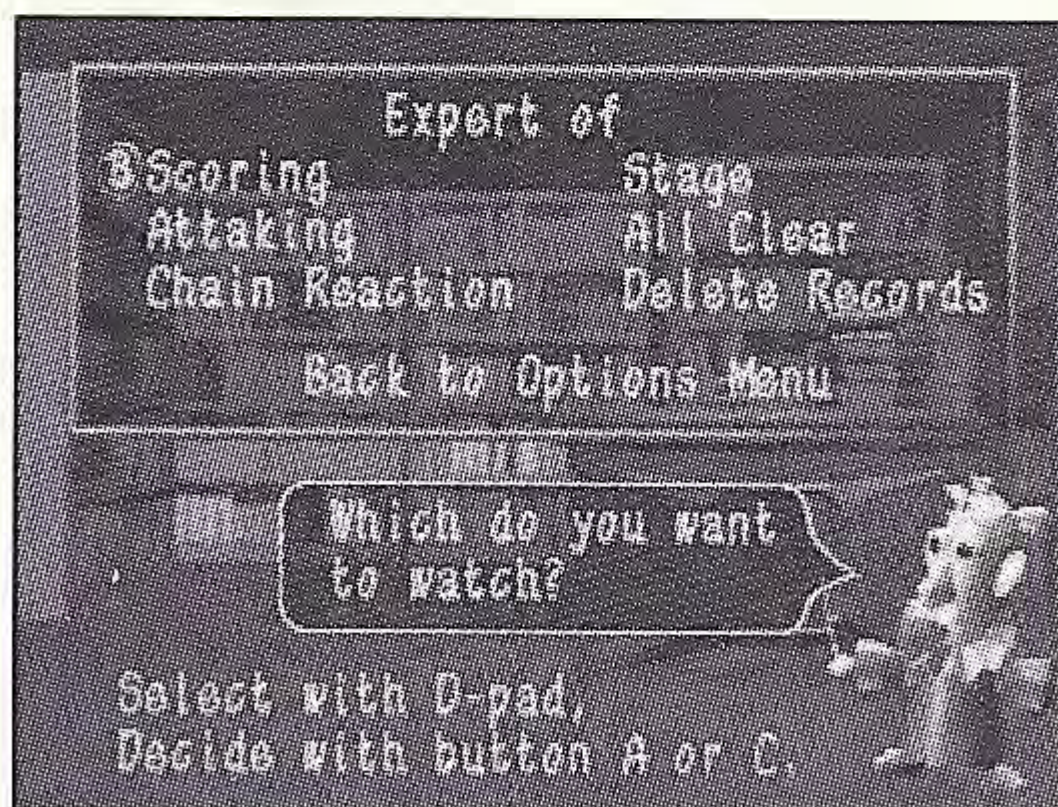
**3 Directions** allows you to move the blocks LEFT or RIGHT, and make the blocks dive DOWN.

**2 Directions** allows you to move the blocks LEFT and RIGHT only.

Choose **Back to Default Setting** and press Button A or C to reset all your controls to Game Default functions.

## Baku Baku Hall of Fame

This mode lets you see the top-ranking zookeepers. Rankings are divided into categories. Select the desired category with the D-Pad, and press Button A or C to see the top player's initials and rank. Press Button B to return to the previous screen.





**Scoring** shows the player with the highest score on record.

**Attacking** shows the player who created an attack with the highest number of blocks.

**Chain Reaction** shows the player who triggered the highest number of chain reactions.

**Stage** shows the player who cleared a stage in the shortest amount of time.

**All Clear** shows the player who cleared all the stages in the game, and the total time it took. If a player clears all stages in a shorter amount of time than the current record holder, his or her name will replace the current Stage record holder.

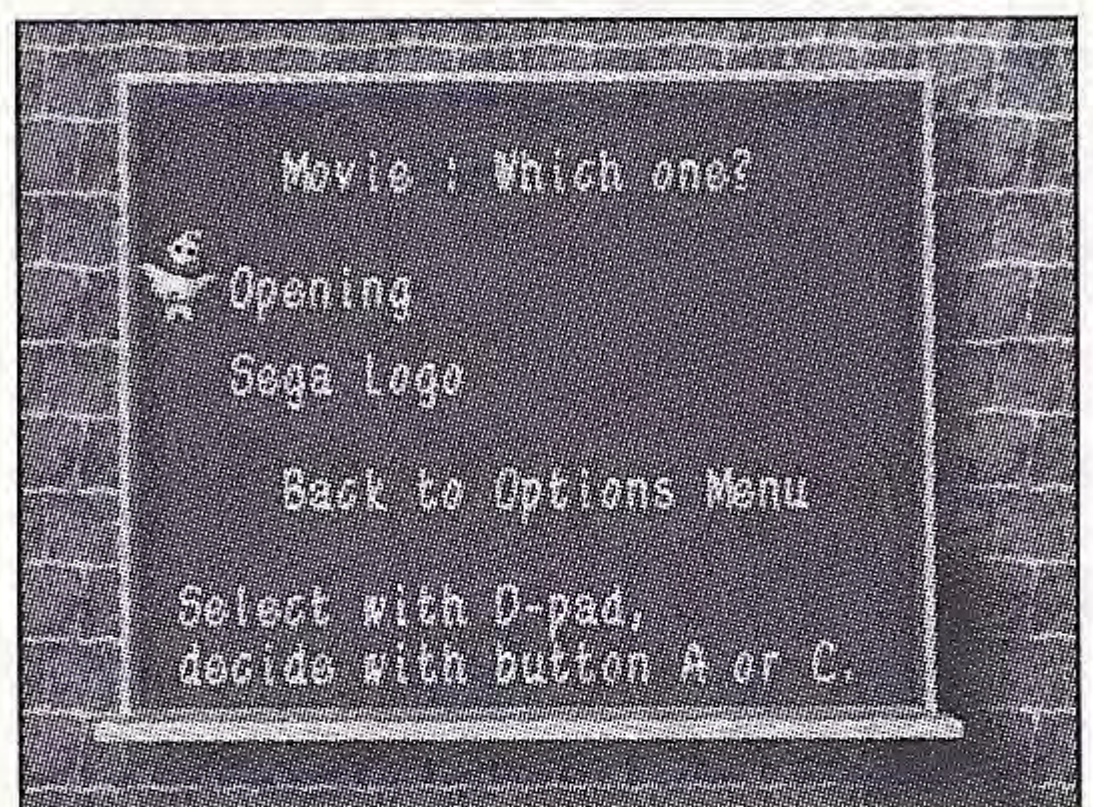
**Delete Records** erases all current records so you can start again! Select this option and press Button A or C. The A confirmation appears below. Make your choice and press Button A or C.

### How do I get into the Baku Baku Hall of Fame?

Practice! For information on entering your initials, see "Entering the Hall of Fame" on page 13.

## Movie Viewer

The Movie Viewer lets you view the computer animated sequences from the game. Once you complete all levels at a Normal setting, a new movie sequence becomes available. To view a movie, select the movie with the D-Pad, and press Button A or C to roll the film. Press Button B to exit the Movie Viewer and return to the Options screen.





# Game Rules

## Please Feed the Animals!

There are two kinds of blocks: animal blocks and food blocks. Each animal block eats a certain kind of food block:

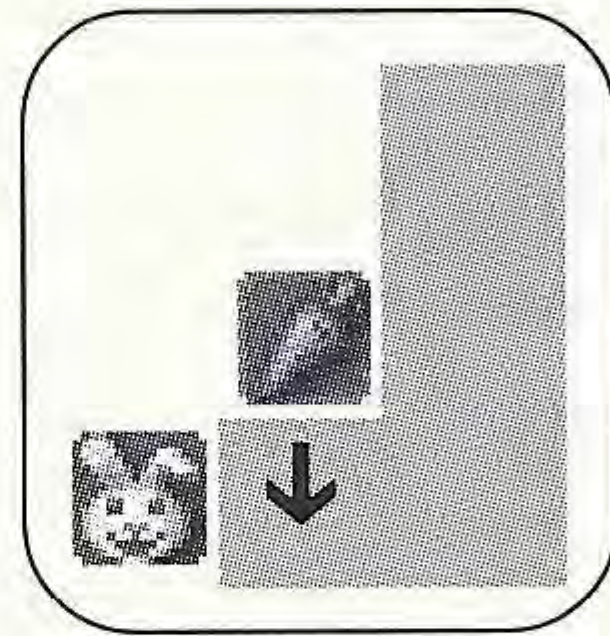
|   |        |   |   |        |
|---|--------|---|---|--------|
|    | Dog    | → |    | Bone   |
|   | Rabbit | → |   | Carrot |
|  | Panda  | → |  | Bamboo |
|  | Monkey | → |  | Banana |
|  | Mouse  | → |  | Cheese |

Whenever an animal block comes into contact with its favorite food, the animal block eats the food block. The animal eats all similar food blocks that are connected vertically or horizontally.

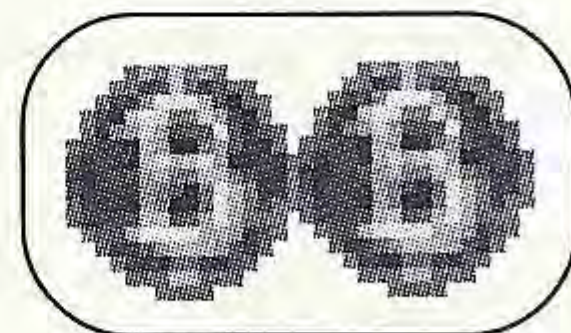


If a food block comes between two or more similar animal blocks, all of those animals will eat the food block.

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. Note: Blocks removed by the BB coin do not fall into your opponents playing field.

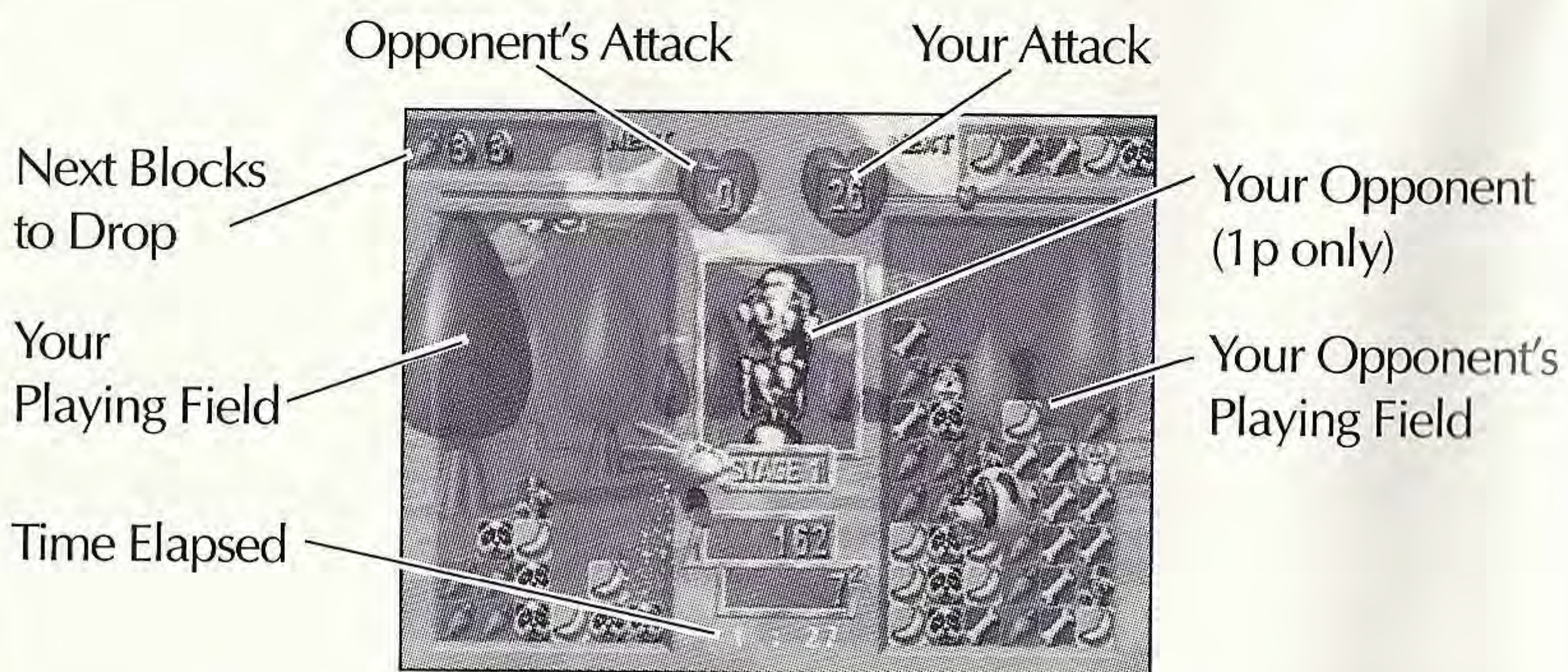




## How do I play with the Mouse?

In a default game, only four animals (Dog, Rabbit, Panda, and Monkey) are used. You can add the Mouse to your game by selecting 5 animals in the Settings menu (see page 12).

## Screen Signals



**Next Blocks to Drop:** Use this to plan your moves.

**Your (Player 1's) Playing Field:** Don't let this field fill up all the way, or it's GAME OVER for you!

**Time Elapsed:** The more time passes, the faster the blocks fall!

**Your Opponent's (Player 2's) Playing Field:** Fill this playing field with blocks to win the game.

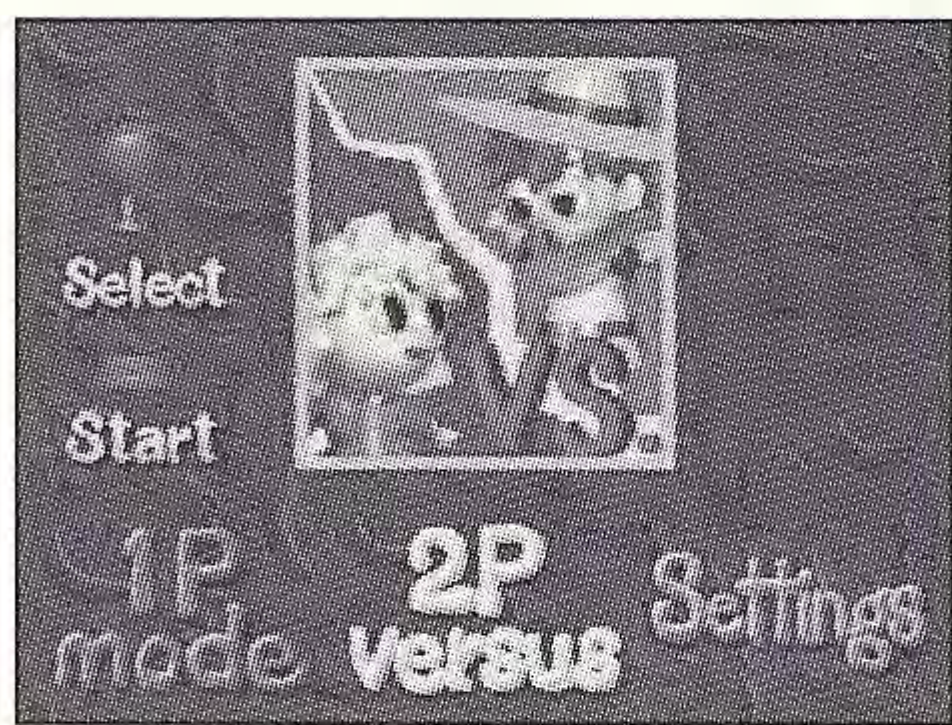
**Your Attack:** This shows the number of blocks that are about to fall into your opponent's playing field. There are two ways to make this happen:

- Make three or more blocks disappear at one time (the more blocks the better)
- Cause many chain reactions to happen at once

**Opponent's Attack:** This shows how many blocks are about to drop into your playing field. Watch out!



## Arcade Mode



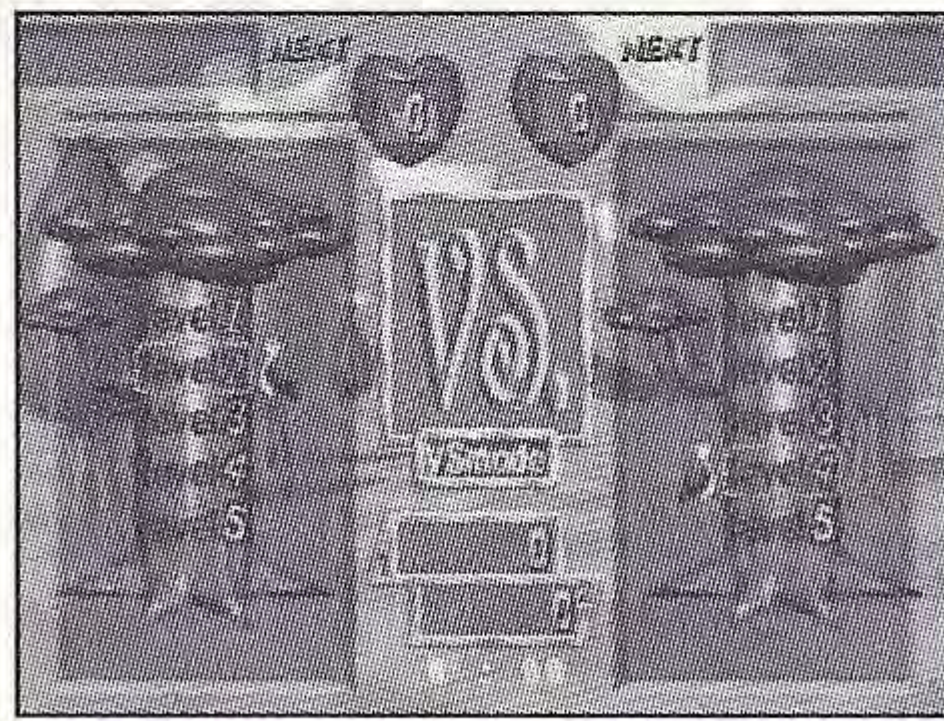
Before you begin playing in Arcade Mode, you have a number of choices to make. Select a feature by pressing the D-Pad LEFT or RIGHT, and choose by pressing Button A, B or C. Select a 1- or 2-Player Game, or change your Settings.

- How do I play as Gon in a 1-player

game? Plug your Sega Saturn Controller into Control Port 2. Play as normal.

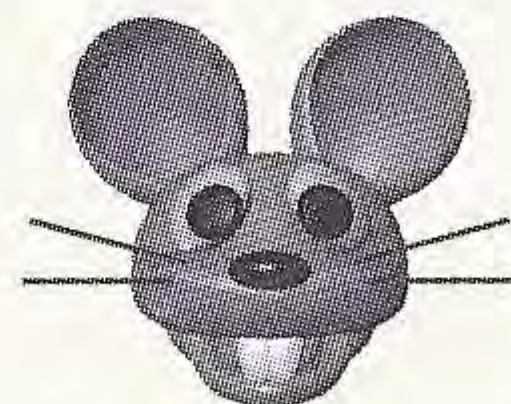
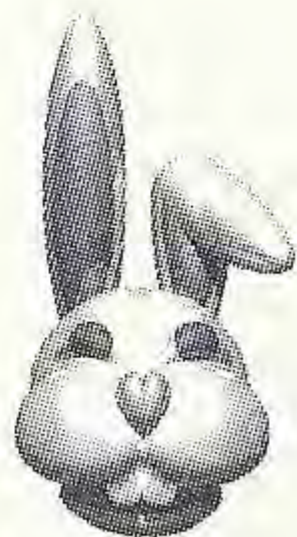
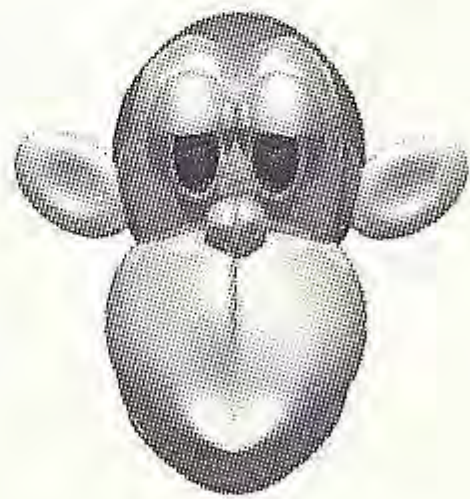
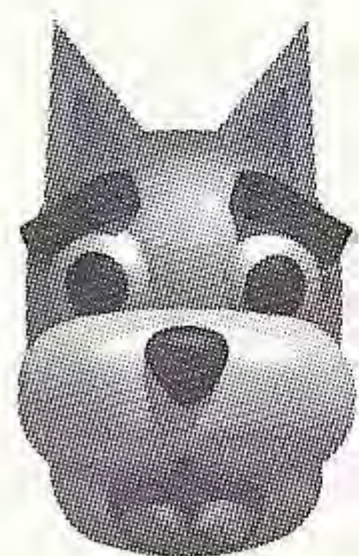
In a 2-Player game, Player 1 is Polly and Player 2 is Gon. Each player must first select a playing level before gameplay begins. The higher the level, the faster the blocks drop into the playing field.

Each player selects a level by moving the pointer UP or DOWN with the D-Pad and pressing Button A or C.



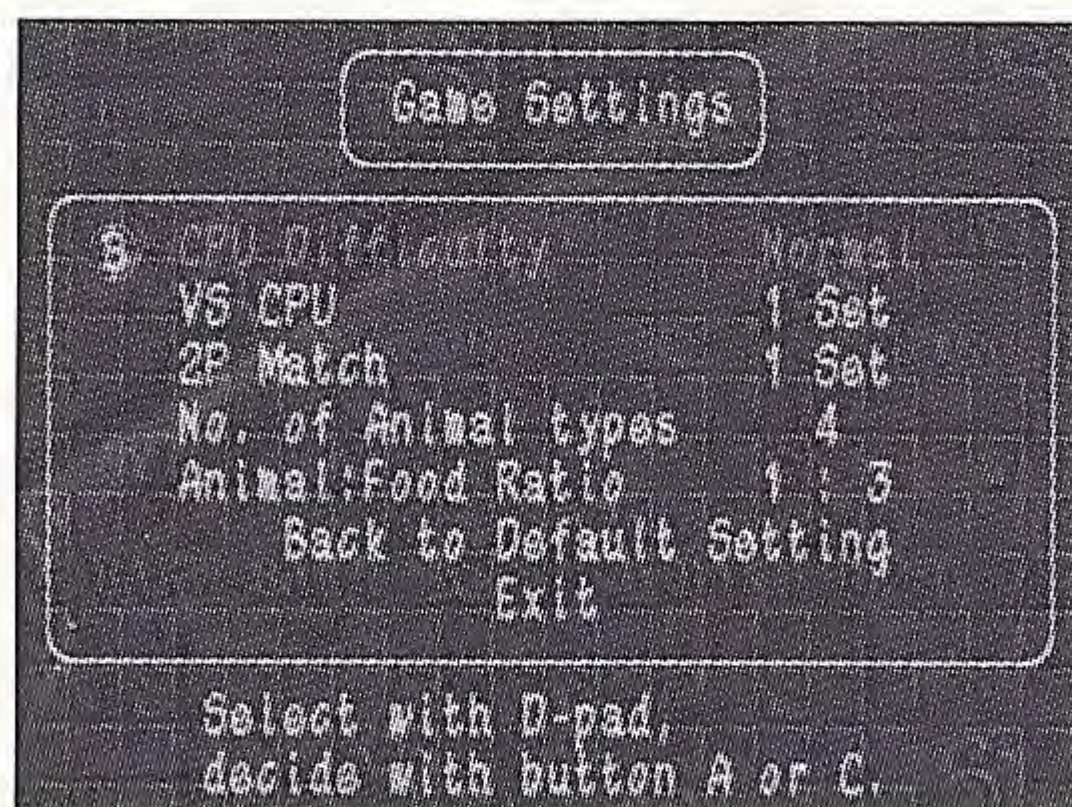
## Game Over/Continue

Once your playing field fills up with blocks, the game ends. Press Start before the timer runs out to continue at the same level and with the same opponent. You have an unlimited number of Continues.





# Settings



This screen gives you a number of ways to modify your game. Make choices as in the Options screen. (See page 6.)

**CPU Difficulty:** Choose the level of difficulty for a 1-Player game. How skilled do you want your computer opponent to be? Choose from Very Easy, Easy, Normal, Hard and Very Hard.

**VS CPU (1-Player Game only):** Choose the number of sets (games) you want to play to determine your victory. Choose 1 Set (default), Best of 3 (win two of three games) or Best of 5 (win three of five games).

**2P Match (2-Player Game Only):** Choose the number of sets you want to play to determine your victory. Choices are the same as in VS CPU.

**No. of Animal Types:** Choose the number of different animal blocks you would like in the game. Your strategies will change with the number of animals! Choose from 1 to 5 types.

**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.

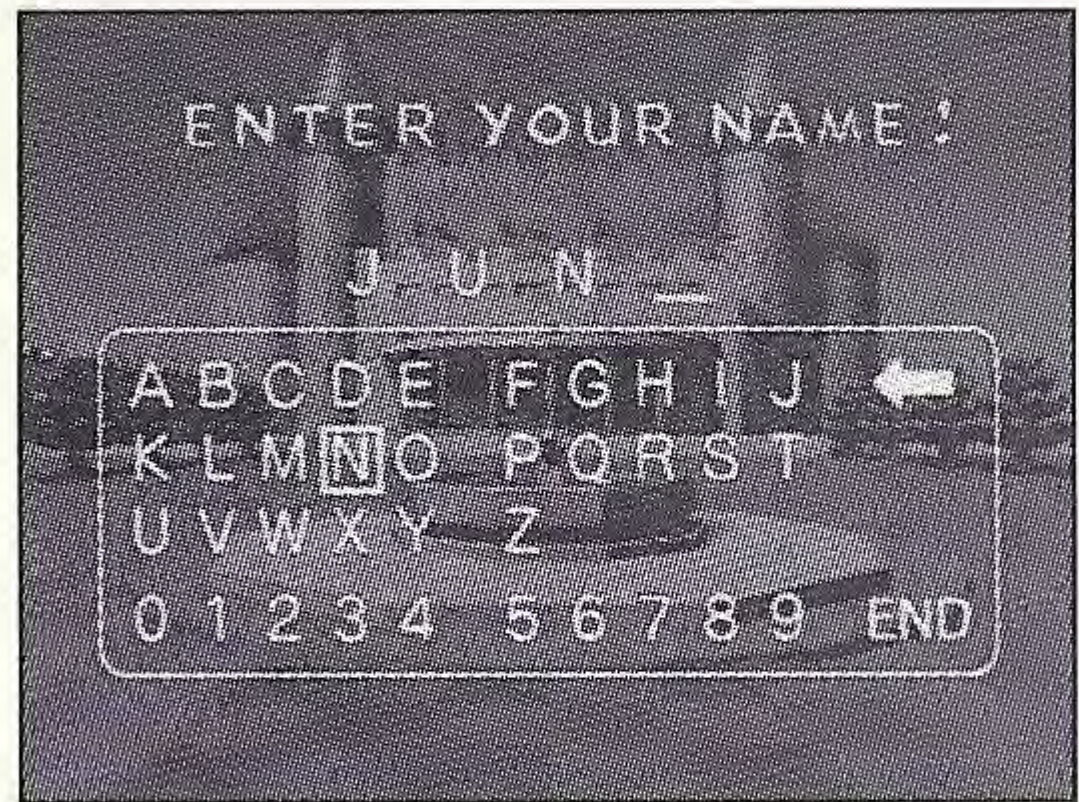
Select **Back to Default Setting** and press Button A or C in order to reset the game to its default setting.

To exit the Settings screen, press Button B, or select **Exit** and press Button A or C.



## Entering the Hall of Fame

Should you set a record in the course of your game, the Name Entry screen appears. You can enter up to four characters. Highlight the character you wish to enter and press Button A or C. To go back a space, press Button B or select the backwards arrow and press A or C. When you are finished entering your characters, select END and press Button A or C.



**Note:** Hall of Fame entry can be achieved under Default game conditions only, and you must be playing a 1-Player game of at least Normal difficulty level.

## Tips & Tricks for Maximum Munchouts

### Diving Blocks

Press Button L or R, or press the D-Pad DOWN to speed up falling blocks in order to stay ahead of your opponent.

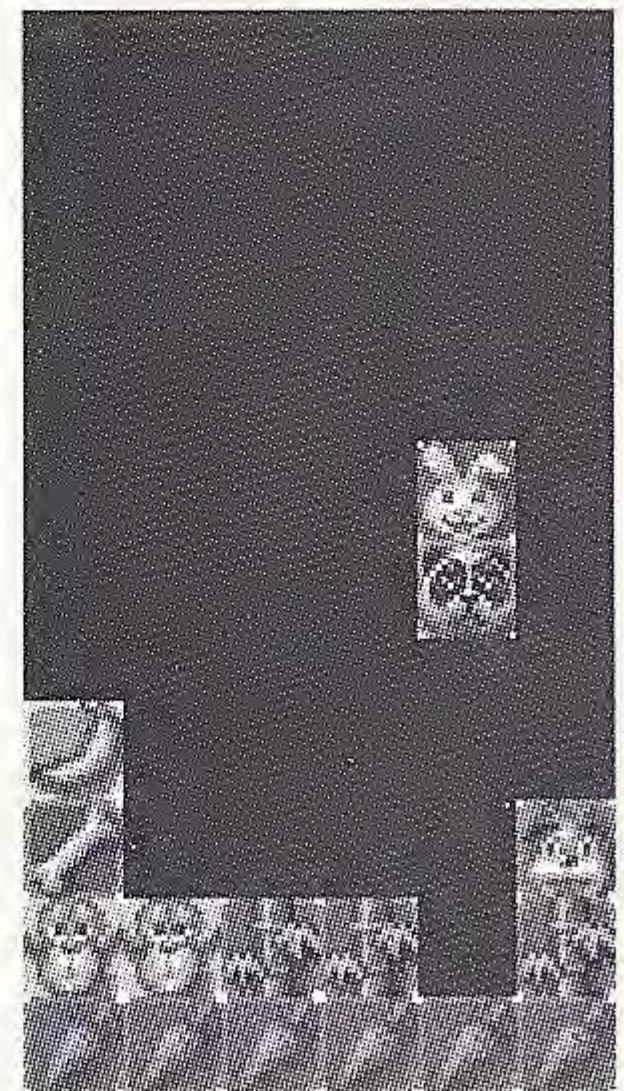
### BB Coin Bonanza

Match the BB Coins with the two most common kinds of blocks in your playing field to clear up the most blocks at once.

### Plug the Hole

Leave an open space between two stacks, then fill it with a pair of matched blocks and get rid of several blocks at once. At right the Panda is about to munch the Bamboo, leaving the Rabbit to finish off the Carrots.

**Note:** Be careful! If you stack up too many blocks before “plugging the hole,” your opponent may drop several blocks on you and leave you in big trouble!





## Attack Combos

With a little planning, you can set off chain reactions for maximum points and attack value! Here are three basic strategies:

**Combo Hint:** You won't get attack points for clearing food blocks one at a time. You must clear at least three food blocks in order to drop blocks on your opponent. To get several attack points, try to make your combos clear three, four or more food blocks at once. It takes some practice, but it's the best way to beat your opponent.

### Common Combo

Stack two blocks that don't pair up (for example, in column 2, at the right, the Carrot is stacked on top of the Banana). On top of that, stack a block that pairs up with the block on the bottom (in this case, the Monkey is placed on top of the Carrot). Once you clear the block in the middle (the Rabbit is about to eat the Carrot), the Monkey will drop down and eat the Bananas.

**Note:** Common Combos won't give you high attack points, but they're a good example of what you can do with more complex combos.



### Double Combo

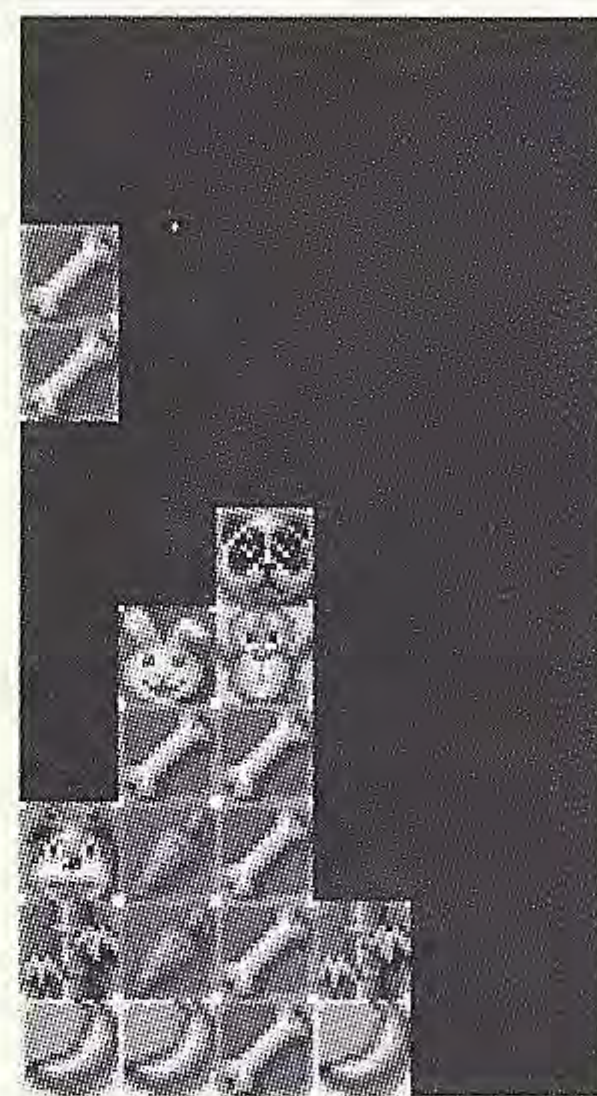
Double Combos happen when both halves of the falling block pair up with blocks in the stack. You'll find that when things get rough (like when you've just had 14 or 15 blocks dropped on you), this is the quickest way to clear blocks.





## Munch a Bunch Combo

Place “trigger” blocks between “stacks” so that when you clear the trigger blocks, the stacks get munched too. In the example at right, the falling Bones will start the chain reaction. The Dog will eat the Bones, the Rabbit will eat the Carrots, the Monkey will eat the Bananas, and the Panda will eat the Bamboo. Only one Bamboo block will be left in column 1.



## Credits

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- Special Thanks:** Kristin Mallory, Cindy Hardgrave, Frontline Marketing
- Manual:** Wendy Dinsmore



# Meet Your Opponents



**Gallop**



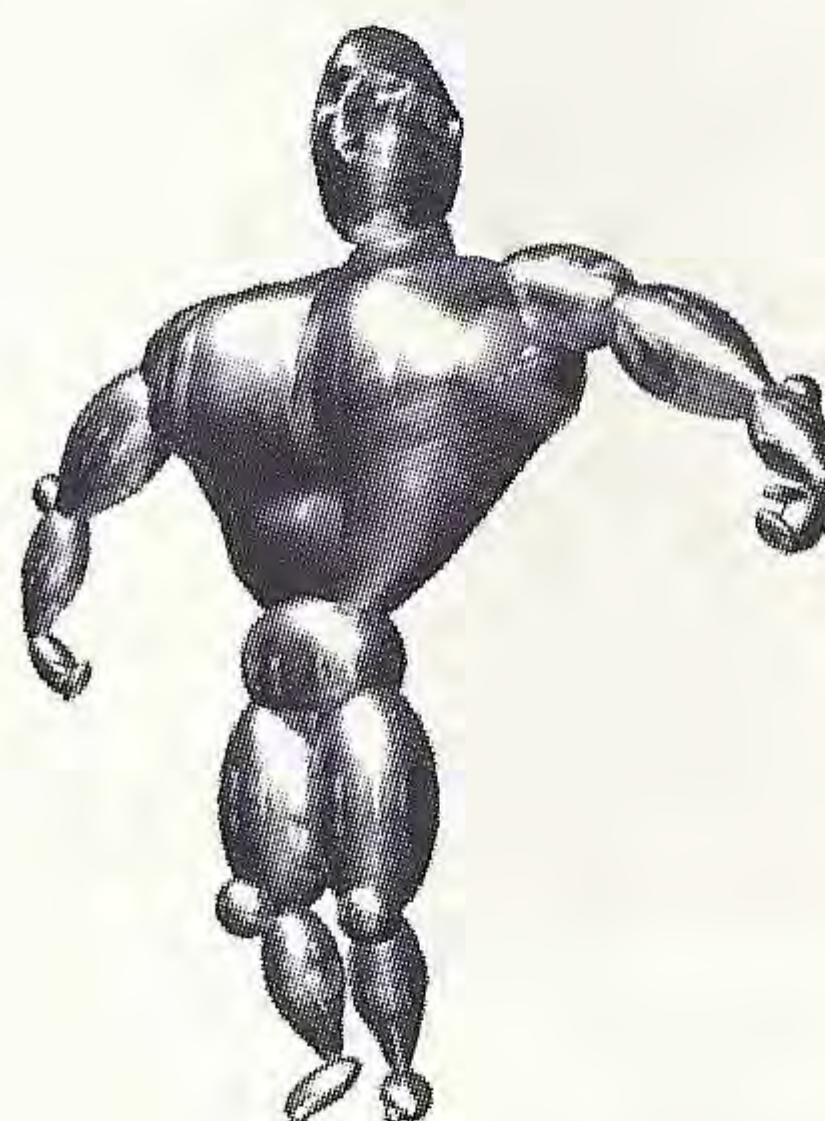
**Soldier**



**Angela**



**Nurse Grape**



**T3**



**Minister**



**Queen**



**Princess**



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DO NOT RETURN YOUR SEGA SATURN COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

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NOW ON  
SEGA SATURN™

# PANZER DRAGOON™ ZWEI



Help  
Your  
Fire

Breathing Friend  
Sprout His Wings...  
Then Go Fry Your Foe

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