Coming Soon to Game Gear

Bugs Bunny in Double Trouble



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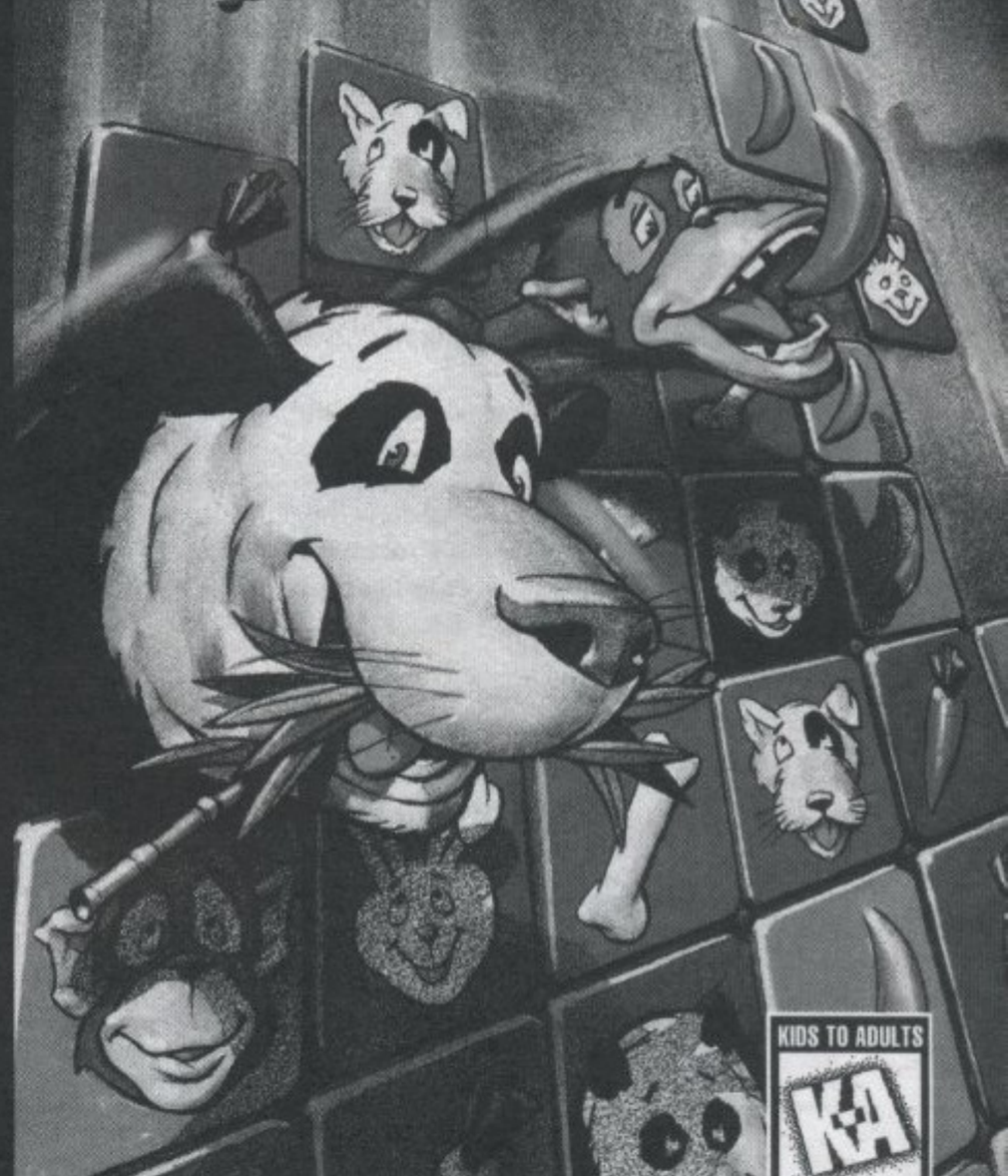
SEGA®

GAME GEAR™

INSTRUCTION MANUAL

SEGA

BAKU BAKU™



KIDS TO ADULTS

K-A

EPILEPSY WARNING

Read Before Using Your Sega Video Game System

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, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.**

HANDLING YOUR CARTRIDGE

- The Sega cartridge is intended for use only on the Sega Game Gear.
- Do not bend the cartridge, crush it or get it wet.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the cartridge.

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.

For More Information, Visit Sega's Internet Sites at:
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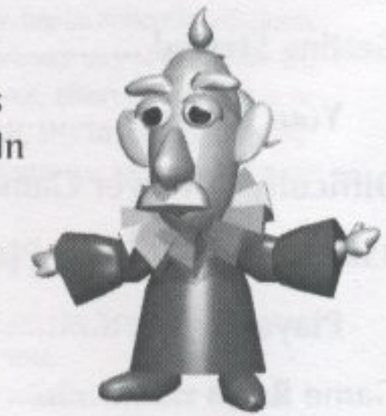








A TALE OF A PRINCESS AND HER PETS



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. "There is another problem. We have too many animals, and the castle staff cannot take care of them all! Perhaps if we hired 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."

By royal decree, the best zookeepers for miles around were summoned to compete in contests of skill and strategy in order to win the job of Royal Zookeeper.



Here's where you come in. Help Polly, a young animal lover, prove that she's the best person for the job. You'll compete against the royal guards, the royal staff... and perhaps even the Princess herself! Only the person who keeps all the animals fed and happy will become the Royal Zookeeper.

Time to feed the animals!



STARTING UP

1. Set up your Sega Game Gear System as described in its instruction manual. For two-player games, use the Gear-to-Gear Cable™ (sold separately) to connect the Game Gear units.

2. Make sure the power switch is OFF, then insert the *Baku Baku* cartridge into the Game Gear unit.

3. Turn the power switch ON, and in a few moments the Sega logo appears.

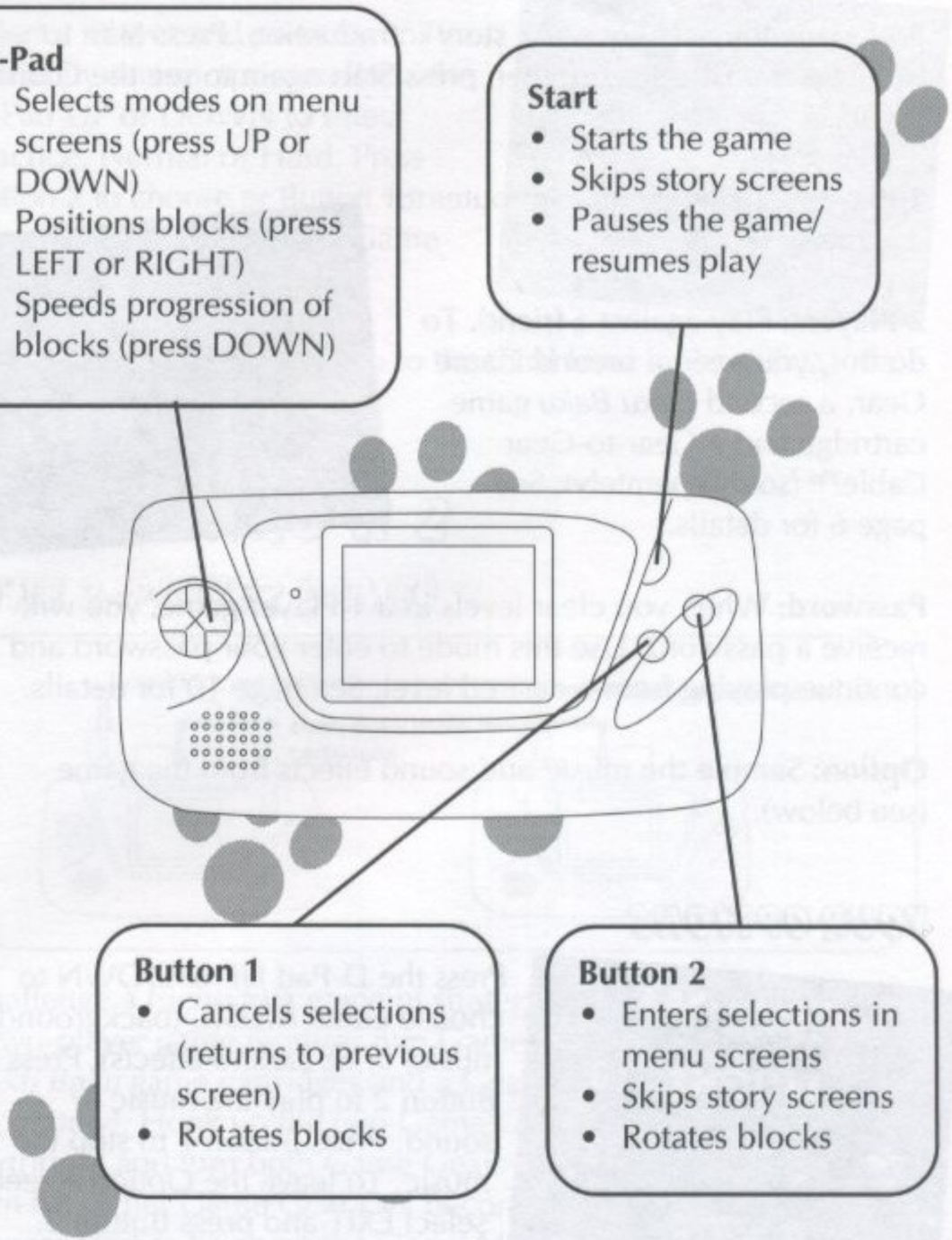
4. If the Sega logo doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

Note: *Baku Baku* is for one or two players.



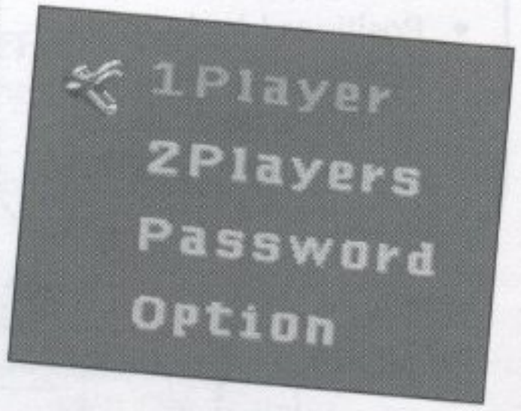
TAKE CONTROL!



GETTING STARTED

Following the Sega logo is a story introduction. Press Start to bring up the Title screen, then press Start again to see the Game Menu.

1 Player: Challenge the computer to a game of skill!

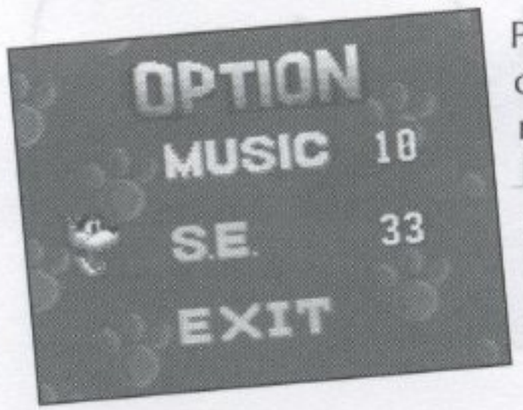


2 Players: Play against a friend. To do this, you need a second Game Gear, a second *Baku Baku* game cartridge and a Gear-to-Gear Cable™ (sold separately). See page 6 for details.

Password: When you clear levels in a 1 Player game, you will receive a password. Use this mode to enter your password and continue playing from a desired level. See page 10 for details.

Option: Sample the music and sound effects from the game (see below).

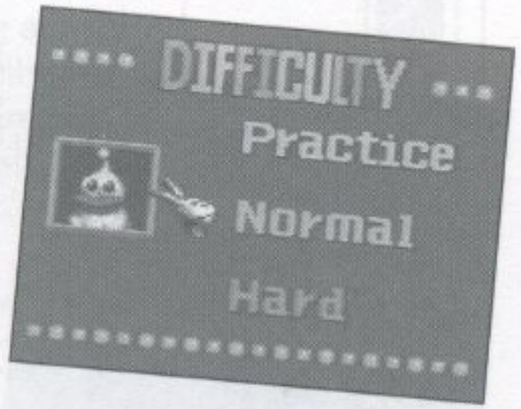
YOUR OPTIONS



Press the D-Pad UP or DOWN to choose either MUSIC (background music) or SE (sound effects). Press Button 2 to play the music or sound. Press Button 1 to stop the music. To leave the Option screen, select EXIT and press Button 2.

DIFFICULTY (1 PLAYER GAME)

Select 1 Player and press Start. The Difficulty screen appears. Press the D-Pad UP or DOWN to select Practice, Normal or Hard. Press Button 2 to choose or Button 1 to cancel and go back to the Game Menu.



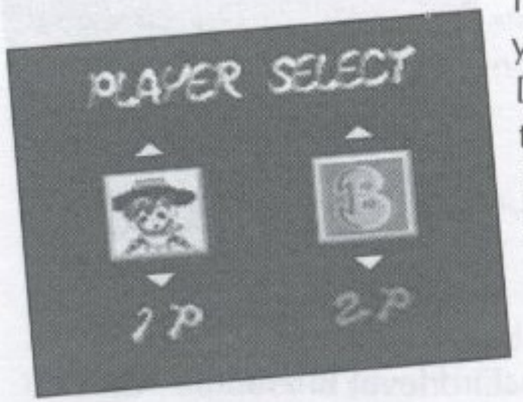
Note: You can only go up to the third level in Practice Mode before the game ends.

BAKU BAKU X 2 (THE 2-PLAYER GAME)



Challenge a friend to a game of strategy and skill! Taking part in a two-player game requires two Game Gear machines, two *Baku Baku* game cartridges and a Gear-to-Gear Cable (sold separately). Hook up the two Game Gears, insert the game cartridges and turn both Game Gears ON. The first person to turn his or her Game Gear ON becomes Player 1. Player 1 presses Start to bring up the Game Menu and selects 2 Player Mode.

PLAYER SELECT



The Player Select screen enables you to select a character. Press the D-Pad UP or DOWN to scroll through the characters, and press Button 2 to select. Player 1 selects first before Player 2 can make a selection. The game begins after both players have chosen their characters.

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

- 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.

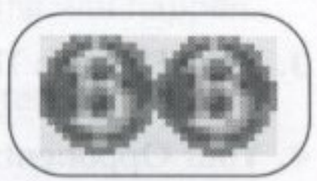


- If a food block comes between two similar animal blocks, both the animal blocks and the food block disappear.

- 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.



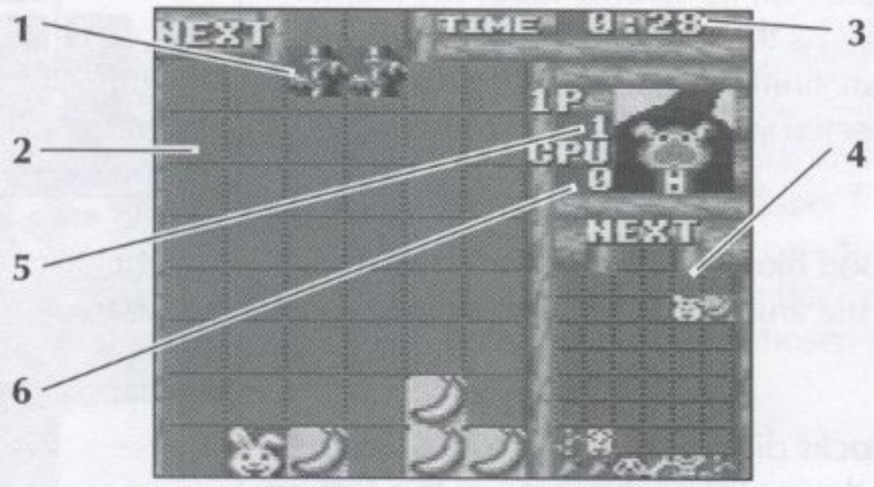
- **BB Coins** make any block they touch, and all like blocks on the playing field, disappear. If they fall on two different types of blocks at the same time, both types disappear.





Polly & Gon

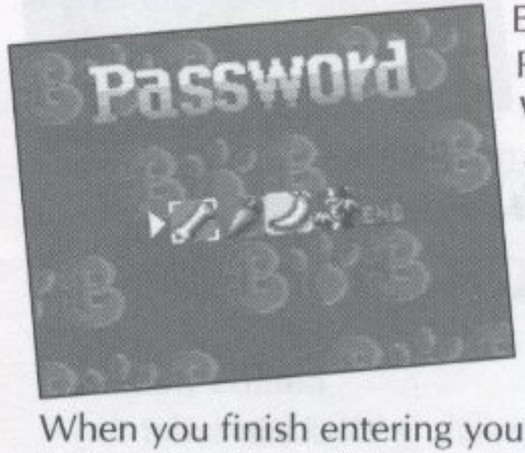
SCREEN SIGNALS



1. **Next Blocks to Drop:** Use this to plan your moves.
2. **Playing Field:** Don't let this field fill up all the way, or it's GAME OVER for you!
3. **Time Elapsed:** The more time passes, the faster the blocks fall!
4. **Your Opponent:** Fill this playing field with blocks to win the game.
5. **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
6. **Opponent's Attack:** This shows how many blocks are about to drop into your playing field. Watch out!

WHAT'S THE PASSWORD?

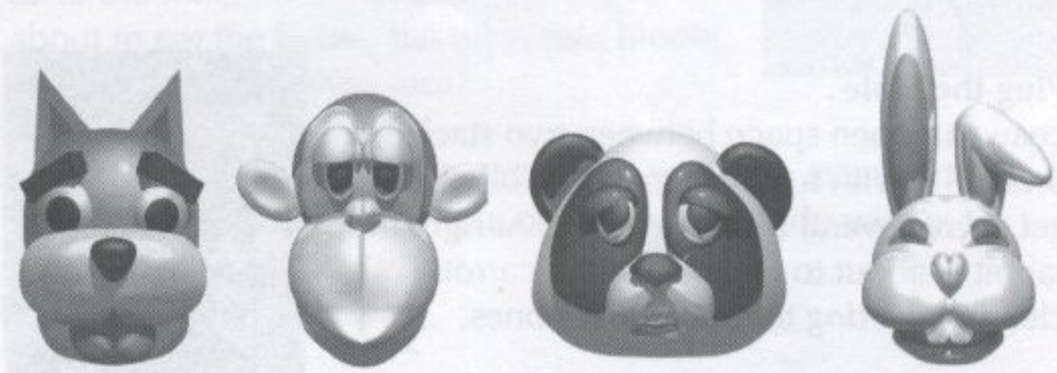
After you win a game against the computer, you'll receive a password. Write the password down and use it to continue your game at the same level next time you play. If you want to keep playing, press Start or Button 2 to skip past the Password display.



Enter a password by selecting Password from the Game Menu. When the Password screen appears, select the block for the first space by pressing the D-Pad UP or DOWN. Move on to the next space by pressing RIGHT, or go back a space by pressing LEFT.

When you finish entering your password, select END and press Button 2 or Start. If the password is correct, you'll proceed to the desired level. If the password is incorrect, nothing will happen.

Press Button 2 to exit the Password screen and return to the Game Menu.



GAME OVER/CONTINUE

Once your playing field fills up with blocks, the game ends. Press Button 2 before the timer runs out to continue at the same level and with the same opponent.



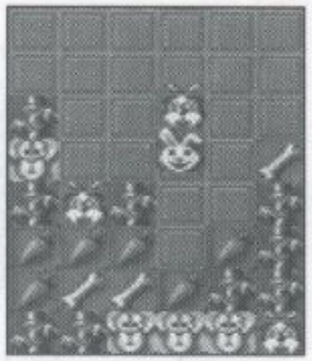
EAT OR BE EATEN:

TIPS & TRICKS FOR MAXIMUM MUNCHING

Diving Blocks
Press the D-Pad DOWN to speed up falling blocks in order to stay ahead of your opponent.

BB Coin Bonanza
Try to match up 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 rabbit is about to clear all of the carrots, clearing the dog to munch the bones.



Note: Be careful! If you stack up too many blocks before "plugging the hole," your opponent may drop several blocks on you, creating 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.

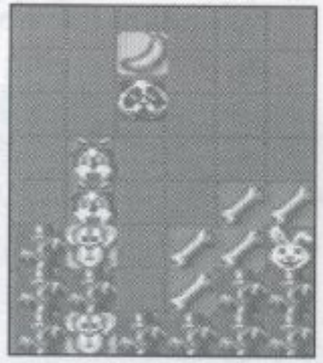
Common Combo
Stack two blocks that don't pair up (for example, in column 2, at the right, the bone is stacked on top of the carrot). On top of that, stack a block that pairs up with the block on the bottom (in this case, the rabbit is placed on top of the bone). Once you clear the block in the middle (the dog is about to eat the bone), the other two blocks will be cleared in their turn.



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. At right, the monkey will eat the banana and the panda will munch on the bamboo. 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 bananas will start the chain reaction. The monkey will eat the bananas, the dog will eat the bones, the rabbit will eat the carrots, and the panda will eat the bamboo. Only one bamboo block will be left in column 1, and 17 blocks will drop onto your opponent.



MEET YOUR OPPONENTS



Piggy



Nurse



Gyoroppi



Angela



T3



Gon



Guard



Prime Minister



Queen



Princess

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Marketing Manager
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Product Specialist
Clint Dyer

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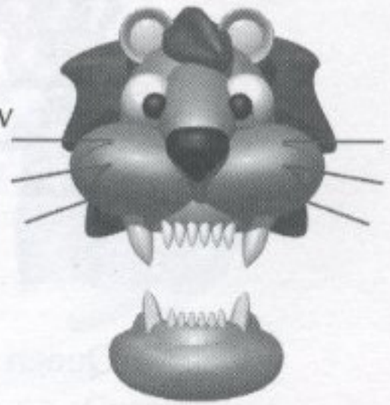
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Laura Schaldach



LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that this Sega Game Gear Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective Cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive United States warranty service, call the Sega Consumer Service Department at **1-800-USA-SEGA**.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at **1-800-872-7342**.

DO NOT RETURN YOUR SEGA GAME GEAR CARTRIDGE TO YOUR RETAIL SELLER. Return the Cartridge to Sega Consumer Service only. 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 Cartridge to us. The cost of returning the Cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Game Gear Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your Cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

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