

**SATURN**  
**PUZZLE/FEEDING**  
**SEGA**  
**£29.99**  
**OUT SOON**  
**1-2 PLAYERS**  
**PC AND GAME GEAR VERSIONS PLANNED**  
**ARCADE VERSION AVAILABLE**

# BAKU BAKU ANIMAL

It's a puzzle game. It's all about feeding animals. It's been done by AM3. And if you think all that's weird, you'd better take a look at the name.

**CVG HIT!**

**B**aku-baku-baku-baku. Ah, there's nothing quite like the sound of animals eating. And that really is nothing like the sound of animals eating. They go more like snuffle-scrunch-snort-yum, if they're chomping down a trough of oats or the like. Baku baku IS however, the sound little computer animal-heads make when they're eating. And boy is it irritating! The incessant

sound of electronic saliva washing down a feast of banana icons. Mind you, it's even more annoying when they're not eating. When you can't feed your monkey-heads the bananas they so crave, because there's a load of carrots in the way. And you can't get the drooling rabbit-head to clean up the carrots because there's a flamin' load of panda-heads blocking the digestive tract. Know the feeling? No? Well you'd better strap on your wipe-clean bib as we take you through *Baku Baku Animal*, an eating game that's less complicated than heart-burn and more satisfying than a firm solid dump.



**LESSON 1: THE FOOD CHAIN**  
 Yep, it's a puzzle game in that *Tetris*-style tradition again. Only this time instead of shapes, beads, ghosts, biscuits or whatever, falling down the screen, it's food and animal heads. And the animals eat the food. Except each animal only eats one type of food. And that's how you clear the screen. So first of all, let's get acquainted with the animals and their chosen specialist snack.

**I'm Scampi the Dog. Give me a bone. Ho ho.**

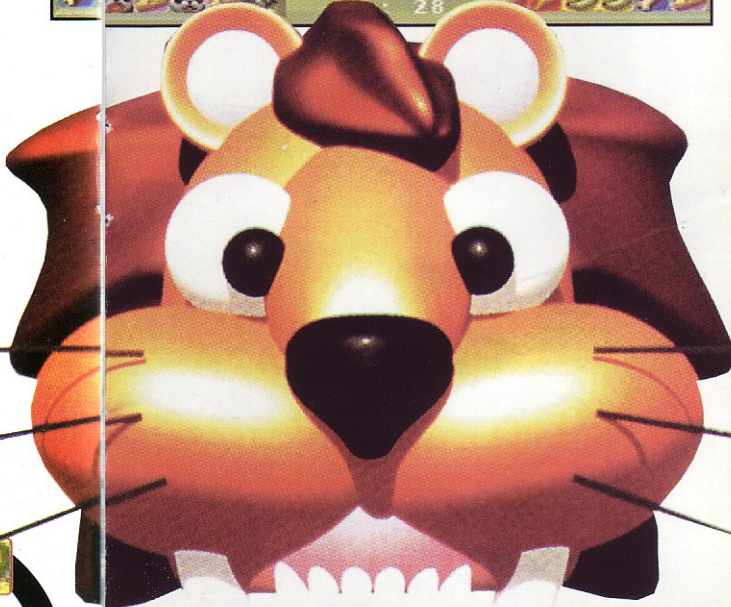
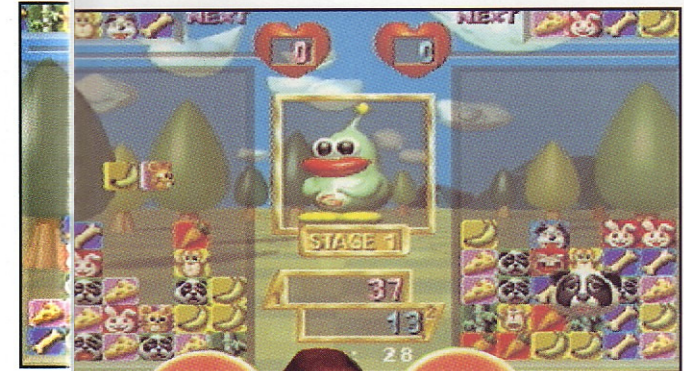
**Eek eek, I'm Ed Lomas and I'd like some cheese, if you please.**

**My name's Mr Bunny and it's carrots for me! Thank you.**

**Yeh hi, I'm the Panda and I just love bamboo shoots!**

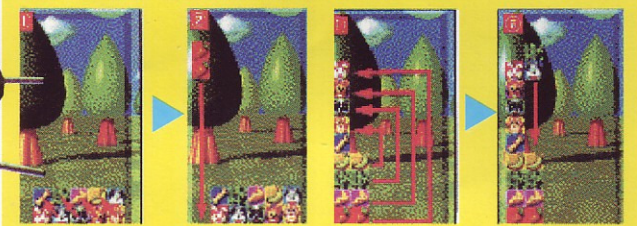
**You can call me The Ape and I'm quite partial to a banana! Ooh ah ooh!**

**SALAD DRESSING!**  
 If you haven't guessed yet, *Baku Baku* is one weird game. And this is reflected by the bizarre SGI-generated cartoon that leads you into the game. It seems you're after the hand of a princess with hair like green chillis. To win it, you have to play against a host of strange characters, including the king, queen and princess herself. Although the FMV isn't superb, the characters are beautifully rendered and appear during the game, chuckling if they're winning or sweating if they're losing. In fact all the graphics, including the munching animal-heads, have been impressively rendered on Silicon Graphics workstations.



## ONE COLONEL'S COMBO PLATTER PLEASE!

Pleasant as it is feeding your little animal chums, you can't win the game by just shovelling grub down their gullets and clearing the screen. Nope, this is one of those puzzle games where you have to beat an opponent by filling up their side of the screen. And the only way to do that is by causing chain reactions of animal feasting on your side of the screen. In other words, you have to 'strategically' drop the icons, so after one animal has cleared its food, the icons above tumble down to cause another animal to feed. This as it's known in the food industry, as a 'celebration dinner'. And, in fact, the instruction manual suggest a few celebration dinners of its own.



▲ By neatly arranging the animals as shown above, the carrots can trigger a combo.  
 ▲ Here's another lovely combo. Once that dog eats the bone, it's set off!

All very neat, but in truth it's more like this...

**There's too much stuff on my screen. Cheese, I need some cheese! Or panda-heads! Just give me something!!**

▲ Some coins have appeared, clearing away some icons! Criminy, everyone's eating. I'm saved!

▲ Aw, does Panda want some bamboo shoots? Does he want some shooties?



## SCORES

- GRAPHICS** 88  
Colourful, cheery quality look gives the game a positive feel.
- ANIMATION** 89  
Excellent munching animals and the icons even beg for the food.
- MUSIC** 90  
Catchy calypso tunes and musical box numbers for dining to.
- SOUND EFFECTS** 91  
Brilliant video game sounds. Munching, bleeping and screams!
- GAMEPLAY** 92  
Extremely addictive, hyper-active shape-dropping laughs.
- VALUE** 85  
For two-player puzzle munching laughs it's a feast of fun.

**OVERALL**  
 A brilliant puzzler that doesn't make a meal of your mind. You CAN play it seriously, but you can't take it seriously!

# 90

## VERDICT

### SATURN

So it's a puzzle game where you have to match up animals and food, eh? A novel idea, but not exactly one you'd think would set it apart from any other puzzlers. The truth though, is that *Baku Baku* is a wickedly enjoyable game! It's the wackiness of the whole thing that makes it such fun. From the excellent gamey sounds (*Baku Baku*'s effects are as catchy as those of *Pacman*). No small coincidence when you consider that *Baku* and *Pac* are both eating sounds), to the madcap animated animals munching their way around the screen, it's an extremely uplifting experience. I'd say it's this factor that makes *Baku* more accessible to non-puzzle fans than the more serious *Tetris*, or even *Puyo Puyo*. In the same respect though, *Baku*'s gameplay seems more geared to lighter puzzle enjoyment. Although tough against the computer, winning can be more a case of blind 'combo' luck than true skill. Of course, you can plan stunning chain reactions, but at times they seem to happen anyway. Nonetheless though, a brilliantly fun game.

**TOM GUISE**