



PlayStation

NTSC U/C

PlayStation®

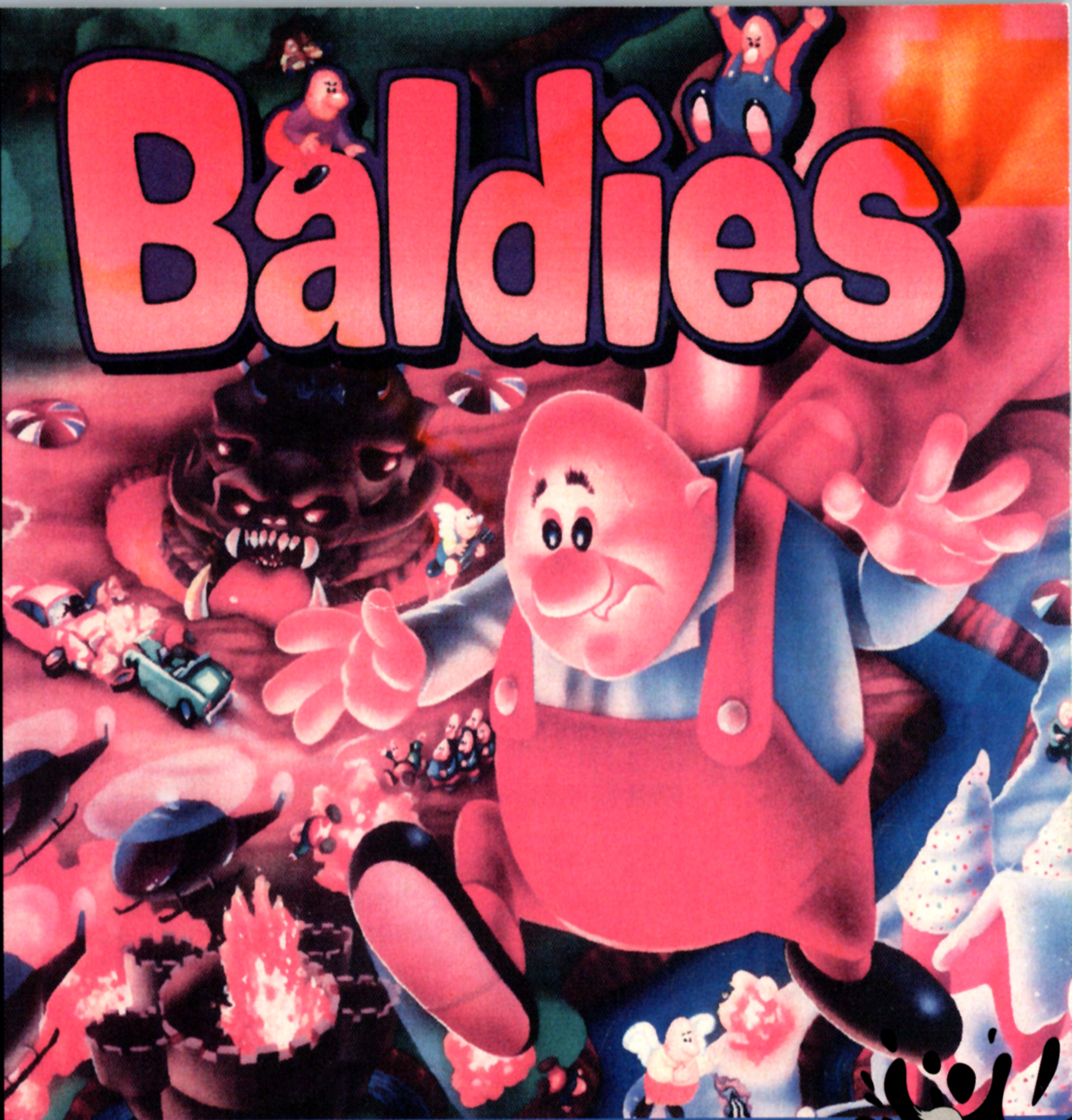
EVERYONE



CONTENT RATED BY
ESRB

SLUS-01567

Baldies



Crazy strategic fun



MUD DUCK™

a ZeniMax Media brand

WARNING: READ BEFORE USING YOUR PLAYSTATION® 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 PlayStation 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 PlayStation 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.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation 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.

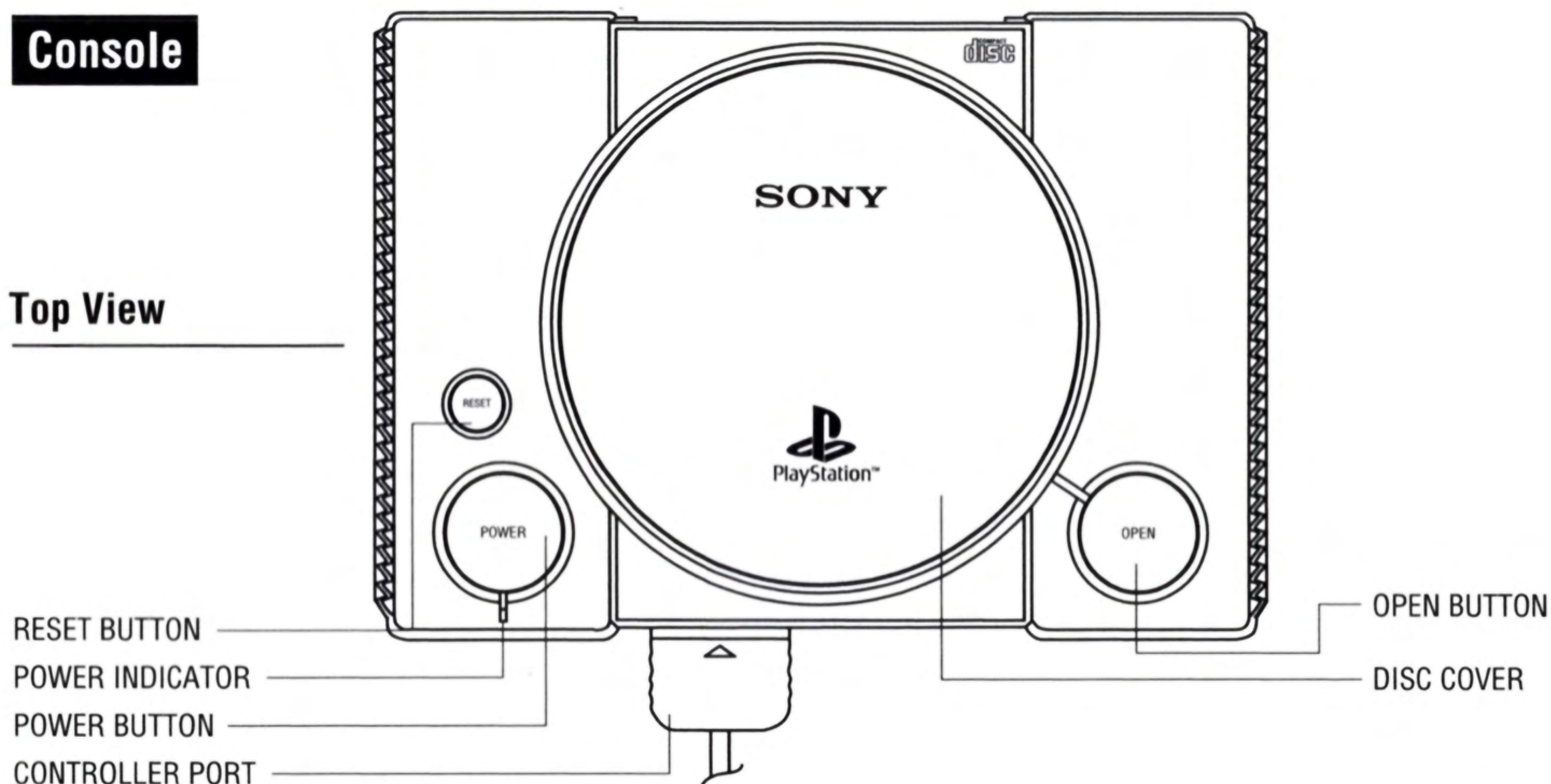
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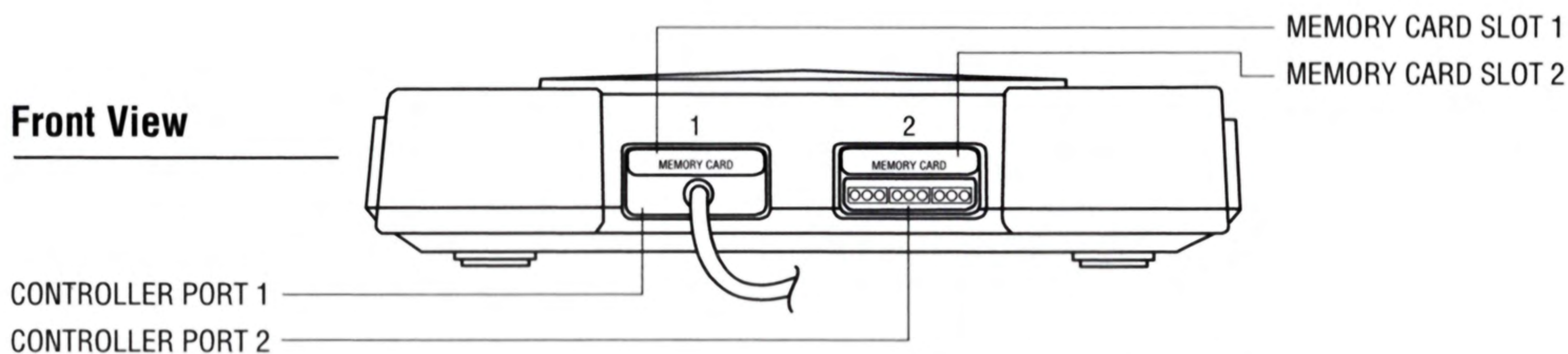
STARTING THE GAME

Console

Top View



Front View



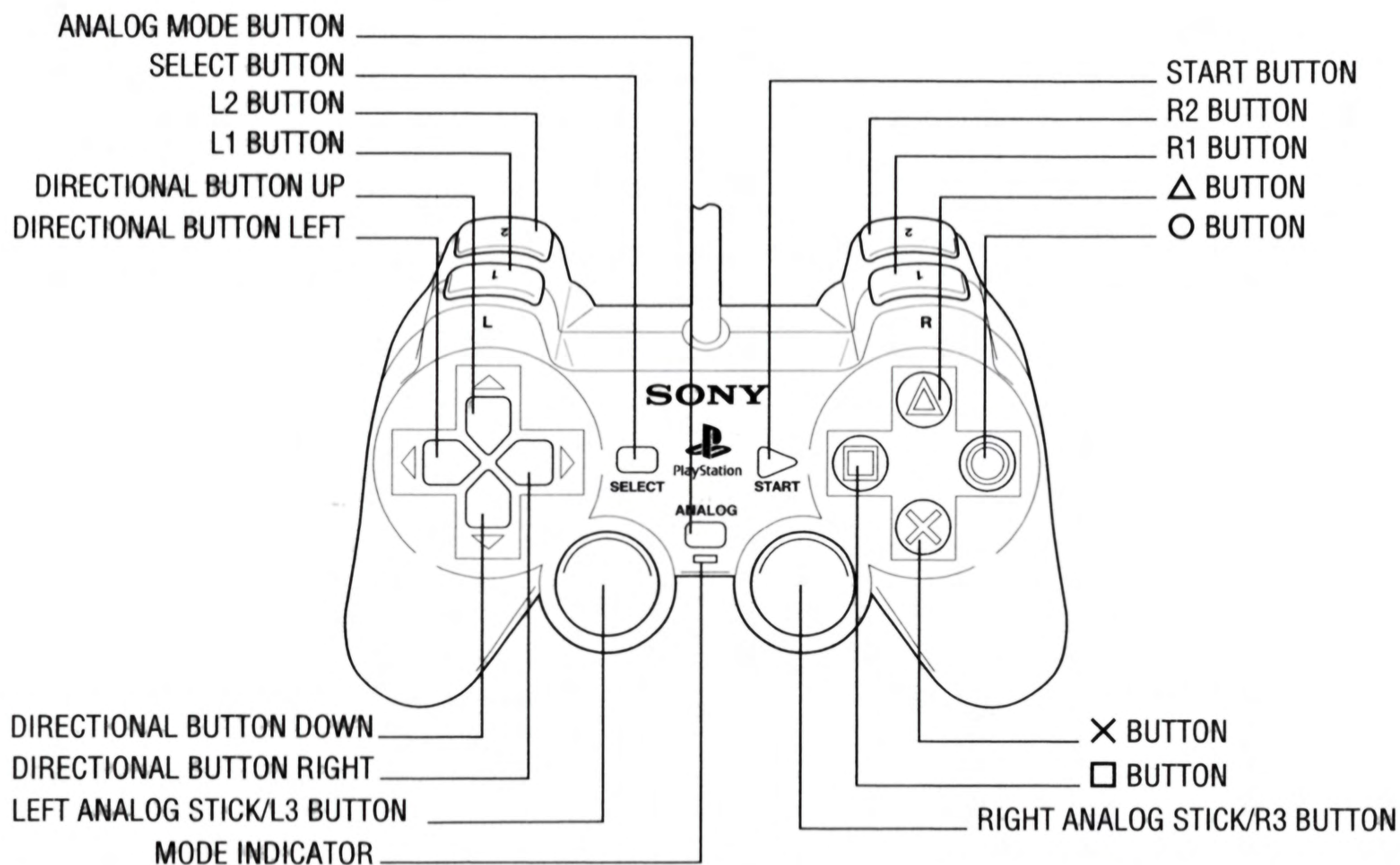
1. Set up your PlayStation® game console according to the instructions in the Instruction Manual.
2. Make sure the power is OFF before inserting or removing a disc.
3. Insert the **Baldies** disc and close the Disc Cover.
4. Insert game controllers and turn on the PlayStation game console.

It is advised that you do not insert or remove peripherals or memory card(s) once the power is turned on.

CONTROLS

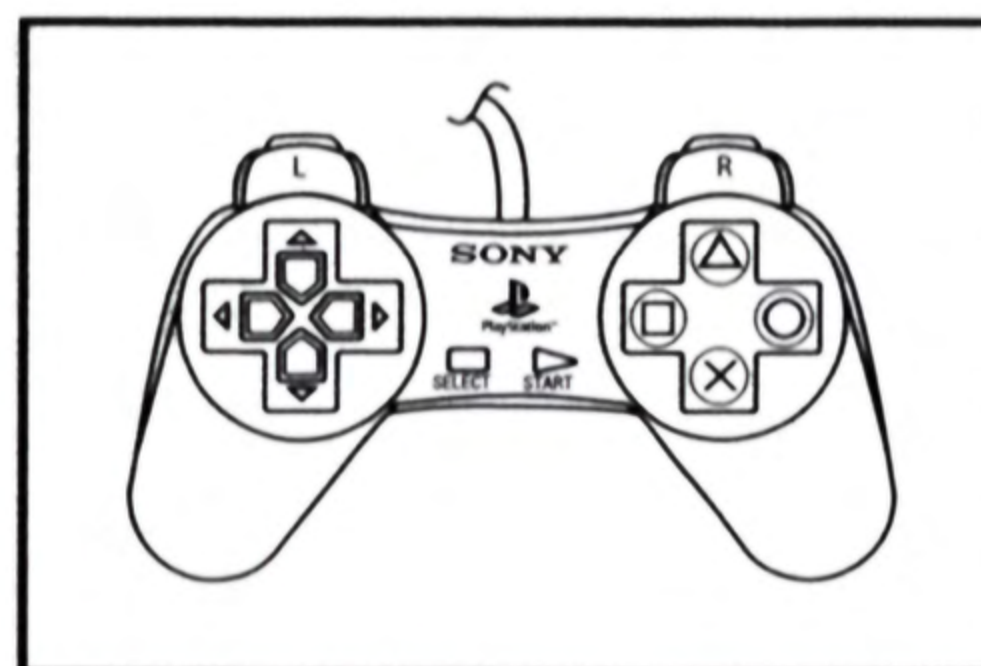
Baldies uses the following controls:

DUALSHOCK® analog controller



NOTE: Compatible only in Digital and Analog mode

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.



STARTING

Press **START button** on your controller to move past the title screen.

LEVEL SELECT

The interface for the level select involves a cursor / pointer.

Use the **DIRECTIONAL buttons**, **LEFT ANALOG STICK** or **MOUSE** to move the cursor.

To select an item press the **X button** or the **Left mouse button**.

SELECTING A LEVEL

When you enter the level select screen the next open level to play is in the center of the screen. You can select the arrows either side of the island to look at previous and future levels. If the island has a cross on top of it then this level is not yet available to play.

An island with a tick on top of it has previously been completed and can be played again. In order to start the game select your chosen island in the middle of the screen or alternately press the **START button**.

To move through the different worlds select the arrows on either side of the globe. This will move between the different worlds.

LOADING AND SAVING PROGRESS.

Please make sure that the memory card is in MEMORY CARD slot 1.

Select the memory card button to load or save your progress.

Select the key to enter the password screen.

When a level ends you are given a password. This stores your progress through the game and is an alternative to using a memory card.

MEMORY CARD SCREEN

Insert a memory card into MEMORY CARD slot 1.

If there is no **Baldies** save game, just select Save to create a new save game. There are 4 slots available to save in.

Select a slot and then choose whether to load, save or delete the slot.

After you have selected you will be prompted to confirm that you intended the operation. Select the tick to confirm or select the **✕ button** to cancel. Loading a game will overwrite your current progress.

PASSWORD SCREEN

Enter your password by pressing the buttons which correspond with the buttons shown on the level complete screen. If your password is correct your current status will be replaced by the password.

CONTROLS

Moving around in **Baldies** is easy.

MOUSE

Move the cursor by moving the mouse.

Left mouse button is your primary action.

Right mouse button is your secondary action. (Used for map editing)

DIGITAL CONTROLLER

✕ button

Primary Action Button

■ button

Place Soldier Icon

● button

Secondary Action Button

▲ button

Zoom when used in conjunction with direction pad.

L1 button

Move Left through panel icons

R1 button

Move Right through panel icons

L2 button
R2 button
START button
SELECT button
Directional buttons

Move Left through invention icons
Move Right through invention icons
Pause the Game
Options Panel
Move Cursor

DUAL SHOCK


 **button**
 **button**
 **button**
 **button**

Primary Action button
Place Soldier Icon
Secondary Action button
Zoom when used in conjunction with **DIRECTIONAL buttons**
or **ANALOG STICKS**

L1 button
R1 button
L2 button
R2 button
START button
SELECT button
DIRECTIONAL buttons
LEFT ANALOG STICK
RIGHT ANALOG STICK

Move Left through panel icons
Move Right through panel icons
Move Left through invention icons
Move Right through invention icons
Pause the Game
Options Panel
Move Cursor
Move Cursor
Move Map


GETTING TO KNOW BALDIES

In this world you have total control of the Baldies. You decide what type they are, where they live, what they build, invent and attack. To manage such a task, helpful icons and tools are available in panels around the screen during the game. Press the  **button** or the **Left mouse button** on the icon to select these.

MAIN CONTROL PANEL

The icons from left to right are as follows:


Worker Icon

Selecting the Worker Icon allows you to change your Baldies into Workers. Select this icon, then press the  **button** on a Baldy on the screen. A shaded box will appear over an area of land. Drag this box, and when you let go of the button, the Baldies inside the shaded area will be turned into Workers. Workers outside add to your red energy bar which is used by angel wings, shovel and grabbing heavy objects.

Builder Icon

Functions as the Worker Icon, except the Baldies are turned into Builders. Builders outside add to the Blue energy bar. You need blue energy to build a house. You also need builders near the construction marker to build.

Soldier Icon

Functions as the Worker Icon, except the Baldies are turned into Soldiers. Soldiers outside will attack enemy hairies with punches, bullets and grenades. They will direct their attacks toward the soldier attractor. The soldier attractor can be positioned by pressing the  **button** or by grabbing it with the grab hand tool.

Scientist Icon

Functions as the Worker Icon, except the Baldies are turned into Scientists. You need scientists outside to collect white energy which is used by scientists inside to build your inventions.

Angel Wings

There comes a point in the game when there is just not enough time to pick Baldies up with the Grab Hand to drag them around. When this happens, the Angel Wings Icon is more than useful. By highlighting an area of the land with the Angel Wings icon, you can

turn the Baldies in the area into Angels who will then fly wherever you need them. This can be to your houses so you can breed them for a while, onto the enemy's land for a surprise attack or even into the water if you feel like it. This icon does use red energy, and it's a small price to pay bearing in mind its usefulness as a tool. You need at least 4 houses and plenty of red energy to make the angel wing tool available.

Shovel

Press  **button** to remove land.

Press  **button** to land fill.


Need more land to build a house? Being invaded by the enemy from across the land corridor they created? Then you need to use the Shovel Icon to add or remove land. The Shovel uses some energy, so use it wisely, or you will find you have no red energy left for other purposes. The Shovel can also be used to trap Baldies on islands or even to drown them if you so desire. A very useful tool. You need at least 4 houses and plenty of red energy to make the shovel tool available.

Construction Marker

Use the  **button** to place the marker.

When you need to build a new house on the land, stake your claim on the land by planting the Construction marker. All the Builders in the vicinity will see this and instantly start making their way to the marker, where they will start building a house. The marker can only be placed on land where there is enough room to build. The builders will of course need builder energy (the blue bar on the main panel) before construction gets underway. The more builders outside the more blue energy.

Grab Hand

Use the  **button** over a baldy or animal to grab it. The hand is initially the easiest method of putting Baldies inside the house, just grab them and drop them inside – it's as simple as that.

You can use the Grab Hand for more than just picking up your own team's population. It

can also be used to pick up rocks, sticks, rabbits and anything else that's not nailed down to the ground. The only things that cannot be picked up (apart from houses and trees) are the enemy's Baldies. Cows and animals can be picked up and dropped wherever you wish. Carrying things around the map will cost some red energy; the heavier the object the more energy it takes. Baldies are fairly light, cows are extremely heavy. When the red energy runs out, whatever you were carrying is automatically dropped, regardless of where you are on the map.

POWER BARS

Power bars represent the materials you have collected and the power that you possess.

RED BAR: WORKER POWER BAR

The red bar will fill up when you have worker Baldies outside. It is drained when panel tools such as the angel wings and shovel are being used.

BLUE BAR: BUILDER POWER BAR

The blue bar will fill up when Builders are outside the house collecting materials. It is drained when Builders build houses or when builders inside repair damage sustained to the house either through neglect or enemy attack.

GREEN BAR: SOLDIER POWER BAR

Fill up when Soldiers are inside the Barracks making ammunition. When you use the ammunition, the green bar is drained.

WHITE BAR: SCIENTIST POWER BAR

Scientists need materials for all of the mines, traps, inventions and contraptions they are making. This requires white energy, the level of which is increased by having Scientists outside collecting material.

INVENTION BAR AND GAME OPTIONS

The left-hand side of the invention bar has six slots. This is where the inventions are placed when the Scientists are working on them. This is also where you select the invention you wish to use in the game. When the Scientists start to work on an invention (see inside house) the first free slot will be filled with an icon of the invention. The bar to the right of each invention slot shows the progress they have made. If the Bar is red, the invention is in the development stages and the scientists are working hard to build it for you. The height of the red bar shows how close to completion they are. When the invention has been manufactured, the bar will turn green to show it's ready to use. Select the invention by clicking on its icon, then place it where you need it by clicking on the land. If the invention is of the deliverable type, such as a Landmine or a Trap, then an 'X' will appear on the ground. 'X' marks the spot for the Scientist who will be delivering the invention. The nearest Scientist to the 'X' will be selected for this purpose.

TRASHCAN

To the right hand side of the invention slots is the Trashcan. If you have been playing Baldies for a while, you may run out of space on the invention panel. To free up some space for a new invention, just click on the Trashcan, then click on the invention you wish to 'trash'. The old invention will disappear, making space for a new one.

MAP VIEW

Sometimes it's handy to be able to see what's going on in the world from above. The Map View does this by opening up a small resizable window which shows a miniature version of the world. This is very useful for instantly checking how many houses the enemy has, or where they are on the map, without scrolling all over the world looking for them. The Map also shows where the Baldies are. This allows you to see if the enemy is sending an attack force to raid your castle, giving you some precious time to take preventative measures (if you haven't already done so).

ZOOM MODE

Press **X** button to zoom in.

Press **O** button to zoom out.

You can also use the **▲** button with the **DIRECTIONAL buttons** or **LEFT ANALOG STICK**. Push forward to zoom in, pull back to zoom out.

This allows you to view the battle scenes more easily. It's also useful when catching fish - zoom up close and the fish are four times bigger, and therefore much easier to catch with your grab hand.

OPTIONS PAGE

Want to increase or decrease the volume of the game? Just click on the options page icon and an options page will appear.

Music Toggle

Turns on and off music.

Music Slider

Changes the volume of the music.

SoundFX Toggle

Turns on and off sound effects.

SoundFX Slider

Changes the volume of the sound effects.

Baldy adviser

Toggles the baldy advisor.

Cloud

Turns the cloud effect on and off

Surrender Flag

Returns to the level select.

Edgies Cube

Close the options panel.

PLAYING BALDIES

Just like in real life, in this universe you need Baldies with different skills to be successful. Keeping a good balance of Workers, Builders, Soldiers and Scientists will make your world run smoothly. It's up to you to decide how many of each Baldy type you need, but these guys are flexible...you can change them with a simple press of the **⊗ button**.

MOVING AND CHANGING BALDIES

Being eager to please types, Baldies are easy to move and change. To move a Baldy (and most other items you'll find), select the Hand icons on the Main panel. Then click and hold the **⊗ button** on the Baldy. You'll see it kick its legs and fling its arms as you carry it to wherever you want it to be. To put a Baldy in a house, just drop it on the house. Open the house to see how many you have of each type. Since they don't like crowds, the Baldies you put in the house will run out the front door when the house is full. If you need more of one type of Baldy, they can be changed while walking around outside. Press the **⊗ button** on the Baldy type you want on the Main panel (Worker, Builder, Soldier or Scientist). Then click the **⊗ button** on a Baldy to change him into this type. You can also go inside a house and move Baldies from room to room to changes their types (see House Panel). Try to keep a good balance of Baldy types. They all have important work to do!

You can drag a rectangle over a group of baldies to change them by pressing and holding the **⊗ button** then moving the bottom right of the rectangle over the screen. Release and all baldies within the rectangle will be changed to the new type.

HOUSING

There are lots of different houses in Baldies. All of them are useful and you should aim to have at least a few different houses on your Baldies landscape. Three styles of houses, however, are especially useful. These are:

General Houses - This is where the Baldies breed best. A tip is to drop the 'Rabbit breeding' invention onto a general style house and watch as your Baldy population rockets. General Houses include: Basic House, Small House, Medium House, Nursery House, Large House, Huge House.

Scientists' labs - These are specialist houses where the Baldies invent things quickest. If you drop something onto the roof of a Science Lab, the scientists will invent things based on that object. For example, if you drop a rabbit on the science lab, the scientists will try their inventions out on the rabbit. The same goes for all the animals. Dropping rocks on the roof allows you to invent 'Rock rain' and dropping a goldfish on the roof allows you to make it rain fish. Try dropping things on the roof, and see if the scientists have any new inventions available on their blackboard.

Soldiers' Barracks


Are where the soldiers create ammunition for attacking enemies. The more Soldiers inside the Barracks, the quicker they make ammunition. The barracks is also a very difficult house to overrun unless you send in lots of opposing Soldiers to try and storm it. An extension can be built onto this house which allows the creation of Grenades.

HOUSE PANEL

When you click on the roof of one of your houses, the House panel will open to show you the number of Baldies inside and what they are currently up to. The rooms in the house are:

Workers' Room - Workers will watch Television or exercise in their room. They also breed in here, but this is a family game, so we are unable to depict this activity graphically. The more Workers inside the house, the quicker they will breed.

Builders' Room - While inside the house, Builders will repair the house if it is broken (as long as there are enough of them). Otherwise, they will attempt to improve the house

using the blueprint, which the player has selected and placed on the Blackboard. The bigger the house, the more Builders you need inside to maintain, repair and expand it. By pressing the  **button** on the blackboard in the Builders' room, you are provided with a selection of available houses.

At the top left of the available house icon is a small box. The colour of this box depicts the purpose which the structure is designed for. Red for Breeding/General, Green for Soldiers/Barracks and White for Scientists/Labs. The only time you will not be given these choices by clicking on the blackboard, or will be unable to select a particular house, is when there is a red cross over the icon. This means that there is no room for the builders to upgrade the house. This can be fixed by using the 'Shovel' icon to create more land, or by using the grab hand to move any debris, which may be stopping the Builders from building.

Scientists' Room - Scientists busily build their inventions and do research and development in their little labs. Similar in function to the Builders' room, the scientists have a blackboard you can click on to see which inventions are available for inventing. As long as you have enough free slots on your invention panel, you can start inventing straight away. Remember that you also need Science energy (white bar) which is controlled by the number of Scientists you have outside. Once again, Baldy law dictates that the more people you have in the room, the quicker the job gets done. Make sure you have some Scientists outside the house, as you need them to deliver the inventions.

Soldiers' Room - Soldiers are needed inside the house as well as outside. They have a number of functions; one of the most important is to protect the house against enemy attacks. It is always harder to overrun a house if it is filled with soldiers – it takes around four times the number of Baldies to overrun a house crowded with soldiers. If the house structure is a Barracks, then the Soldiers will spend their time making ammunition for their counterparts on the outside. The more Soldiers and Barracks, the more bullets and grenades are available for attacks. This makes it easier to put your aggressive tactics into practice.

MOVING PEOPLE INSIDE THE HOUSE

It is possible to move Baldies from Job to Job inside the house quickly and easily. All you do is move the cursor over the door and press the **⊗ button** to kick the Baldies out into the hallway. If you want to turn the Baldies into Scientists, simply click on the Science room and watch as the Baldies happily run into the room. The same applies for Workers', Builders' and Soldiers' rooms – just click on the door to kick them out into the hall, then click on a room and watch as the Baldies run to their destination. To move people from the rooms outside, click on the room doors as if you were moving them into another room. When the desired number of Baldies is in the hallway, simply click on the front door and watch as the Baldies stream outside into the sunlight. Just make sure that no traps have been placed by the enemy to catch you.

TREE PANEL

Baldies love to play in the trees, swinging on the branches. If you drop some Baldies onto a tree, you 'claim' the tree in the same way as you would claim an empty house by placing a Baldy inside it. If you wait outside the tree for a period of time, you'll see the Baldies jump around the branches. Clicking on the tree will open it up and reveal its Baldy population (as long as it's your tree). You should see Baldies of all different types swing on the branches. Clicking on the Baldy should kick them out one by one. Fortunately, Baldies don't breed inside the trees. This is probably a good thing as they might fall out and hurt themselves!

Trees can be viewed in the same way as houses, in that you can use them as a strategic hiding place when you are on the enemy's land. Look out for the tree snakes though, and also earthquakes which will shake the Baldies out of the trees, making them vulnerable. Trees can also be attacked from the air by flying soldiers.

INVENTIONS

Now you've got all your Baldies working away, but how do you get rid of those hairy bad guys? Inventions are the answer. Your Scientist Baldies are pretty smart (maybe because there are no hair follicles getting in the way of their brain waves), so there are lots of damaging, dangerous and dastardly inventions you can use. (Note: Inventions may look slightly different in each world.)

HAZARDS

Use on land only. But be careful, they can hurt your Baldies, too.

Cannon 1 - Whoever walks over the cannon will be launched into the air, throwing but not killing them. (Hint: you have to wait for the Scientist to deliver the cannon before you can select a target destination. Making the cannon target an area of water is particularly effective.)

Cannon 2 - This has a larger range and can send more Baldies on their way.

Cannon 3 - The big one. These cannons can deliver their victims from one side of the map to another in greater quantity.

Electro 1 - When activated, it's fry time for whoever touches it.

Electro 2 - Can zap again and again, lasts longer than Electro 1.

Electro 3 - Longer lasting, multiple fry times. (Hint: try using this with the Storm invention for extra shock value.)

Land Mine 1 - Will detonate when stepped on, killing the unlucky fool who walked there.

Land Mine 2 - Stronger than Landmine 1; anyone in the immediate area at the time of the blast is history.

Land Mine 3 - Even stronger than Land mine 2, killing everyone around the mine. This will also damage houses and structures in the area. (Hint: it will sometimes affect the landscape.)

Pit 1 - When a character walks over the pit it will open and they'll fall in.

Pit 2 - Bigger than Pit 1, so it activates easier and more folks fall in.

Pit 3 - The biggest Pit, it can swallow a lot of poor souls.

Popper - When someone walks over the Popper they will be filled full of air until they explode

Popper Field - Put this on an open space so it will fill the area with Poppers.

Catapult 1 - When stepped on, this flings whoever steps on it into the air.

Catapult 2 - Larger Catapult, causes twice as much damage as Catapult 1 upon landing.

Catapult 3 - Even larger Catapult, will kill character upon landing.

Trap 1 - When stepped on, a set of sharp jaws bite whoever stepped on it, causing pain but not death, unless the character is already injured. It can be activated more than once.

Trap 2 - This one has a bigger and deadlier bite! It gives Baldies a very nasty nip and can be used again and again.

Balloon - Attracts angel-winged Baldies toward the Balloon where they will land underneath it. This can be used to divert enemy scientists who are delivering offensive inventions. If the Balloon is over water it just makes the poor Baldy land in the water.

Shark Bait - Drop the bait on the ground and it will attract more land sharks or level

equivalents into the area, which will eat more enemy people. Don't worry your baldies should be immune.

Shark Repellent - If you notice more people than usual are being eaten by land sharks, drop some repellent on the land which should stop them eating your baldies.

Teleporter - Click on the Teleport icon then click where you want to put the Teleporter. To place the second pad (the receiver), click on the spot to which you want quick access once the scientist has delivered. If you do something else before placing the second pad, just select the Teleport icon again to place the second pad. (Hint: Try placing a teleporter target bang in the middle of a minefield.)

Fertility Plus - You can drop this on your house causing all of the workers to breed quicker for a short period of time. (Hint: try experimenting with the Science house by dropping different animals onto it's roof.)

Fertility Minus - Has the opposite effect, making all the workers breed slower. This is a good strategy for handicapping the enemy.

Skunk bomb - Very smelly indeed. In fact so much so that if you drop one on the roof of a house, it will make most of them run out to escape the stench. This makes a good way to kick people outside into a cunningly placed landmine field.

Gas mask - Gives everyone inside the house protection against skunk attacks.

Exploding Cow - Place the Cow on the landscape and watch as the Baldies are attracted to it. When there is a fixed number of Baldies around the cow, it 'moos' and then explodes, killing all around.

Snake - Try dropping the Snake invention for a quick and easy way to kick enemies out of the trees.

ACTS OF YOU

These will have different effects depending on where they are used.

Earthquake - If you are finding it tough attacking the enemy who has taken refuge in the trees, just create an earthquake. It will shake most of them out of their trees and houses (but will shake out your Baldies too).

Flamehead 1 - Click on this, then on an enemy to kill a single character.

Flamehead 2 - Will kill more enemies than Flamehead 1 and a larger area is affected (Hint: Try using the Skunk Bomb on a house then using this invention for maximum enemy damage.)

Flamehead 3 - Will kill more enemies in an even larger area.

Storm 1 - Click on the icon, then on the area where you want a storm. The storm will begin and the rain will come down on the entire land, but only those in the area will be affected. Storm 1 will slowly force any flying winged characters to the ground.

Storm 2 - Affected area is larger and the storm is stronger. Those in flight will be grounded quicker. The storm will occasionally flood small patches of land. (Hint: On the Icy levels, use the Storm to add land to the map.)

Storm 3 - Affected area is greater. More of the land will be flooded. Anyone in flight will be immediately grounded near the centre of the storm. (Hint: On the Icy levels, use the Storm to add land to the map.)

Mass Pagga - When the game has been going on for a while and you want to see who is ahead, just drop this down. Everyone from all teams gets kicked out of their houses, turned into Soldiers, then angels, and flown to a newly created island in the middle of the world. Now they can fight it out once and for all to determine a winner.

Angel cloud - A very powerful invention, which turns angels from the opposing side into members of your team. If placed properly this can be used to stop enemy air based attacks, forcing them to take a land-based approach unless the enemy wants to forfeit his population. (Hint : try placing an Angel cloud near a Balloon you have just placed.)

Rock Rain - Drops Rocks from the sky. If a rock lands next to a house, it will prevent it from building up. If a rock lands on a Baldy or a Hairy he will be squashed.

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