Baldies™
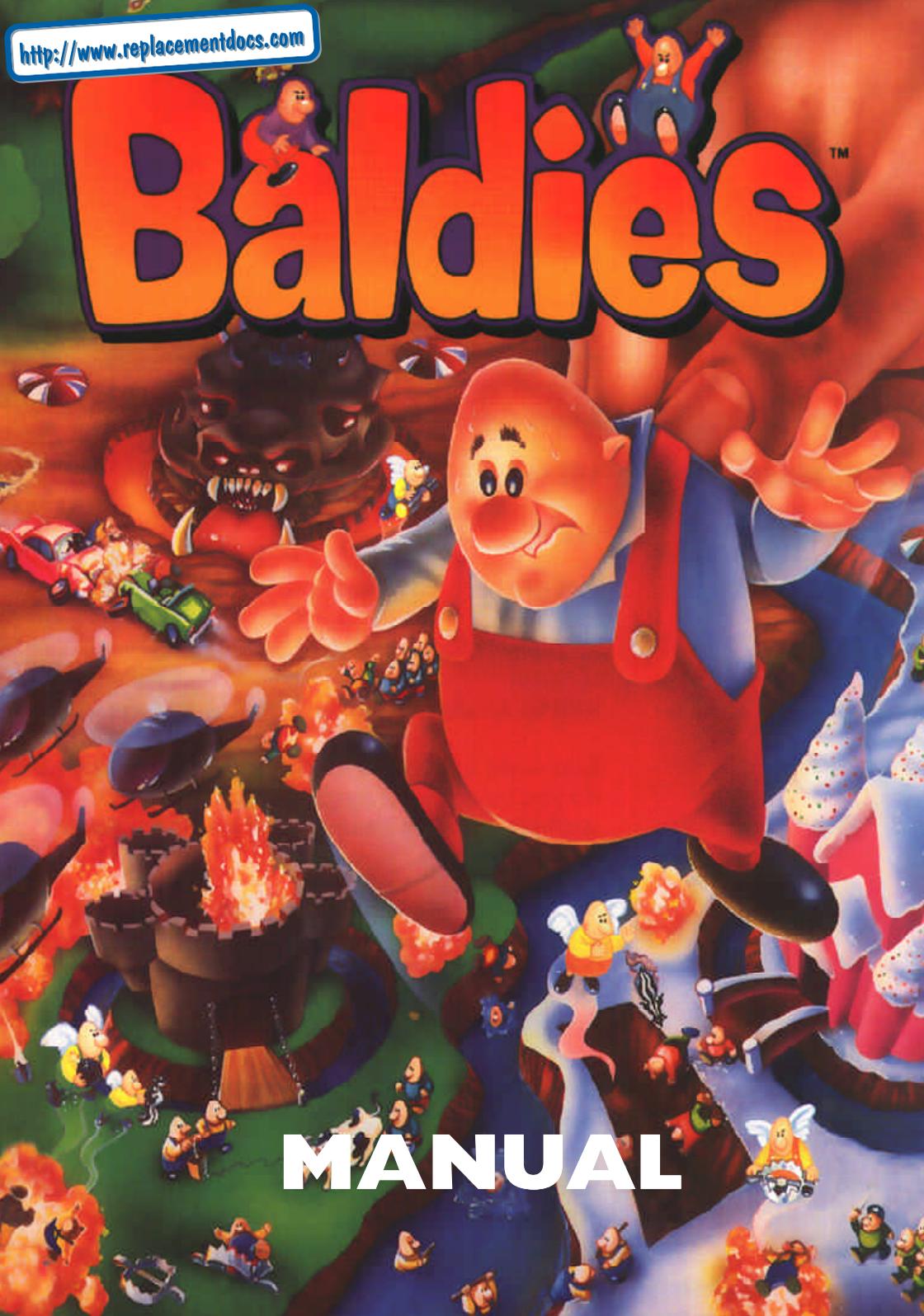
MANUAL

WINDOWS 95

Log in Screen

Click on one of the empty name boxes and type your name. Baldies can now track your progress. The next time you play, your name will be on the list. Just click to select your name, and you'll be able to continue right where you left off! Up to 6 players can save their names so they can all start at or below the last level they completed.

Level Select Screen

The top box shows the five different worlds in the Baldies universe: Green, Ice, European, Desert and Hell. Each world has lots of levels to conquer, which are shown in the larger box below it. Use the mouse to move your pointer around the screen. Move the pointer to the right or left arrows and press the Left mouse button to scroll through the levels. The worlds and levels must be completed in order, and until they're completed, you can't go on to the next level or world. The level picture in the centre of the screen will have a red X if the level is not yet accessible, but you can replay any level you've previously completed. When you've made your selection, move the pointer to the 'Thumbs up' Baldy in the lower right corner. Or, move the pointer to the level on the screen, and click the Left mouse button. To quit the game and go back to Windows 95, click on the 'Waving Goodbye' Baldy in the lower corner at any time.

CONTROLS

Moving around in Baldies is easy. Your mouse controls most of the functions. Use the Left mouse button to select and move items and to move around the screen. Use the Right mouse button when using the Advisor Baldy to find out what items are, and for other special commands.

Mouse
Moves pointer or hand all around the screen.

Left mouse button
Selects icons, performs game actions.

Right mouse button
When the Advisor is on, click to identify objects, other special functions.

P
Pauses and restarts the game.

Esc
Quits the current level and goes back to the Level Select screen

You can use the number keys located near the top of your keyboard (not the ones in the number pad) to select some of the icons on the screen:
1. Worker Baldy
2. Builder Baldy
3. Soldier Baldy
4. Scientist Baldy
5. Angel Wings
6. Flag
7. Shovel
8. Hand

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. Click the Left mouse button on the icon to use these.

PANELS

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 single click 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.

Builder Icon
Functions as the Worker Icon, except the Baldies are turned into Builders.

Soldier Icon
Functions as the Worker Icon, except the Baldies are turned into Soldiers.

Scientist Icon
Functions as the Worker Icon, except the Baldies are turned into Scientists.

Angel Wings
There comes a point in the game when there is just not enough time to pick Baldies up with the Grab Hand (below) 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 the inside of a house 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 a small amount of energy, but it's a small price to pay bearing in mind its usefulness as a tool. This icon is initially turned off when the level starts, and comes on when you have built four houses and have sufficient Red energy.

Shovel
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. This icon is turned off when the level is started, and will come on after you have built three houses and have sufficient Red energy.

Construction Flag

When you need to build a new house on the land, stake your claim on the land by planting the Construction Flag. All the Builders in the vicinity will see this and instantly start making their way to the flag, where they will start building a house. The flag 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.

Grab Hand

You can use the Grab Hand for more than just picking up your own team's Bald population. It can also be used to pick up rocks, sticks, rabbits and anything else that's not nailed down to the ground. 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. 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. But be ultra-careful not to click on Helicopter blades as they can hurt those little fingers of yours, making it impossible to pick things up for a while. Carrying things around the map will cost some energy; the heavier the object the more energy it takes. Baldies are fairly light, cows are extremely heavy. When the 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 posses.

Red bar: Worker power bar

The red bar will fill up when you have worker Baldies outside. It is drained when panel tools 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 they 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 forced into 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 (picture) 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

Clicking on the Magnifying glass will zoom you into the screen, clicking again will zoom you out of the screen. 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.

Panel placement

The Main panel can be placed on any side of the screen. Clicking on the Panel placement icon will move the panel around the screen. This is useful when the mini-map is open as the screen can get rather busy if all the Panels are together at the bottom.

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.

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 click 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 left mouse 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. Click on the Baldy type you want on the Main panel (Worker, Builder, Soldier or Scientist). Then click the Left mouse 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!

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 housing
Scientists' labs
Soldiers' Barracks

General Houses

Are perfect for exactly that - 'General' housing. 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.

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 in the quickest manner. The more Soldiers inside the Barracks, the quicker they make the ammunition is made. The barracks is also a very difficult house to overrun unless you send in lots of opposing Soldiers to try and storm it.

Extensions can also be built onto your houses. When you have a medium house, it's possible to build a garage onto the side. This will allow the scientists to invent a car, which can be driven around the world knocking over Baldies. When the first Castle has been built, you can build a Helicopter pad onto the roof, allowing the scientists to invent a Helicopter, which can then be used for deathly bombing missions.

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 from bottom left going clockwise:

Workers' Room
Builders' Room
Scientists' Room
Soldiers' Room

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. Workers are glad to be indoors after a hard day's graft, as it revives their little legs, ready for another day.

Builders' Room

Whilst inside the house, Builders will repair the house furiously 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 clicking 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 'Spade' 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. Once they are in the hall, you can move the cursor around and watch as the Baldies follow your cursor, looking avidly to see what you want them to do. 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. Baldies inside the trees are rewarded by having their energy boosted slightly. This makes them more agile and eager to get on with their terrestrial-based tasks.

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.

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 mores 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.

Trap 3

Trap 3 will deal with the car. (Hint: try using this to stop your Baldies being run over.)

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 click on 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 Baldy 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. (Hint: On the Icy levels, use the Storm to add land to the map.)

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.

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 and the helicopter will crash.

Mass Pagga
When the game has been going on for a while and you want to see who is ahead, just drop this down and it will make the computer 'take over'. 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 growing. If a rock lands on a Baldy's head, he will be squashed.

VEHICLES

Car

To build a car, you must first build a house with a garage (by selecting the appropriate icon in the Builders' room of a red house when this option becomes available to you). You will then be able to invent a Car. Once invented, click the Car icon on the inventions panel, then click on the garage. You are now motorized. Take control of the Car by clicking the Left mouse button on it; release control by clicking the Left mouse button again.

(Hint: Hit and run situations are legal in the Baldies' world).

Helicopter

First, build a Helipad when it appears as an icon in the Builders' room of a large house. Then you will be able to invent the Helicopter. Click on the Helicopter icon on the inventions panel, then on the Helipad, to make the helicopter appear. Take control by pressing the Left mouse button on the helicopter in flight. Drop bombs by using the Right mouse button. (Remember, bombs use energy from the Green power Bar.) Release helicopter control by clicking the Left mouse button. (This is one way to eliminate Baldies with Angel wings).

Anything else you see may be useful. Try experimenting! There are lots of things to find and use. Drop things you find into various buildings and see what happens. If in doubt, try it out...

THINGS TO DO

1. Inventions are not always a one-shot affair, for instance electricity just loves the wet, so if it's raining you know it's time for the sparks to start flying. Most inventions can be combined, with up to four levels of enhanced effect.

2. If that pesky enemy is winging his bald crusaders across the murky waters to your home patch, why not mince them to a pulpy mess with the rotor blades of your helicopters - it's bound to make an impression.

3. Try blowing up land mines near everything, there are specials just waiting to be discovered. A good Baldy commander knows the rule - if it's still, blow it up, if it moves, burn it.

4. Fish just love you to feed them goodies and they will often reward you with themselves if your grab hand is fast enough.

* How do I make the lights in the House go on?

You don't. When it gets dark, the Baldies will turn the lights on for you.

* How do I get my Baldies to attack the enemy's House?

By dropping your team-coloured Shield onto an enemy house. Baldy Soldiers are always attracted to their team Shield, so by moving the Shield you can direct them where to go. The Shield has an influence over the Soldiers of around two screens away. Soldiers outside this area will wander around of their own accord.

* How do I get the Soldiers to fire bullets?

By having a Barrack for storage and by putting Soldiers inside the houses so they can manufacture the Bullets.

* What inventions can be used together?

All Inventions can be used together, but some are designed to work in conjunction, such as the Skunk and a Popperfield/Minefield. Drop the Skunk invention onto the roof of an enemy house and watch as the Enemies run outside and get filled with Helium gas until their heads pop off, or explode into five pieces as they run over a landmine. Another invention set are the 'Electro' inventions. These electrocute the Baldies as they run over them. There are three types of 'Electro'. They seem to differ only in the length of time they last, but if you deliberately make it Rain with the rain storm invention, and a Baldy runs over the wet 'Electro', Baldies in the vicinity also get fatally shocked. The extent of fatality is dependent on the stage of the 'Electro'.

* How do the inventions get turned on in my invention-list?

When the player starts the game they have the 'basic' set of around five inventions - the actual number is dependent on the Level. As the Baldies house grows in size, inventions are added to the invention-list. Different types of House also add inventions to the list, for instance if you tell the Baldies to build a garage onto the side of your house, then the Car invention appears in the list. If you build an army barracks this will add offensive weapons related to an army barracks to the invention-list.

To keep the game well paced, some of the more advanced inventions are added to the game as it progresses through the levels.

* What Vehicles can I invent?

The main two are the Helicopter and the Car (in various forms). The Helicopter can be taken on Bombing runs to take out the enemy's castle or Nursery. Another extremely powerful use is the ability to fly into the enemy's Baldies, mincing the flying scientists as they deliver inventions. The Car can be used to mow the enemy down as they invade your land, as well as enable you to play the Baldies Grand Prix on a Network game.

* Why do I want to make it rain?

There are three stages of rain storm. The larger the storm, the more damage it does to the surrounding area, eventually taking chunks out of the land. The flooding can drown Baldies if they are standing on the land as it disappears.

* How do I make it rain fish?

Catch a goldfish and drop it on a Science lab roof.

* What do the goldfish do?

You can pick them up and feed them to your Baldies, increasing their energy.

* Can I take inventions from one level to the next?

Yes, but you can only take a stage 3 invention over to the next level. The invention is also 'Downgraded' to a stage 1 invention when it gets carried over.

* Do I need to complete every single level?

No, there are secret warps, which look like large rocks in the ground. You can blow these up in the ground with a stage 3 landmine. The Baldies can them be dropped or simply run into the warp which will turn on a level further into the game such as level 32. When starting level 32 you will start with the 'Basic' number of Baldies that were warped from the previous level.

* Are there any hidden or Bonus levels?

Yes, absolutely loads. As you progress through the game, the Bonus and hidden levels will 'appear' on the level selection screen. Other levels are Bonus levels where you are asked to complete a certain task which, completed correctly, can give you extra Baldies on the next level you play. The Bonus levels consist of puzzles and tasks, for example, 'Knock over as many Baldies as you can with the Car in 1 minute' (this Bonus level will give you one Baldy for every five you successfully run into the dirt). 'Save as many Baldies as possible from the Minefield in 30 seconds' is another Bonus level, where the survivors provide you with a helping handful of Baldies for the next stage.

* Where is the Helicopter?

You must first build a Helipad onto the roof of a stage 1 Castle before the Helicopter invention will be added to the invention list.

* Why can I no longer drop Bombs on people from the Helicopter or Submarine?

Because you either have no 'Soldier' energy on your panel (Green bar) or you have not created a Barracks, allowing Bombs and Bullets to become active.

* What do the other animals do?

All the animals have other purposes. Nearly all the animals can be used in some way by the Scientists for experiments. This allows them to dream up some wicked inventions, for example the Exploding Cow, which attracts your enemies towards it before exploding, spreading itself over the map and killing the enemy Baldies (or your own) at the same time. If you or the enemy unwittingly picks up a cow that has been tampered with and drops it in your house for inventing on, the cow will explode inside the house, killing all the inhabitants. (This strategy is particularly annoying for the other players in a network game.) Rabbits and Foxes are used for population control. Skunks are used to chase people out houses, hopefully into a previously planted minefield or trap. Fish, Dolphins, Snakes and all the other animal fodder can be used in some way or other. Most animals can also be dropped onto traps and mines, allowing the player to 'detonate' them.

* How do I actually experiment on the animals?
You need to build a Science lab so that the Scientists have enough room for the Animals.

* Is it true that I can really set the Baldies on Fire?
Yes, with the singular Firebomb invention, and the Mass-firebomb invention, which takes out an area of Baldies at the one time.

* How do I make the Baldies urinate?
You don't. When the Baldies need to relieve their bladders, they will do it themselves. The best place to catch them is on a small Island with a large house such as the Castle placed directly in the middle. When necessary, the Baldies will then do their thing against the side of the house or in the Castle's pond.

* Where are the 'Wings' and 'Shovel' on the panel?
The Shovel will appear on the panel when you have enough houses and when you have enough energy. The Angel Wings Icon will appear once you have a combination of enough Energy, Houses and Baldies.