

# Blender Bros. Mini Bros Guide

by MotherKojiro

Updated to v1.0 on Dec 14, 2017

Blender Bros:

A Guide to Mini Bros.

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Note: This work is mine exclusively. I've spent several hours writing it. If you don't believe me, try writing one yourself. Anyway, if you need to contact me, just send me an e-mail. E-mails have 3 main criteria. First of all, they need a subject line that tells me that the message is about my walkthrough. Another important criterion is that it needs to be suggestions about the walkthrough. I don't appreciate invitations to blogs, invites to chat rooms, flaming, or anything like that. Your suggestions can be anything from spelling and grammatical errors to new sections you think I should add. The only other reason you should be writing to me is to ask me to use this guide on your website. You cannot do so without my consent, as it is illegal. All you need to do is ask and it is highly unlikely that I will deny you the use of this guide. You also have to give me credit for writing this. Failure to do so is plagiarism. I appreciate your cooperation. Thanks for choosing this guide.

~Kojiro

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History  
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Version 1.0 - A guide to where to find and how to transform all Mini Bros.

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Table of Contents  
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- I. Intro
- II. Thanks
- III. Mini Bros. Locations
- IV. Stages
- V. Record Combinations

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I. Intro  
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I'd never heard of this Platformer before I picked it up, and it turned out to be a fairly standard romp through familiar environments, but what made it stand out was the Mini Bros. They're these weird little things that follow you around and do different things for you. Because Pokemon had already exploded, you not only find these guys in certain areas, but also can transform them into more powerful versions. Of course, there aren't nearly as many, nor is the system terribly deep. Whatever; these guys remind me more of the animals from Crusader of Centy, anyway.

While playing through this game, I figured it'd be worthwhile to take notes and formalize them into a guide later. I actually played this on a 24-hour train ride to an unforgettable weekend wedding in Chicago.

This guide is for those who wonder how many there are, where they are, and what kinds of records to feed(?) them. It also details what they do for you.

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II. Thanks  
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Nintendo for making the Game Boy Advance.  
AI for making this game.  
Infogrames for publishing the game and many other classics.  
My lady for putting up with me.  
Bri and Danny, my favorite newlyweds, for their ridiculous 3am stories.  
GameFAQs for hosting this guide.  
You, the reader.

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III. Mini Bros. Locations  
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Here we are at the meat of it all: the Mini Bros., where to find them, and what they do. The format that I use is as follows:

Name [Where it is found] (What it does)

====

Record to give it - Result of giving it the record

For instances in which the location is a stage, this gives more detailed instructions as to where in said stages they will be found. Musical combinations will not be detailed here, because they're very self-explanatory; the information given here will be sufficient. Start means that you begin the game with it, but you can also find another in a stage if you use it up in a transformation.

Malen [Oasis 3] (Heals you)

=====

Classical - Polen

From the start, go right and bounce on the spring. When given the choice, take the lower pipe; at the end, jump into the hoop and veer left.

Polen [Malen + Classical] (Heals you; faster regen)

=====

Reggae - Melen

Melen [Polen + Reggae] (Heals you; fastest regen)

=====

None

Nuckle [Start, First Heaven 2] (Attack)

=====

Reggae - Backle

Go right until you reach a shaft with orange bats; drop to the bottom, and go into the background. From here, go right, climb up, and make your way to the left side of the area, where Nuckle will be waiting.

Backle [Nuckle + Reggae] (Attack further)

=====

Rock - Banuckle

Banuckle [Backle + Rock] (Attack furthest)

=====

None

Blon [Diva 3] (Block next hit)

=====

Rock - Silva

When climbing the vine just before the wing power-ups, take the first path available, rather than climbing to the top.

Silva [Blon + Rock] (Block next hit; faster regen)

=====

Classical - Goldo

Goldo [Silva + Classical] (Block next hit; fastest regen)

=====

None

Neon [Shelltar1] (Light dark rooms)

=====

Reggae - Yoobie

Descend until you see the first tunnel leading to the background. Head right, and use the ball to break the green barrier; Neon is right on the other side.

Biyoyo [Fog 1]

=====

Rock - Booyan

Head right until you reach the end of the level, but jump over the exit to find him just a bit further.

Puwape [Oasis 1] (Ride on water)

=====

Classical - Cyupy

Fall into the first hole you see, and head right past the bones.

Spish [Fog 3] (Invincible dash attack)

=====

Rock - Icyoo

After defeating the boss, head right and into the background. Now, head left, and into the foreground. Head right again, cross back left along the poles overhead, and climb up. At the top, go right to find Spish at the end.

Gallia [Millitar 3] (Temporary invincibility)

=====

None

Make your way through the stage until you reach a platform with 3 green roosters; take care of them and instead of traveling across the pipe in front of you, travel up the diagonal pipe to a platform, where Gallia can be found.

Banbo [Final Stage 1] (Full-screen attack)

=====

None

After the path splits into high (platforms) and low (pipes), and then converges again, you will find a sneaker power-up. Not far from there is a platform above

a downward incline; get on it, and then up to the platform to the left by using Biyoyo. There is a hidden pipe to the left of this platform, so it may be possible to reach it from the aforementioned upper path.

Booyan [Biyoyo + Rock] (Rotating Shield)

=====

None

Yoobie [Neon + Reggae] (Revives you after death)

=====

None

Icyoo [Spish + Rock] (Freeze enemy; 2x damage)

=====

None

Cyupy [Puwape + Classical] (Steal enemy health; 5 charges)

=====

None

Chronoar [Oasis 2; varies?] (Stops Time)

=====

None

The game suggests that the location of this Mini Bro can vary, but I found it in Oasis 2. At the very beginning of the stage, use Biyoyo to ascend to where this Mini Bro is waiting.

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IV. Stages

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This section details which stages have Mini Bros. and where to find them, in case that's easier for you. I will use the following format:

Stage [Name of Mini Bro]

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Oasis 1 [Puwape]

=====

Fall into the first hole you see, and head right past the bones.

Oasis 3 [Malen]

=====

From the start, go right and bounce on the spring. When given the choice, take the lower pipe; at the end, jump into the hoop and veer left.

Diva 3 [Blon]

=====

When climbing the vine just before the wing power-ups, take the first path available, rather than climbing to the top.

First Heaven 2 [First Heaven 2]

=====

Go right until you reach a shaft with orange bats; drop to the bottom, and go into the background. From here, go right, climb up, and make your way to the left side of the area, where Nuckle will be waiting.

Shelltarl [Neon]

=====

Descend until you see the first tunnel leading to the background. Head right, and use the ball to break the green barrier; Neon is right on the other side.

Fog 1 [Biyoyo]

=====

Head right until you reach the end of the level, but jump over the exit to find him just a bit further.

Fog 3 [Spish]

=====

After defeating the boss, head right and into the background. Now, head left, and into the foreground. Head right again, cross back left along the poles overhead, and climb up. At the top, go right to find Spish at the end.

Millitar 3 [Gallia]

=====

Make your way through the stage until you reach a platform with 3 green roosters; take care of them and instead of traveling across the pipe in front of you, travel up the diagonal pipe to a platform, where Gallia can be found.

Final Stage 1 [Banbo]

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After the path splits into high (platforms) and low (pipes), and then converges again, you will find a sneaker power-up. Not far from there is a platform above a downward incline; get on it, and then up to the platform to the left by using Biyoyo. There is a hidden pipe to the left of this platform, so it may be possible to reach it from the aforementioned upper path.

Oasis 2 [Chronowar]

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The game suggests that the location of this Mini Bro can vary, but I found it in Oasis 2. At the very beginning of the stage, use Biyoyo to ascend to where this Mini Bro is waiting. This is at the end of this section, because you need all of the other Mini Bros. before he shows up.

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#### V. Record Combinations

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For those who just want to know which records to give to which Mini Bros., I have created this section. The format that I use is as follows:

Original Mini Bro + Record = New Mini Bro

Malen + Classical = Polen

Polen + Reggae = Melen

Nuckle + Reggae = Backle

Backle + Rock = Banuckle

Blon + Rock = Silva

Silva + Classical = Goldo

Biyoyo + Rock = Booyan

Neon + Reggae = Yoobie

Spish + Rock = Icyoo

Puwape + Classical = Cyupy

To get a full set of Mini Bros., you will need 4 Classical, 4 Reggae, and 5 Rock records, which will cost you a total of 130 bones.