

# Mighty Beanz: Pocket Puzzles FAQ/Walkthrough

by Lisanne

Updated to v1.01 on Apr 12, 2007

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1. INTRODUCTION  
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Mighty Beanz involves matching separate bean halves within an 8 x 6 grid. Sound baffling? Well, yes, but once you've played a level, you'll understand what that means and there's really no way to explain it. Sorry! The best way to get the hang of this is to jump right in at the deep end and try it for yourself. It's not really so hard. If you've never played, I recommend starting at the beginning of this guide and working your way through, as we've included gradually more advanced strategies towards the end of the guide. Section 4, "Puzzle Mode Normal", includes a basic strategy section at the start, so the best thing is to start here. Enjoy!

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2. CONTROLS  
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D-pad - move through grid.  
A button - hold down to move a bean half.  
B button - use a power-up.  
L and R buttons - switch between power-up types.  
Start button - pause the game.

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3. PUZZLE MODE NORMAL  
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This section will include a quick introductory guide to how to play the game, followed by a list-form section on basic strategies, and then the descriptions of the levels themselves. As each level is randomly generated, I can't offer specific strategies in this section, but each level will conform to a basic pattern of speed and difficulty which will never change for that level.

If you have never played this game before, check the How To Play section first and read through the strategies. If you wish to find the solution to a level you're having problems with, you can search for that level within this section by using the CTRL + F function. Search for level names written in the following format: "Level 46".

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How To Play  
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There are two basic types of level in this mode: those levels where you clear

a set number of beans before the screen fills up with newly fallen pieces, and those where the screen starts out full and the idea is to clear all the beans from the screen before the time limit runs out. For simplicity, I'm going to categorise the levels in each case as either "Normal" or "Timed".

Peculiar symbols will flash over a bean half at regular intervals during game play. When this happens, try to match two bean halves at the exact place that the symbol flashes - this is how you collect power-ups, which are mentioned throughout this guide and which you'll find helpful to aid game play. There are three types of power-up available in the Puzzle Mode levels:

2X Use this to count double the number of beans matched. Fairly useless.

TIME FREEZE This will temporarily stop new bean halves falling onto the screen from above.

WILD CARD Use this to destroy all halves of the type you activate it on.

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### Basic Strategies

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#### a. Normal

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- o Don't use all your power-ups as soon as you get them. You'll be needing them to complete the later stages, so it's a good idea not to use them too soon.
- o When deciding which power-up to use, think fast and plan ahead. Change the indicator to show which item you'll need at the start of the level.
- o If you're having trouble matching the number of beans required to complete level before the screen fills up, use Time Freeze items as soon as you see the tell-tale wobble starting. Keep eye on the flashing clock - be ready to hit the B button again as soon as it stops flashing if you still haven't saved yourself.
- o If the problem is that you have multiple halves of the same type that don't match, use a wild card to get rid of them all. This clears a chunk of the screen and each bean you hit will detract from the total required to finish.
- o If you're running out of power-ups, play Time Trial for a while. The first few levels of Time Trial are great for collecting power-ups fast, and later you'll be able to return to the puzzle mode and carry on where you left off with a whole bunch of new items.
- o If you're not sure which top half matches with which bottom half, there's an indicator towards the right side of the screen that shows the half you need to find on a display. Bear in mind that matching pairs aren't always colored logically.
- o Quite often you may find that the screen is filling up quickly with halves that don't match. When this happens, ensure that you always check the bottom few rows every so often - quite often, you'll find that you have a top half on the bottom row for a matching bottom half near the top somewhere.
- o If some columns fill more quickly than others, drag pieces around to try to get the column heights as equal as you can within the time you have. This helps prevent any columns starting to wobble before the screen is full.

## b. Timed

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- o You can't use power-ups here, but you won't really need to anyway so don't worry.
- o If you fail to clear the level before the time runs out, you'll still get through to the next level, but with a lower score. Treat these levels as incidental bonuses.
- o If you're totally stuck, drag a few rows around for random matches to start happening, and take a quick look around the screen to get your bearings.
- o The design of these levels is such that you won't encounter new pieces in them very often. You can use this to help familiarise yourself with them sooner, to enable you to complete the later levels with more ease.

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## The Levels

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Whilst the first few levels are so, so easy that you can literally sit back and watch the game do the work for you, later levels are excruciatingly hard. There are a couple of steep jumps in difficulty as you go along, but if you keep on trying, they soon become easier. I remember being stuck on level 11 for a while at first, but since I beat the game, I don't know what all the fuss was about!

### Level 1

-----

Type: Normal

Difficulty: Laughable

Requirement: 5 matches

Fill rate: Tedious. 2 pieces fall at a time.

Notes: Sit back, relax, and watch the game match all the pairs. This level is by no means an indicator of the difficulty of the rest of the game, and it's a good job! Getting a full screen is impossible.

### Level 2

-----

Type: Normal

Difficulty: Laughable

Requirement: 10 matches

Fill rate: Tedious. 2 pieces fall at a time. Occasional 1 row.

Notes: You'll be tired of the novelty of letting the game do the work by now most likely, but if not, then get one or two out of the way to make time fly. I doubt you can lose this one. It'd take effort.

### Level 3

-----

Type: Normal

Difficulty: Very easy

Requirement: 15 matches

Fill rate: Very slow. 2 pieces fall at a time. Occasional 1 row.

Notes: No real strategy needed here. You know the drill. Watch out for pieces stacking as they fall all in one column - just move them out of the way if you need to.

#### Level 4

-----

Type: Normal

Difficulty: Very easy

Requirement: 20 matches

Fill rate: Very slow. 2 pieces fall at a time. Occasional 1 row.

Notes: You're starting to build up a collection in your bean case, which means that more piece types are appearing in the levels now. Just remember them as you go on, and take your time - the requirement is still very easy here.

#### Level 5

-----

Type: Timed

Difficulty: Very easy

Time limit: 1:26

Notes: You should be used to all these beans by now, as they've all appeared in the game so far. Hopefully you'll immediately be able to see the matches you need and pair them accordingly. Treat this as your first bonus, and have fun!

#### Level 6

-----

Type: Normal

Difficulty: Very easy

Requirement: 25 matches

Fill rate: Slow. 1 piece falls at a time. Very occasional 1 row.

Notes: Although only 1 piece falls at a time for most of the level, this does happen with greater speed than the first level. Keep an eye on column heights. Shouldn't be a problem for you so long as you keep looking at the bottom row to make sure you haven't missed anything.

#### Level 7

-----

Type: Normal

Difficulty: Very easy

Requirement: 30 matches

Fill rate: Slow. 1 piece falls at a time. Very occasional 1 row.

Notes: This level is virtually identical in style to the last level, but with added bean types. Not much else to say.

#### Level 8

-----

Type: Normal

Difficulty: Very Easy

Requirement: 35 matches

Fill rate: Slow. 1 piece falls at a time. Very occasional 1 row.

Notes: There's a jump in the number of pieces required to complete this level, but again it's slight, and compared to later levels this one is very easy. More of the same again, basically. Don't worry - it changes soon.

#### Level 9

-----

Type: Timed

Difficulty: Very Easy

Time limit: 1:23

Notes: You'll be matching the new pieces that appeared in the last few levels here. Not much to say - if anything it's easier than the last timed bonus - the time limit hasn't gone down by much, and there are few bean types to match. Very easy timed level.

#### Level 10

-----  
Type: Normal

Difficulty: Easy

Requirement: 40 matches

Fill rate: Medium. 2 pieces fall at a time. Occasional 1 row.

Notes: No new pieces to tackle this level, but the speed required starts to pick up here. Given that you should recognise the pieces, it's still easy, but this level's purpose seems to be to get you used to the normal pace of the game from here on out. You might need a couple of attempts on your first playthrough to get the hang of this, but you'll find it easier next time round. Just look at the bean types and increase your own pace accordingly.

Level 11

-----  
Type: Normal

Difficulty: Easy

Requirement: 40 matches

Fill rate: Medium. 2 pieces fall at a time. Regular 1 row.

Notes: The pace here is slightly faster than the last - the screen starts with three rows instead of two at the bottom, which you won't be used to, but which is usual from here for the rest of the game. The fill rate is pretty much the same as last time, the exception being that 1 rows fall with slightly greater frequency than the last level. You won't recognise many of these pieces - you may take a few attempts to get through this level the first time you play, but it's certainly nowhere near as difficult as the later levels. Just relax and try to focus on quickly learning the appearance of the unfamiliar beans.

Level 12

-----  
Type: Normal

Difficulty: Easy

Requirement: 40 matches

Fill rate: Medium. 2 pieces fall at a time. Regular 1 row.

Notes: This level introduces just a few new pieces, but most of the pieces should be recognisable now. The pace is pretty much the same as the last level. Not much else to say.

Level 13

-----  
Type: Timed

Difficulty: Easy

Time limit: 1:26

Notes: This timed level uses the new pieces you've faced in the last few levels, but no new ones. It's still easy - just relax and enjoy it!

Level 14

-----  
Type: Normal

Difficulty: Easy

Requirement: 40 matches

Fill rate: Medium. 2 pieces fall at a time. Regular 1 row.

Notes: Lots of new pieces are introduced here, and pieces fall with the same pace you are used to. Initially at least, this level will seem daunting, but given the speed, requirements and number of pieces being introduced that you will now be used to, this level is again more of the same difficulty you have faced before.

Level 15

-----  
Type: Normal

Difficulty: Easy

Requirement: 40 matches

Fill rate: Medium. 2 pieces fall at a time. Regular 1 row.

Notes: Again, a few new pieces, but again, it's nothing you haven't been made used to from the last few levels. You shouldn't have too much trouble here, once you have learned to recognise the new pieces.

Level 16

-----

Type: Normal

Difficulty: Easy

Requirement: 45 matches

Fill rate: Medium. 2 pieces fall at a time. Regular 1 row.

Notes: Along with the increased requirement comes a slight respite in new pieces being introduced. In fact, there aren't many pieces at all to match here, so you shouldn't have any problems clearing this level.

Level 17

-----

Type: Timed

Difficulty: Easy

Time limit: 1:26

Notes: This is a timed level where you get the chance to test your knowledge on the new pieces you've been collecting in the last few levels. Have fun!

Level 18

-----

Type: Normal

Difficulty: Easy/Medium

Requirement: 40 matches

Fill rate: Medium. 2 pieces fall at a time. Regular 1 row.

Notes: The increase in difficulty is due to the number of different types of bean that show in this level. There are a few new pieces here, and quite a few of the pieces you've already been introduced to. This means that quite often you'll have plenty of pieces that don't match anything else on the board, so you'll be waiting for more to drop to clear those, but meanwhile you'll be familiarising yourself with the pieces already there. The requirement drops back to 40 to give you more chance to achieve this.

Level 19

-----

Type: Normal

Difficulty: Easy/Medium

Requirement: 40 matches

Fill rate: Medium. 2 pieces fall at a time. Regular 1 row.

Notes: This is pretty much the same as the last level in its spirit, with a few new pieces again. Nothing you're not used to by now.

Level 20

-----

Type: Normal

Difficulty: Easy/Medium

Requirement: 45 matches

Fill rate: Medium. 2 pieces fall at a time. Regular 1 row.

Notes: Again, pretty much the same as the last level. Just another couple of new pieces, but nothing too tricky.

Level 21

-----

Type: Timed

Difficulty: Medium

Time limit: 1:03

Notes: The increase in difficulty reflects the lower time limit and inclusion of new pieces in this timed level. You won't be used to this yet - just focus on the pieces you are already familiar with and try to hurry. It's easier the next time you try it, when you already recognise the pieces. Clear the ones you know as quickly as you can, and the rest fall into place as you continue.

Level 22

-----

Type: Normal

Difficulty: Medium

Requirement: 44 matches

Fill rate: Medium. 2 pieces fall at a time. Regular 1 row.

Notes: This is more difficult than you're used to, due to the number of new pieces that appear here - there are a few pieces from the last level which you won't have had time to become familiar with yet as well as a whole selection that haven't appeared yet in your game. There are also just a few that you already know. It's tricky at first, but you'll quickly learn the pace. Be prepared to take a few attempts until you get used to it.

Level 23

-----

Type: Normal

Difficulty: Medium

Requirement: 44 matches

Fill rate: Medium/Fast. 2 pieces fall at a time. Regular 1 row.

Notes: Largely the same as the level above, with a few more new pieces again. The game is picking up from here - quite a few different bean types appear. Just go with the flow and keep an eye on the bottom section of the grid. Your main enemy is the speed.

Level 24

-----

Type: Normal

Difficulty: Medium

Requirement: 44 matches

Fill rate: Medium/Fast. 2 pieces fall at a time. Regular 1 row.

Notes: Again, there are lots of new pieces here. The pace is pretty much the same as above. This is very difficult the first time you encounter it, but if you lose on your first try, it's easier the second time you attempt it. The pace isn't so fast you can't beat it, and there are quite a few pieces from previous levels. Good luck, and do your best - as I said, it's much easier at the second attempt.

Level 25

-----

Type: Timed

Difficulty: Medium

Time limit: 1:01

Notes: The difficulty is due to the inclusion of new pieces again. The other pieces here are from the last few levels. Few will be very familiar to you yet and you may find yourself getting matches out of luck more than skill, but keep going. It's not as hard as it appears, since the new pieces all have logical matches, similar in appearance in both halves.

Level 26

-----

Type: Normal

Difficulty: Medium



Requirement: 44 matches

Fill rate: Medium/Fast. 2 pieces fall at a time. Regular 1 row.

Notes: The new pieces from the last few levels appear again here with some more new pieces. By this stage you should be getting used to working at this pace. This level requires effort to clear, but try to remember all the new pieces you've been collecting - you'll be facing more jumps in difficulty yet and at this stage you may well surprise yourself.

Level 27

-----

Type: Normal

Difficulty: Medium

Requirement: 44 matches

Fill rate: Medium/Fast. 2 pieces fall at a time. Regular 1 row.

Notes: More new pieces again, but by now you'll be used to it. You should get through this level without too much trouble. See above for more notes.

Level 28

-----

Type: Normal

Difficulty: Medium

Requirement: 44 matches

Fill rate: Medium/Fast. 2 pieces fall at a time. Regular 1 row.

Notes: Not so many new pieces this time, but a handful nonetheless. The pieces from the last few levels appear here too. Again, it's nothing you won't be used to by now. See above for more details, since this is much the same pace again.

Level 29

-----

Type: Timed

Difficulty: Medium

Time limit: 1:01

Notes: The pieces from the last few levels appear here, alongside a couple of new pieces. The halves match logically so there's no real trouble with finding them out quickly. Good luck!

Level 30

-----

Type: Normal

Difficulty: Medium

Requirement: 46 matches

Fill rate: Medium/Fast. 2 pieces fall at a time. Regular 1 row.

Notes: There are a few new pieces here, and not all beans match logically, so be careful. If things start filling up, concentrate on the ones you know and you'll start to learn the others as you come across them more often. No real jump in pace or difficulty yet, but it'll come.

Level 31

-----

Type: Normal

Difficulty: Medium

Requirement: 46 matches

Fill rate: Medium/Fast. 2 pieces fall at a time. Regular 1 row.

Notes: Again, this is much the same as the last level. A few new pieces as well as plenty of previously included pieces. See the level above for a basic idea.

Level 32

-----

Type: Normal

Difficulty: Medium

Requirement: 46 matches

Fill rate: Fast. 3 pieces fall at a time. Regular 1 row.

Notes: Only a couple of new pieces here - literally. Otherwise it's the same as before. The fill rate is much faster here, even though the only real change is that the regular fill rate pieces fall at a pace of three at a time instead of two. This is due to a general increase in pace. It can seem daunting at first, but it's easier than it looks. Just move quickly and you'll get used to it quicker than you imagine you will.

Level 33

-----

Type: Timed

Difficulty: Medium

Time limit: 0:58

Notes: With less than a minute on the timer, and a few new pieces to match, this level seems very difficult at first sight. Actually, it's surprisingly easy - 58 seconds is more time than you imagine. Fingers crossed - actually, that's a bad idea if you're trying to play a game but you get the idea.

Level 34

-----

Type: Normal

Difficulty: Medium

Requirement: 46 matches

Fill rate: Medium/Fast. 2 pieces fall at a time. Regular 1 row.

Notes: A few new pieces again, and you're having to remember quite a lot by now. Frustrating how much of your memory is taken up with beans, isn't it? By now I bet you're dreaming about matching beans. Well, you'll be glad to know that this level is slower-paced than level 32 - it's still fast, but only two pieces fall at once. It's almost like a break by now.

Level 35

-----

Type: Normal

Difficulty: Medium

Requirement: 46 matches

Fill rate: Medium/Fast. 2 pieces fall at a time. Regular 1 row.

Notes: Again, new inclusions keep the drop in pace from getting boring. Enjoy it while it lasts.

Level 36

-----

Type: Normal

Difficulty: Medium

Requirement: 55 matches

Fill rate: Medium/Fast. 2 pieces fall at a time. Regular 1 row.

Notes: Here you'll have both new pieces and an increased requirement to deal with, but you should be able to handle it at this stage. The game starts to build up to a shift in difficulty from here on out, so I'd recommend making sure you're confident with this pace at this level, ready for you to move on. Just keep your head together and work with the game to prepare for the shift. You'll know you're used to the game's level when you start finding levels very easy, including this one.

Level 37

-----

Type: Timed

Difficulty: Medium

Time limit: 0:58

Notes: Again, the time limit is low and there are quite a few unfamiliar beans

here to clear, but by now this shouldn't be a problem to finish off. New beans aren't all logically matched - be warned.

#### Level 38

-----

Type: Normal

Difficulty: Medium

Requirement: 55 beans

Fill rate: Medium/Fast. 2 pieces fall at a time. Regular 1 row.

Notes: More new additions but the pace is roughly similar to level 36. Again, take the opportunity of the same requirement and pace to get used to how the game flows at this stage before the jump in difficulty next level.

#### Level 39

-----

Type: Normal

Difficulty: Medium/Hard.

Requirement: 55 matches

Fill rate: Fast. 2 pieces fall at a time. Regular 1 row.

Notes: Many new pieces to master appear in this level, and the pace is now faster than you're used to, with the fill rate speeding up. This level is more in step with the increase in difficulty, and you may feel a little unused to having so many piece types in the same level - it's not unusual to have up to four rows worth of unmatchable halves, so this really is getting harder. Just step up your own pace to match this, and if you end up very stuck, you may need to use a time freeze power-up to help.

#### Level 40

-----

Type: Normal

Difficulty: Medium/Hard.

Requirement: 55 matches

Fill rate: Fast. 2 pieces fall at a time. Regular 1 row.

Notes: Yet more new pieces are added here, along with all the pieces from the previous levels alongside them, which makes things more difficult. Remember how you got here and see the above level for more information.

#### Level 41

-----

Type: Timed

Difficulty: Medium

Time limit: 1:26

Notes: As you may guess from the increased time allowance, this level does introduce more new pieces, but you'll be glad to hear they are logically matched to their other halves. You also have plenty of time to match them all together, so a return to medium difficulty is apt here. You'll also get more chance to become more familiar with the new introductions of the last couple of levels.

#### Level 42

-----

Type: Normal

Difficulty: Hard

Requirement: 56 matches

Fill rate: Fast. 3 pieces fall at a time. Regular 1 row.

Notes: We were due this jump in difficulty. We have quite a few new pieces here, as well as plenty of previously included pieces. So many in fact, that you could well end up needing to use a few time freeze power-ups to get the level complete at all. This is a big jump in difficulty and you could well run into trouble from this point. There's nothing I can advise other than to

get used to the pace.

#### Level 43

-----

Type: Normal

Difficulty: Hard

Requirement: 53 matches

Fill rate: Fast. 3 pieces fall at a time. Regular 1 row.

Notes: The drop in requirement relates to the increase in the number of new pieces added - this certainly returns the balance to work against you. You'll need to become familiar with these new pieces fast - the screen fills up at the same pace as before, and again this is a difficult level to get through.

#### Level 44

-----

Type: Normal

Difficulty: Hard

Requirement: 44 matches

Fill rate: Fast. 3 pieces fall at a time. Frequent 1 row.

Notes: This level is harder than it looks. Matching beans isn't a problem - you will find a multitude of pieces from every single level of the game (that includes all the levels from 1-43 inclusive - every single bean is present), and will see lots of familiar matches. The difficulty comes when you factor in exactly how many beans you've unlocked by now - any one of them can and will appear here, so non-matching halves filling up a lot of space is common. What's more, entire rows of falling pieces come very quickly indeed, so the screen will likely fill up. You only need 44 matches altogether. Just get it out of the way as fast as you can, keeping up with the pace, and get ready to use time freeze power-ups or wild card power-ups (either works). You could well need to use them fast here.

#### Level 45

-----

Type: Timed

Difficulty: Medium/Hard

Time limit: 1:26

Notes: Much the same as the last timed level. Again, nothing you're not used to and the time limit's generous.

#### Level 46

-----

Type: Normal

Difficulty: Hard

Requirement: 56 matches

Fill rate: Medium. 2 pieces fall at a time. Occasional 1 row.

Notes: Given the pace you've become adjusted to, this fill rate is nothing. There are less pieces in this level than in level 44, with the number of beans being around the pace of level 43. However, that doesn't alter the fact that there are plenty of pieces being included and therefore it's easy to trap yourself with no remaining matches on the screen - beware of this. I recommend using wild card power-ups to help if things get tricky.

#### Level 47

-----

Type: Normal

Difficulty: Hard

Requirement: 56 matches

Fill rate: Fast. 3 pieces fall at a time. Regular 1 row.

Notes: This feels more like the regular pace, somehow, although having a few helpful power-ups in hand will likely be necessary given the pace. Just do your

best and see level 46 for more information. This is the pace you'll need to get used to now.

#### Level 48

-----

Type: Normal

Difficulty: Hard

Requirement: 56 matches

Fill rate: Fast. 3 pieces fall at a time. Regular 1 row.

Notes: Somehow this really does feel like more of the same, except by now this learning curve is too familiar to be truly difficult. If you work as fast as the game now, you shouldn't have any trouble here. If not, then have some spare power-ups on standby, as ever.

#### Level 49

-----

Type: Timed

Difficulty: Medium/Hard

Time limit: 1:31

Notes: The new beans from previous levels feature here, but by now they should all be relatively familiar. This time limit is too great to be difficult, and hopefully you should find this level more set towards the Medium difficulty spectrum, even though every single bean is different - no more sets of two or three of the same bean appearing in a timed level from now on. The time limit more than makes up for this.

#### Level 50

-----

Type: Normal

Difficulty: Hard

Requirement: 56 matches

Fill rate: Fast. 3 pieces fall at a time. Frequent 1 row.

Notes: The fill rate is very fast here, but can creep up on you, so watch out. While the fill rate for the pieces is relatively less pacy than previous levels, rows fall with increased frequency and this can pose a greater danger, particularly as you may find it's frequently the case that there won't be any (or very few) matches seemingly available. Work with the pace and do your best, but this will be tough to get through without using any power-ups, so make sure you have a good stock of wild cards in reserve and use them before things look too dodgy. Otherwise, you won't have enough time to, once that next row drops.

#### Level 51

-----

Type: Normal

Difficulty: Hard

Requirement: 56 matches.

Fill rate: Fast. 3 pieces fall at a time. Frequent 1 row.

Notes: Pretty much the same speed and difficulty as the last level, and sharing the same strategy.

#### Level 52

-----

Type: Normal

Difficulty: Hard

Requirement: 56 matches.

Fill rate: Fast. 3 pieces fall at a time. Frequent 1 row.

Notes: Again, this level is exactly the same as the last two. Brace yourself though, because this will change. Keep an eye on your Wild Card stock.

#### Level 53

-----  
Type: Timed

Difficulty: Hard

Time Limit: 1:26

Notes: New beans introduced this time, which brings up the difficulty rate a little, but also gives you an opportunity to get used to them.

Level 54

-----  
Type: Normal

Difficulty: Medium/Hard

Requirement: 55 matches

Fill rate: Medium/Fast. 3 pieces fall at a time. Regular 1 row.

Notes: A nice drop in difficulty is caused by the pace. Enjoy it while you can.

Level 55

-----  
Type: Normal

Difficulty: Medium/Hard

Requirement: 56 matches

Fill rate: Fast. 3 pieces fall at a time. Frequent 1 row.

Notes: Back to the pace we'd seen from level 50 now, and accordingly the level of difficulty has risen. Get those Time Freeze power-ups ready in case you need them, but you should be sufficiently used to the pace now to get through without too much trouble.

Level 56

-----  
Type: Normal

Difficulty: Hard

Requirement: 60 matches

Fill rate: Fast. 3 pieces fall at a time. Frequent 1 row.

Notes: This is a tricky one, but it's usual from this stage on. Pieces from levels that featured earlier in the game will appear again here, along with pretty much any pieces that the game feels like throwing at you. The fill rate is also fast, and the requirement has finally risen. The effect of this onslaught is that we're getting closer and closer to a significant climb in difficulty level, and this level is your first taster of how tough the next levels after the jump really will be.

Level 57

-----  
Type: Timed

Difficulty: Medium

Time Limit: 1:40

Notes: It's the return of the early beans here, with plenty of identical pieces to match, and to be honest it's not hard at all. Wheee!!

Level 58

-----  
Type: Normal

Difficulty: Medium/Hard

Requirement: 60 matches

Fill rate: Medium/Fast. 3 pieces fall at a time. 1 row at regular intervals.

Notes: Pretty much the same as level 56 in content, except for the useful inclusion of plenty of earlier beans. There aren't that many different types of piece here so don't worry - it's not as hard as you'd expect from the level. It's all uphill from here though.

Level 59

-----  
Type: Normal

Difficulty: Hard

Requirement: 60 matches

Fill rate: Fast. 3 pieces fall at a time. No 1 rows falling at all.

Notes: If you're slow at matching pieces, this is a hard level. The fill rate is very fast for the groups of 3 pieces. However, the pieces are should be very familiar to you by now, and if you can deal with the fast fill rate for groups, you've got this level nailed easily. The pace is the only thing that's speeding up here, and then, it's only for groups of 3. Not too much to deal with, certainly by now, especially when you factor in the complete absence of any rows falling!

Level 60

-----  
Type: Normal

Difficulty: Getting Harder.

Requirement: 60 matches.

Fill rate: Very fast. 3 pieces fall at a time. 1 rows fall very frequently.

Notes: Funny level this - you start off with an unfamiliar 2 rows filled instead of 3. However, there is a very big "BUT" here, and it's the fill rate. This is a fast fill rate. It's the fastest fill rate of the game so far, and you will need every second you have to get this one completed. Time freeze power-ups will prove useful - have plenty in reserve in case things get too close, and don't be surprised if it takes you a couple of attempts to get through this.

Level 61

-----  
Type: Timed

Difficulty: Hard

Time limit: 0:58

Notes: The only hard part is the time you have and the selection of pieces that appears - not many options but to get on with it and get it done FAST!

Level 62

-----  
Type: Normal

Difficulty: Very hard

Requirement: 60 matches

Fill rate: Extremely fast. 5 pieces fall very frequently. Very frequent 1 row.

Notes: BEWARE THIS LEVEL! It's unbelievably tough. Get your time freeze power ups ready because you WILL be needing them. The game can and will throw anything it wants at you, the screen will fill up faster than you can control, and it will take some serious skill to get through this. One hell of a jump in difficulty for you, this level will come as a shock. Unbelievably, it does now get easier from here!

Level 63

-----  
Type: Normal

Difficulty: Medium

Requirement: 10 matches

Fill rate: Even faster. 2 pieces fall faster than you can keep track of.

Very very frequent 1 row.

Notes: You start with only one row filled at the bottom. You probably see this as a bad sign. Only 10 matches to get as well. The fill rate is mind-boggling though - something is constantly falling, whether it's a 1 row or a set of two pieces. So don't let it fill - there's only 10 matches to get, so get them as soon as you start.

#### Level 64

-----

Type: Normal

Difficulty: Very hard.

Requirement: 20 matches

Fill rate: Very fast. 4 pieces fall at a time. Frequent 1 row.

Notes: A little slower than the last level in pace, thank goodness, but a higher requirement balances it. Again, you'll need to match things fast here.

#### Level 65

-----

Type: Timed

Difficulty: Hard

Time limit: 1:15

Notes: About the same as the last timed level, with a higher time limit. Not much to say.

#### Level 66

-----

Type: Normal

Difficulty: Extremely hard.

Requirement: 30 matches

Fill rate: Very fast. 6 pieces fall at a time. 1 rows fall very fast.

Notes: WOAHA, steady on! 30 matches required, very fast fill rate, and loads of different halves on screen at once. On top of that, when it does fill up it fills SO fast you barely notice. This is much harder than those very fast ones you've had already - you won't notice what pieces are falling, it's so fast. Doesn't level 20 seem like so long ago now? Well it is, and you can't get back there! Not without replaying, at least!

#### Level 67

-----

Type: Normal

Difficulty: Very, very hard.

Requirement: 40 matches

Fill rate: Very, very fast. 1 row falls at a time, all the time.

Notes: By this stage your thumbs will really, really hurt and you'll possibly be crying. Does it ever end?! No. It doesn't.

#### Level 68

-----

Type: Normal

Difficulty: Even harder still.

Requirement: 60 matches

Fill rate: Very, very fast. 6 pieces fall at a time. Very frequent 1 row.

Notes: Well at least it's still familiar. Loads of pieces that are easily recognised and matched by colour here (lots of shades of green) so you can see and think FASTER. Thank God! Unfortunately the pace is still incredibly fast, and with the 60 matches required, you're inevitably going to run into problems. No messing, no getting your bearings. Just get on with it, and do it fast. If you can't get through these, you don't stand a chance. You can do it!

#### Level 69

-----

Type: Timed

Difficulty: Hard

Time limit: 1:26

Notes: Yep, the time limit's increased again. Why? You haven't seen any of these pieces for a while now - that's why. It's still not as hard as you've



just dealt with so consider it a break.

#### Level 70

-----

Type: Normal

Difficulty: Very hard.

Requirement: 80 matches

Fill rate: Fast. 4 pieces fall at a time. Regular 1 row.

Notes: A return to a type of level challenge that you haven't faced in a while. A sane-paced level with the rather unfortunate distinction of including an array of beans from the beans case, making it harder to find anything to match than it is to get used to the pace. This makes it difficult to complete without help. I advise using Wild Card power-ups as soon as it starts looking tricky so that screen wobble (hopefully!) never happens. Tricky to get back into, but this is more the pace for the rest of the game.

#### Level 71

-----

Type: Normal

Difficulty: Easy

Requirement: 10 matches

Fill rate: Fast. 2 pieces fall at a time. Regular 1 row.

Notes: Ominous! 10 matches... makes you suspicious. However, there's absolutely nothing at all to be afraid of here. The fill rate may be fast, but it could be a hell of a lot worse, and there are loads of matches on-screen at the start of the game. Just get it clear.

#### Level 72

-----

Type: Normal

Difficulty: Medium

Requirement: 20 matches

Fill rate: Fast. 3 pieces fall at a time.

Notes: Again, there are loads of matches on-screen at the start, and there's nothing to be suspicious of here. More like medium this time.

#### Level 73

-----

Type: Timed

Difficulty: Medium

Time limit: 1:15

Notes: Every on-screen match is different, but don't let this fool you - it's still no more difficult than the earlier levels.

#### Level 74

-----

Type: Normal

Difficulty: Hard

Requirement: 30 matches

Fill rate: Very Fast. 4 pieces fall at a time. Frequent 1 row.

Notes: The fill rate is what makes this one difficult. Don't be distracted by the speed - just remember there's only 30 matches to get and get on with it fast so you don't waste any power-ups. You should be keeping an eye on your stock of time freeze power-ups too (use the Beanz Case to view the quantity).

#### Level 75

-----

Type: Normal

Difficulty: Very Hard

Requirement: 40 matches

Fill rate: Extremely fast. 6 pieces fall at a time. Frequent 1 row.

Notes: Rows fill up with breakneck speed, there are 40 matches to collect, and there's nothing to do but stare wide-eyed at the screen and get on with it.

What more can I say? Other than to remind you that if you're getting loads of halves that are identical, you could always throw in a wildcard or two and complete half the level. If you felt like it.

#### Level 76

-----

Type: Normal

Difficulty: Very, very hard

Requirement: 50 matches

Fill rate: Extremely fast. 1 row falls at a time, all the time.

Notes: Like level 75, but harder. If you can get through this one without using power-ups, I'll be very impressed.

#### Level 77

-----

Type: Timed

Difficulty: Medium

Time limit: 1:16

Notes: This is some serious relief in the form of a timed level. Average time limit, should be no problem for you.

#### Level 78

-----

Type: Normal

Difficulty: Hard.

Requirement: 60 matches

Fill rate: Fast. 7 pieces fall at a time. Regular 1 row.

Notes: Many of the matches will match others on screen and should be familiar to you, so this isn't as hard as the levels that preceded it, but if you run into difficulty, you may find that wild cards are of some use since the pieces tend to be the same. Working fast, you won't run into trouble.

#### Level 79

-----

Type: Normal

Difficulty: Hard.

Requirement: 70 matches

Fill rate: Fast. 6 pieces fall at once. Regular 1 row.

Notes: Similar in pace and difficulty to level 78. Again, not really any problem at this stage in the game.

#### Level 80

-----

Type: Normal

Difficulty: Very hard.

Requirement: 80 matches

Fill rate: Very fast. 5 pieces fall at once. Frequent 1 row.

Notes: Yes, it's yet another jump in difficulty. Make sure you have plenty of time freeze and wild power-ups when you get to this stage, as you could well find yourself needing them. Pretty much anything can be thrown at you at this stage, so you'll find yourself at times with a screen full of halves that don't match... If this happens, use a wild card to clear some off. Still, you should be able to get through this, but it will probably take a couple of tries. Just cross your fingers!

#### Level 81

-----

Type: Timed

Difficulty: Medium

Time Limit: 1:16

Notes: Average time limit. Hooray! Give those thumbs a rest, why don't you.

Level 82

-----

Type: Normal

Difficulty: Hard

Requirement: 70 matches

Fill rate: Fast. 4 pieces fall at once. Occasional 1 row.

Notes: Hmm? What is this? A drop in matches required, a drop in the fill rate and a drop in difficulty to boot? I appreciate that a continuing rise in requirements would have been difficult for many players, particularly younger ones, but to have made it this far, you'd think that the challenge would be somewhat higher. It was hardly worth bothering with this level! Even more baffling is that while the game can throw anything it likes at you to deal with, it doesn't... Indeed, despite the fill rate, you'll find it extremely unlikely that the screen will be full of halves that don't match. Indeed, only a finite number of beanz get used here (although which exactly seems to vary between tries). Just get it finished quickly and you'll find it a breeze.

Level 83

-----

Type: Normal

Difficulty: Hard

Requirement: 60 matches

Fill rate: Fast. 3 pieces fall at once. Very frequent 1 row.

Notes: Despite the drop in requirements (again), the screen seems to fill up faster in this level than the last. Note the above tactics, and get the screen cleared as quickly as you can, and you shouldn't find it too much of a problem (although your thumbs will probably be aching at the end of this!).

Level 84

-----

Type: Normal

Difficulty: Medium

Requirement: 50 matches

Fill rate: Slow! 2 pieces fall at once. Very, very occasional 1 row.

Notes: What the...?! Suffice it to say, you shouldn't need to check this guide for this level. If you DO have any problems, just try again. It's really, really slow in filling up, so just sit back and enjoy the rest.

Level 85

-----

Type: Timed

Difficulty: Medium

Time Limit: 1:16

Notes: Nothing out of the ordinary here, although many of the pieces to clear are ones you won't have seen in a little while. Nothing unfamiliar though.

Level 86

-----

Type: Normal

Difficulty: Unbelievably easy.

Requirement: 40 matches

Fill rate: Tedious. One piece falls at once (YES). Extremely rare 1 row.

Notes: After the gradual drop in difficulty of the last few levels, here's one that'll have you banging your head against the wall in frustration at its unbelievable slowness. So easy I could cry, because at this stage in the game,

slow means BORING! Indeed, this level involves lots of sitting around and waiting for something that matches to drop, but this isn't a problem here as there's virtually no chance of the screen filling up before something falls.

#### Level 87

-----

Type: Normal

Difficulty: Easy, but not as tedious as the last level.

Requirement: 30 matches

Fill rate: Slow. Two pieces fall at once. Occasional 1 row.

Notes: This is a little more interesting than the last level, in that pieces fall more often so there's less of the waiting around to do before you get a match, but it's still slow. Even so, take the opportunity to stock up on a few power-ups, because you never know when you'll need them (and you can carry some through to the other mode types).

#### Level 88

-----

Type: Normal

Difficulty: Easy

Requirement: 20 matches

Fill rate: Slow/Moderate. Three pieces fall at once. Infrequent 1 row.

Notes: While the fill rate is slightly more difficult than the last level, the low requirement means that you should find that the screen's clear before you've had more than one or two one-rows. Fairly pedestrian pace, really.

#### Level 89

-----

Type: Timed

Difficulty: Medium

Time Limit: 1:11

Notes: Have fun! Nothing you aren't used to.

#### Level 90

-----

Type: Normal

Difficulty: I think it's trying to be Hard.

Requirement: 10 matches

Fill rate: Fast. 4 pieces fall at once. Frequent one row.

Notes: Welcome to the level that tries to be hard by speeding up the fill rate, but sets a requirement so low that you'd be hard pressed to fail to complete it long before it fills up. Oh dear.

#### Level 91

-----

Type: Normal

Difficulty: Hardish

Requirement: 15 matches

Fill rate: Very fast. 5 pieces fall at once. Very frequent 1 row.

Notes: Harder than it looks, due to the even pacier fill rate, but with only 15 matches required, you'll just have to work quickly. Shouldn't be too difficult, but throw in a time freeze if you need to, and you'll make fast work of this level.

#### Level 92

-----

Type: Normal

Difficulty: Medium/Hard.

Requirement: 30 matches

Fill rate: Medium. 4 pieces fall at once. Regular 1 row.

Notes: The lower fill rate brings the difficulty back down for a touch of carpal tunnel relief. Phew!

#### Level 93

-----

Type: Normal

Difficulty: Easy

Time Limit: 1:16

Notes: These beans are all ultra-familiar now, as you've been using them all the way through the game. Have fun! It's uber-easy.

#### Level 94

-----

Type: Normal

Difficulty: Harder than it looks.

Requirement: 45 matches

Fill rate: Fast. 3 beans fall at once. Frequent 1 row.

Notes: "Harder than it looks" because of the number of different bean types that are included in this level. It's easy for the screen to fill up before you get any matches, so watch out for that. Use wild card power-ups if necessary.

#### Level 95

-----

Type: Normal

Difficulty: Medium

Requirement: 60 matches

Fill rate: Medium. 2 pieces fall at once. Regular 1 row.

Notes: Not so tough, despite the jump back to a moderately high requirement. The fact that beans fall at a less than overwhelming pace helps.

#### Level 96

-----

Type: Normal

Difficulty: Easy

Requirement: 75 matches

Fill rate: Tedious. 1 piece falls at once. Occasional 1 row.

Notes: \*Yawn\*

#### Level 97

-----

Type: Timed

Difficulty: Easy

Time Limit: 1:53

Notes: Check out the time limit! This one's no problem. You're near the end now!

#### Level 98

-----

Type: Normal

Difficulty: Impossible. Literally.

Requirement: 75 matches

Fill rate: Does not exist.

Notes: Clear off as many as you can, then sit back and wait for the fill to start. Huh? What's that? It doesn't, you say? Did someone forget to program this one? Because if any other levels exist after this, then no-one can get to them! Uh-oh, someone took a coffee break...

And sadly, that seems to be it. Shame that there's an impossible level at the end of it, but that's life...

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#### 4. PUZZLE MODE BATTLE

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In Battle mode you can bet beanz you've won against beanz other NPC's have. There are five Beanz NPC's with three battles each. If you lose, you lose your beanz and have to pick them up from where you started. Fortunately this is not too tedious at first, and there are simple ways to win something that looks very weird at first blush.

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#### How To Play

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There are two types of Battle mode: Timed and Puzzle. Both work as follows: you make a Beanz pair, it does something to your opponent to make things harder for him. In Puzzle mode, the game drops extra half-Beanz on your opponent's half of the field. In Timed mode, the game gives you time and takes the same amount, minus two seconds, for each match.

Battle mode also features some power-ups that separate it from Timed mode. Some are very nasty indeed, and most have only marginal use against your opponent, who can pop one on you at any time.

The major point to remember about Battle mode when playing for beanz is that it can be won by stockpiling, particularly a timer-freeze power-up. When you get one of those, no pieces drop on your area, which is extra nice because anything your opponent does right can't affect you. In fact I'm not entirely sure that the pieces he matches don't drop right back on him.

Battle mode for Beanz is only open if you have certain Beanz to trade as listed further down. You can fight in either Timed or Puzzle mode for the same Beanz, but if you lose, you will have to play Timed or Puzzle back to the point where you got the Beanz you lost.

I vastly prefer running through with Puzzle/Battle instead of Timed/Battle because Puzzle/Battle has that handy little dot console where you can see what your enemy's stack looks like. You have relative times in Timed/Battle but you can't see what he's trying to do. On the whole it's easier to eyeball differences in Puzzle/Battle as times can swing so quickly in Timed/Battle, and the cheap time-freeze trick doesn't work as easily in Timed/Battle.

You can win in unsavory fashion by resetting the system when you're about to lose(or even when "YOU LOSE" pops up and before you hit a key to acknowledge that) until you win.

Or you can win in less unsavory fashion by making sure you have enough "time freeze" power ups(10 per fight, to be safe) and then selecting "time freeze" ASAP and continually clicking it once things start to pile up. If you do things too soon, you won't have any realistic matches. But if you wait too long, that's bad too. It's a bit tricky to use the wild card when switching back and forth so I generally use the time-freeze and pray for the best, resetting the game if things don't work out.

Also, if there are no matches on your play field, you can just push the button

to cause Beanz to drop and that will help pile stuff on your enemy. As long as your cursor isn't frozen, you can still use time-freeze to make sure things don't get out of hand.

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### Power-Ups

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The other new weird power-ups the computer may spring on you may throw you for a loop. Let's look at how to cope with them for the few seconds they last. You can get these power-ups by playing Timed mode vs easy, medium or hard and not even trying to win.

- FREEZE:** freezes your cursor. Nothing you can really do about it except sit and plan your next move.
- TIPSY:** makes the screen go swimmy. You can still sort of see what is going on. You can tell if you have a top or bottom, and you can see what the other pieces look like, roughly. If you can find something easy to match, it might work OK. Keep moving in any case. Pick up a piece, look for a match, chuck it after a second, and repeat.
- BLOCK:** this is hard to work around although apparently there is a way to kill it. I don't know of it. I can't give much other advice than to just let it be. It doesn't interfere with the general plan of freezing.
- QUAKE:** this might actually benefit you if you couldn't find too many matches. The ground will shake a bit and every Beanz will change its identity. You may have a problem with the move you were trying to make, but if one bean changes to something you can use, zip right in and get to it because it is not going to change again.
- STEAL:** steals time from your opponent, or blocks as the case may be. I don't know how to gauge if you have had it happen to you, but I think that while it is fun it is not critical to your success.

Note that a constant FREEZE, as opposed to time-freezes, would also win a fight. However, this is more difficult to achieve. Time-freezes can be picked up in the process of going to Puzzle-Normal level 50+, which you need to do anyway. For FREEZE, you need more luck of the draw--it is 1 of 8 power-ups in Timed Battle Easy/Normal/Hard, but time-freeze is 1 of 3.

The easy way to collect all the time-freezes you need is just to play Timed: Normal from level 1 instead of from the latest level. Just focus on the power-up square and try to get a match there. Don't worry about anything else. Even if it is the useless 2x powerup, if you knock it off right away a new potentially more useful power up will appear.

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### Battles

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Below is a list of battles, the levels of the beanz and the beanz you trade against the enemy NPC bean.

The enemy NPC bean goes in your collection when you are first able to challenge it. There appears to be no appreciable strategy difference between the NPC beanz.

Liz:

Lvl 2: rock n roll bean, wizard bean, cleopatra vs space invader bean

Lvl 6: pop star, fairy princess, king tut vs Dr Nutz bean

Lvl 16: pharaoh, mummy, treasure hunter vs albino, big o g homie, g dog homie beanz

All-Star:

Lvl 11: body slam, fisherman, unicorn vs frog prince bean

Lvl 14: nightmare, fish, troll vs nose picker bean

Lvl 16: dwarf lord, warrior, elf queen vs ghost, assassin, chuck beanz

Upallnite:

lvl 6: Monster+Werewolf+Jester vs zit bean

lvl 16: Gran Bean, U.F.O. bean and sorcerer vs squirmy bean

lvl 22: royal archer, spell binder and and dragon vs space bug and skull pirate beanz

Wired:

lvl 22: royal archer, jungle jim and jungle jane beans vs. pupil bean

lvl 26: flower power, gargoyle and royal archer vs medusa bean

lvl 31: duck, duck hunter and knight vs. loco homie and lightening ranger beanz

The Gamer:

lvl 46: King, Queen and Frog Prince beanz vs. Surfer Moose and Adventure Moose beanz

lvl 51: Smiley, Nose Picker and Ghost beanz vs. Super Moose and Scuba Moose

lvl 56: Big O.G. Homie, Skull Pirate and Loco Homie beanz vs. USA Moose, Canada Moose and Australia Moose beanz

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5. TIME TRIAL MODE NORMAL  
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While you can get a lot of Beanz in Puzzle Normal Mode, you will need to brave Timed and Battle Mode to get the rest. Timed mode doesn't have too many tricks for you to do, but realizing certain things and understanding formations can help you a lot in picking up the Super Pro Beanz you need from Timed.

If you don't have any Beanz to trade, you'll have an option of easy, hard or normal play. The computer goes faster in the tougher levels, but you can still pick up the battle-specific powerups not available in normal mode.

Timed isn't terribly esoteric. It's played on a 8x6 board packed with Beanz halves. They are completely random, so you may have more tops than bottoms, or a lot of one particular Bean. You can shuffle a row horizontally or vertically, even wrapping off the screen if you wish, and when you do, the game evaluates if any beanz-pairs have been made. If so, they are immediately summed to see if you made a combo, and then bean halves are dropped to fill the board back up. These may cause matches, but they will not continue the combo. Also having the following pattern,

A  
B  
b  
a

Where A/B and a/b are tops/bottoms of beanz, does not count as a combo in timed as it does in puzzle mode.

Scoring isn't too complex. You get 50 for a 1-combo, 200 for a 2-combo, and



$50x^2$  for an  $x$ -combo. Also, you get 5 seconds added to your clock for a 1-combo, 5+6 for a 2-combo, 5+6+7 for a 3-combo, etc. That comes out to  $(x^2+9*x)/2$  seconds added for an  $x$ -combo. You get no bonus if you use "wild" on anything, which reduces the number of beanz pairs you need to make by the number of half-beanz that vanish.

Here are the tasks that get you an extra Super Pro Beanz in Timed/Normal mode:

1. Get 5 combos in one level.
2. Get 10 combos in one level.
3. After level 5, get a super combo. (4 beanz pairs in a row)
4. Complete a level with 2+ minutes to go.
5. Get 15+ combos in one level.

All of these are very low risk although a few are much easier on higher levels. For instance, it's impossible to get 5 combos in level 1, where you only need 5 matching beanz to advance. It's nearly impossible to do so in level 2, where you need 10, because you can match beanz by accident or even get a 3-pair of beanz. However, it's very possible in level 3, where you need 15 beanz. And even if things don't go right, your punishment is only to face later more tedious levels.

So you can pretty much scroll randomly left and right through the first two levels and you'll get through with nothing really missed.

The major move you need to pass through Timed mode is the 2-combo unimpeded by other combos. To pick one up, note the following, where A/a and B/b are tops/bottoms of Beanz pairs:

```
A   B
a   b
```

You can move a/b's row right or A/B's row left. And of course you can have the following position too, or any position with spaces between the A and B, but with Beanz bottom-halves diagonally:

```
A   B
a   b
```

But how do you get into such a position with relatively little risk?

First thing to notice is that sliding anything vertically is low-risk for matching. In fact, you can check if the top Beanz is the bottom half of the bottom Beanz in the row. If so, you have a match and have to decide if shuffling is worth it. But after you slide one square up or down, you can slide up/down at will.

The second thing to notice is that moving left/right along the bottom or top is much less riskier for unexpected matchings than moving in the center. That is because the top row of Beanz can only match with one other row--the one below it. You can probably spot-check to make sure that there are no matches, then scroll back and forth as you need to. Actually, you can even work around a potential match. For instance, if you have the following:

```
A.....
...a...
.....B
.....b.
```

Scroll the A 3 squares left and down. Scroll the a two squares down. Scroll the

A/B line left one and, boom, a combo!

This gets us to the third point for establishing easy combos. What you want to do is look for items in adjacent rows that could match up and then scroll them up and down so they are diagonal to each other. Then do the same for another pair and match them up. For instance, on an early easy level if you see:

```
A.....a.  
.....  
.....  
.....  
.a.....  
.....A..  
.....
```

Scroll the right a up one, the left a down 2, and the left A up two, to get

```
A.....A..  
.a.....a.
```

Also, don't forget that you can move something across the side of the screen to get a match, i.e.

```
.....A ->  
a.....
```

Early on there is such a strong possibility that something will be linked that you can just look deliberately for two matches in adjacent rows. Just be sure you don't forget your directions and wind up with this:

```
.A.B.  
a...b
```

This takes care of tasks 1, 2 and 5. I think it's not wise to push yourself to try for 10 combos in a 25-beanz level or 15 in a 40-. Accidents will happen, and proofreading for which Beanz might unintentionally match just isn't worth it.

But now you have the matter of finishing a level with 2+ minutes left. This actually gets easier as the levels get higher, plateauing around level 10, because matches are still pretty easy and you get 5 seconds per match. So with 25 matches, you get an extra chunk of 2 minutes. These can be found pretty haphazardly.

The last problem is the case of a super combo, or 4 in a row. This is best done at the start of the level. Take all the time you need to figure out the 4-combo and you should be able to make up the rest of the time pretty easily just matching whatever you can find.

One way to set up the 4-combo is as follows:

```
.A.B.C.D  
a.b.c.d.
```

The basic way to go about this is to search for items that can be lined up together in adjacent rows, only in this case you will want the first adjacent rows to be close together if possible to leave room for the next ones. Also, if you are lucky enough to get:

```
.A*   AB  
ab  or .a*
```

Then you can slip b or B in the \* and save a bit of space.

You may need to airlift the pieces you need (via the top or bottom row) so that they fit in the A-B-C-D pattern above, and it is worth checking if they will make unplanned matches. The top row is slightly better than the bottom row, because any unplanned match won't cause anything you've already lined up to fall out of the order you've put it in. It's worth taking 5 seconds to check each path(across the top and down) for a match because you do have the time.

You can also buy yourself some time with a few "dumb" matches if you are getting pressured that way.

There's really not much else to do in Time Trial Normal mode.

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6. TIME TRIAL MODE BATTLE  
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In Time Battle mode, you can play honestly and just try to find a bunch of matches(it's not really important to get combos here--just survive) or you can level up on "freeze" powerups and use them against the computer so that it has trouble doing anything. You can usually win pretty quickly in Time Battle mode.

You can also practice at any level you'd like in order to pick up power-ups. Not that you need the practice, but you need the power-ups for battle. The same caveat as before applies about not getting things to match if you don't want them to. While piling up power-ups, you should always move rows/columns into position so that the bean you are moving will match with the bean under the power-up.

Remember that losing is no penalty in practice, but your power-ups are saved. So just go for power-ups before the "real" test when Rare Beanz are on the line.

You get the Elf Queen, Dwarf Lord, Cleopatra, Pharaoh, and Treasure Hunter Super Pro beans for completing Time Normal's special tasks that appear in the popup box before you start/restart a game.

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7. BEANZ CASE  
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Name: Heavy Metal Bean  
Type: Rookie  
Team: Musician Bean Team  
MMP: 50

Name: Rapper Bean  
Type: Rookie  
Team: Musician Bean Team  
MMP: 125

Name: Pop Star Bean  
Type: Rookie  
Team: Musician Bean Team

Name: Rock N Roll Bean  
Type: Rookie  
Team: Musician Bean Team

MMP: 50

Name: Deejay Bean  
Type: Rookie  
Team: Musician Bean Team  
MMP: 50

Name: Fairy Princess  
Type: Rookie  
Team: Fairytale Bean Team  
MMP: 50

Name: Dragon Bean  
Type: Rookie  
Team: Fairytale Bean Team  
MMP: 125

Name: Lion Bean  
Type: Rookie  
Team: Circus Bean Team  
MMP: 50

Name: Clown Bean  
Type: Rookie  
Team: Circus Bean Team  
MMP: 50

Name: Juggler Bean  
Type: Rookie  
Team: Circus Bean Team  
MMP: 50

Name: Body Slam Bean  
Type: Rookie  
Team: Wrestling Bean Team  
MMP: 50

Name: Bane Bean  
Type: Rookie  
Team: Wrestling Bean Team  
MMP: 50

Name: Study Bean  
Type: Rookie  
Team: High School Bean Team  
MMP: 50

Name: Nerd Bean  
Type: Rookie  
Team: High School Bean Team  
MMP: 50

Name: Ms Battleax  
Type: Rookie  
Team: High School Bean Team  
MMP: 50

Name: Hatchling Bean  
Type: Rookie  
Team: Dinosaur Bean Team

MMP: 50

Name: Wizard Bean  
Type: Rookie  
Team: Fairytale Bean Team  
MMP: 50

Name: Prince Charming  
Type: Rookie  
Team: Fairytale Bean Team  
MMP: 50

Name: Evil Queen Bean  
Type: Rookie  
Team: Fairytale Bean Team  
MMP: 50

Name: Ringmaster Bean  
Type: Rookie  
Team: Circus Bean Team  
MMP: 50

Name: Cannonball Bean  
Type: Rookie  
Team: Circus Bean Team  
MMP: 125

Name: Brawl Bean  
Type: Rookie  
Team: Wrestling Bean Team  
MMP: 50

Name: Tuff Bean  
Type: Rookie  
Team: Wrestling Bean Team  
MMP: 125

Name: Referee Bean  
Type: Rookie  
Team: Wrestling Bean Team  
MMP: 50

Name: Jock Bean  
Type: Rookie  
Team: High School Bean Team  
MMP: 50

Name: Bruiser Bean  
Type: Rookie  
Team: High School Bean Team  
MMP: 50

Name: Pterosaur Bean  
Type: Rookie  
Team: Dinosaur Bean Team  
MMP: 50

Name: T-Rex Bean  
Type: Rookie  
Team: Dinosaur Bean Team

MMP: 50

Name: Triceratops Bean

Type: Rookie

Team: Dinosaur

MMP: 50

Name: Coach Bean

Type: Rookie

Team: Basket Ball Bean Team

MMP: 50

Name: Fast Break Bean

Type: Rookie

Team: Basket Ball Bean Team

MMP: 50

Name: Cheerleader Bean

Type: Rookie

Team: Basket Ball Bean Team

MMP: 50

Name: Dog Bean

Type: Rookie

Team: Farm Bean Team

MMP: 50

Name: Rooster Bean

Type: Rookie

Team: Farm Bean Team

MMP: 50

Name: Fisherman Bean

Type: Rookie

Team: Fishing Match Upz

MMP: 50

Name: Matador Bean

Type: Rookie

Team: Bull Fighting Match Upz

MMP: 50

Name: Cobra Bean

Type: Rookie

Team: Charming Snake Match Upz

MMP: 50

Name: Caterpilla Bean

Type: Rookie

Team: Bug To Beauty Match Upz

MMP: 50

Name: Toucan Bean

Type: Rookie

Team: Bird Match Upz

MMP: 50

Name: Monster Bean

Type: Rookie

Team: Bedtime Match Upz

MMP: 50

Name: Raptor Bean

Type: Rookie

Team: Dinosaur Bean Team

MMP: 50

Name: Slam Dunk Bean

Type: Rookie

Team: Basket Ball Bean Team

MMP: 50

Name: Ally Oop Bean

Type: Rookie

Team: Basket Ball Bean Team

MMP: 50

Name: Farmer Bean

Type: Rookie

Team: Farm Bean Team

MMP: 50

Name: Pig Bean

Type: Rookie

Team: Farm Bean Team

MMP: 50

Name: Sheep Bean

Type: Rookie

Team: Farm Bean Team

MMP: 50

Name: Butterfly Bean

Type: Rookie

Team: Bug To Beauty Match Upz

MMP: 50

Name: Pelican Bean

Type: Rookie

Team: Bird Match Upz

MMP: 50

Name: Fish Bean

Type: Rookie

Team: Fishing Match Upz

MMP: 50

Name: Bull Bean

Type: Rookie

Team: Bull Fighting Match Upz

MMP: 50

Name: Snake Charmer

Type: Rookie

Team: Charming Snake Match Upz

MMP: 50

Name: Cowgirl Bean

Type: Rookie

Team: Ranch Match Upz

MMP: 50

Name: Porky Bean  
Type: Rookie  
Team: Cooking Match Upz  
MMP: 50

Name: Gangster Bean  
Type: Rookie  
Team: Mafia Match Upz  
MMP: 50

Name: Horse Bean  
Type: Rookie  
Team: Ranch Match Upz  
MMP: 50

Name: Vanilla Gorilla  
Type: Rookie  
Team: Monkey Madness Match Upz  
MMP: 50

Name: Skater Bean  
Type: Advanced  
Team: Extreme Bean Team  
MMP: 100

Name: Surfer Dude Bean  
Type: Advanced  
Team: Extreme Bean Team  
MMP: 100

Name: Stunt Bean  
Type: Advanced  
Team: Extreme Bean Team  
MMP: 250

Name: Zombie Bean  
Type: Advanced  
Team: Spooky Bean Team  
MMP: 100

Name: Scream Bean  
Type: Advanced  
Team: Spooky Bean Team  
MMP: 100

Name: Chief Bean  
Type: Advanced  
Team: Western Bean Team  
MMP: 250

Name: Sheriff Bean  
Type: Advanced  
Team: Western Bean Team  
MMP: 100

Name: Hiawatha Bean  
Type: Advanced  
Team: Western Bean Team

MMP: 50

Name: Banana Gorilla  
Type: Rookie  
Team: Monkey Madness Match Upz  
MMP: 50

Name: Nightmare Bean  
Type: Rookie  
Team: Bedtime Match Upz  
MMP: 50

Name: Roasted Chef Bean  
Type: Rookie  
Team: Cooking Match Upz  
MMP: 50

Name: Kidnapped Bean  
Type: Rookie  
Team: Mafia Match Upz  
MMP: 50

Name: Snowboarder Bean  
Type: Advanced  
Team: Extreme Bean Team  
MMP: 100

Name: Moto-X Bean  
Type: Advanced  
Team: Extreme Bean Team  
MMP: 100

Name: Bonez Bean  
Type: Advanced  
Team: Spooky Bean Team  
MMP: 100

Name: Bloodthirsty Bean  
Type: Advanced  
Team: Spooky Bean Team  
MMP: 250

Name: Brainless Bean  
Type: Advanced  
Team: Spooky Bean Team  
MMP: 100

Name: Bandito Bean  
Type: Advanced  
Team: Western Bean Team  
MMP: 100

Name: Burlesque Bean  
Type: Advanced  
Team: Western Bean Team  
MMP: 100

Name: Builder Bean  
Type: Advanced  
Team: Worker Bean Team

MMP: 100

Name: Nurse Bean  
Type: Advanced  
Team: Worker Bean Team  
MMP: 100

Name: Butcher Bean  
Type: Advanced  
Team: Worker Bean Team  
MMP: 100

Name: Werewolf Bean  
Type: Advanced  
Team: Monster Bean Team  
MMP: 100

Name: Wicked Witch Bean  
Type: Advanced  
Team: Monster Bean Team  
MMP: 100

Name: Bad Breath Bean  
Type: Advanced  
Team: Monster Bean Team  
MMP: 100

Name: Croc Bean  
Type: Advanced  
Team: Outback Bean Team  
MMP: 100

Name: Koala Bean  
Type: Advanced  
Team: Outback Bean Team  
MMP: 100

Name: Gym Bean  
Type: Advanced  
Team: World Gamez Bean Team  
MMP: 100

Name: Freestyle Bean  
Type: Advanced  
Team: World Gamez Bean Team  
MMP: 100

Name: Marathon Bean  
Type: Advanced  
Team: World Gamez Bean Team  
MMP: 100

Name: Sumo Bean  
Type: Advanced  
Team: Fighting Bean Team  
MMP: 100

Name: Boxing Bean  
Type: Advanced  
Team: Fighting Bean Team

MMP: 100

Name: Officer Bean  
Type: Advanced  
Team: Worker Bean Team  
MMP: 250

Name: Firefighter Bean  
Type: Advanced  
Team: Worker Bean Team  
MMP: 100

Name: Frank N. Bean  
Type: Advanced  
Team: Monster Bean Team  
MMP: 100

Name: Blob Bean  
Type: Advanced  
Team: Monster Bean Team  
MMP: 100

Name: Bush Ranger Bean  
Type: Advanced  
Team: Outback Bean Team  
MMP: 100

Name: Galah Bean  
Type: Advanced  
Team: Outback Bean Team  
MMP: 100

Name: Kangaroo Bean  
Type: Advanced  
Team: Outback Bean Team  
MMP: 100

Name: Table Tennis Bean  
Type: Advanced  
Team: World Gamez Bean Team  
MMP: 100

Name: Ribbon Dancer  
Type: Advanced  
Team: World Gamez Bean Team  
MMP: 100

Name: Black Belt Bean  
Type: Advanced  
Team: Fighting Bean Team  
MMP: 100

Name: Ninja Bean  
Type: Advanced  
Team: Fighting Bean Team  
MMP: 100

Name: Nun-Chukka Bean  
Type: Advanced  
Team: Fighting Bean Team

MMP: 100

Name: Jungle Jim Bean  
Type: Advanced  
Team: Jungle Match Upz  
MMP: 100

Name: Spaced Out Bean  
Type: Advanced  
Team: Space Cadet Match Upz  
MMP: 100

Name: Mutant Snail Bean  
Type: Advanced  
Team: Mutant Bug Match Upz  
MMP: 100

Name: Gremlin Bean  
Type: Advanced  
Team: Ghoulie Match Upz  
MMP: 100

Name: Gramps Bean  
Type: Advanced  
Team: Old Folk Match Upz  
MMP: 100

Name: Peace-Man Bean  
Type: Advanced  
Team: Hippies Match Upz  
MMP: 100

Name: Life Guard Bean  
Type: Advanced  
Team: Beach Match Upz  
MMP: 100

Name: Magician Bean  
Type: Advanced  
Team: Magic Act Match Upz  
MMP: 100

Name: Duck Hunter Bean  
Type: Advanced  
Team: Duck Season Match Upz  
MMP: 100

Name: Tree Bean  
Type: Advanced  
Team: Forest Match Upz  
MMP: 100

Name: Zebra Bean  
Type: Pro  
Team: Jungle Bean Team  
MMP: 150

Name: Baboon Bean  
Type: Pro  
Team: Jungle Bean Team

MMP: 100

Name: Gargoyle Bean  
Type: Advanced  
Team: Ghoulie Match Upz  
MMP: 100

Name: Gran Bean  
Type: Advanced  
Team: Old Folk Match Upz  
MMP: 100

Name: Jungle Jane Bean  
Type: Advanced  
Team: Jungle Match Upz  
MMP: 100

Name: U.F.O Bean  
Type: Advanced  
Team: Space Cadet Match Upz  
MMP: 100

Name: Mutant Spider  
Type: Advanced  
Team: Mutant Bug Match Upz  
MMP: 100

Name: Duck Bean  
Type: Advanced  
Team: Duck Season Match Upz  
MMP: 100

Name: Lumber Jack Bean  
Type: Advanced  
Team: Forest Match Upz  
MMP: 100

Name: Flower Power Bean  
Type: Advanced  
Team: Hippies Match Upz  
MMP: 100

Name: Beach Bum Bean  
Type: Advanced  
Team: Beach Match Upz  
MMP: 100

Name: Assistant Bean  
Type: Advanced  
Team: Magic Act Match Upz  
MMP: 100

Name: Hippo Bean  
Type: Pro  
Team: Jungle Bean Team  
MMP: 150

Name: Tiger Bean  
Type: Pro  
Team: Jungle Bean Team



MMP: 150

Name: Elephant Bean  
Type: Pro  
Team: Jungle Bean Team  
MMP: 500

Name: Cavewoman Bean  
Type: Pro  
Team: Pre-Historic Bean Team  
MMP: 150

Name: Dino Bean  
Type: Pro  
Team: Pre-Historic Bean Team  
MMP: 150

Name: Jelly Bean  
Type: Pro  
Team: Freak Bean Team  
MMP: 150

Name: Topsy-Turvy Bean  
Type: Pro  
Team: Freak Bean Team  
MMP: 150

Name: Stitched Up Bean  
Type: Pro  
Team: Freak Bean Team  
MMP: 150

Name: Data Bean  
Type: Pro  
Team: Robot Bean Team  
MMP: 500

Name: Bean Machine  
Type: Pro  
Team: Robot Bean Team  
MMP: 150

Name: Martian Bean  
Type: Pro  
Team: Alien Bean Team  
MMP: 150

Name: Plazma Bean  
Type: Pro  
Team: Alien Bean Team  
MMP: 150

Name: Space Trek Bean  
Type: Pro  
Team: Alien Bean Team  
MMP: 150

Name: Mermaid Bean Team  
Type: Pro  
Team: Marine Bean Team

MMP: 150

Name: Caveman Bean  
Type: Pro  
Team: Pre-Historic Bean Team  
MMP: 500

Name: Cavebaby Bean  
Type: Pro  
Team: Pre-Historic Bean Team  
MMP: 150

Name: Sabretooth Bean  
Type: Pro  
Team: Pre-Historic Bean Team  
MMP: 150

Name: Gender Bender Bean  
Type: Pro  
Team: Freak Bean Team  
MMP: 500

Name: Tattoo Bean  
Type: Pro  
Team: Freak Bean Team  
MMP: 150

Name: Dogbot Bean  
Type: Pro  
Team: Robot Bean Team  
MMP: 150

Name: Bionic Bean  
Type: Pro  
Team: Robot Bean Team  
MMP: 150

Name: B-1000 Bean  
Type: Pro  
Team: Robot Bean Team  
MMP: 150

Name: Oct-Zen Bean  
Type: Pro  
Team: Alien Bean Team  
MMP: 150

Name: Buzz Bean  
Type: Pro  
Team: Alien Bean Team  
MMP: 150

Name: Pirate Bean  
Type: Pro  
Team: Marine Bean Team  
MMP: 150

Name: Deep-Sea Diver Bean  
Type: Pro  
Team: Marine Bean Team

MMP: 150

Name: Shark Bean  
Type: Pro  
Team: Marine Bean Team  
MMP: 150

Name: Red Card Bean  
Type: Pro  
Team: Soccer Bean Team  
MMP: 150

Name: Forward Bean  
Type: Pro  
Team: Soccer Bean Team  
MMP: 150

Name: Hooligan Bean  
Type: Pro  
Team: Soccer Bean Team  
MMP: 150

Name: Ace Pilot Bean  
Type: Pro  
Team: Special Agents Bean Team  
MMP: 150

Name: Mission Improbable  
Type: Pro  
Team: Special Agents Bean Team  
MMP: 150

Name: Doctor Bean  
Type: Pro  
Team: Emergency Room Match Upz  
MMP: 150

Name: Melt Down Bean  
Type: Pro  
Team: Meltdown Match Upz  
MMP: 150

Name: Biker Dude Bean  
Type: Pro  
Team: Easy Riders Match Upz  
MMP: 150

Name: Robber Bean  
Type: Pro  
Team: Crime Match Upz  
MMP: 150

Name: Diva Bean  
Type: Pro  
Team: Rock Band Match Upz  
MMP: 150

Name: Unicorn Bean  
Type: Super Pro  
Team: Glow Fantasy Bean Team

MMP: 150

Name: Baby Seal Bean  
Type: Pro  
Team: Marine Bean Team  
MMP: 150

Name: Defense Bean  
Type: Pro  
Team: Soccer Bean Team  
MMP: 150

Name: Goalie Bean  
Type: Pro  
Team: Soccer Bean Team  
MMP: 150

Name: General Major Bean  
Type: Pro  
Team: Special Agents Bean Team  
MMP: 150

Name: Sailer Bean  
Type: Pro  
Team: Special Agents Bean Team  
MMP: 150

Name: Camouflage Bean  
Type: Pro  
Team: Special Agents Bean Team  
MMP: 150

Name: Cop Bean  
Type: Pro  
Team: Crime Match Upz  
MMP: 150

Name: Rock Legend Bean  
Type: Pro  
Team: Rock Band Match Upz  
MMP: 150

Name: Patient Bean  
Type: Pro  
Team: Emergency Room Match Upz  
MMP: 150

Name: Toxic Trauma  
Type: Pro  
Team: Meltdown Match Upz  
MMP: 150

Name: Biker Babe Bean  
Type: Pro  
Team: Easy Riders Match Upz  
MMP: 150

Name: Troll Bean  
Type: Super Pro  
Team: Glow Fantasy Bean Team

MMP: 300

Name: Elf Queen Bean  
Type: Super Pro  
Team: Glow Fantasy Bean Team  
MMP: 300

Name: Warrior Bean  
Type: Super Pro  
Team: Glow Fantasy Bean Team  
MMP: 300

Name: King Tut Bean  
Type: Super Pro  
Team: GlowAncientEgyptianBeanTeam  
MMP: 300

Name: Mummy Bean  
Type: Super Pro  
Team: GlowAncientEgyptianBeanTeam  
MMP: 300

Name: Jester Bean  
Type: Rare Colour Change  
Team: Merry Men Match Upz  
MMP: 350

Name: Dragon Bean  
Type: Rare Colour Change  
Team: Dragon Match Upz  
MMP: 350

Name: King Bean  
Type: Rare Colour Change  
Team: Royal Match Upz  
MMP: 350

Name: Spell Binder  
Type: Rare Colour Change  
Team: Wizard Match Upz  
MMP: 350

Name: Frog Prince  
Type: Rare Colour Change  
Team: Heir Match Upz  
MMP: 350

Name: Smiley Bean  
Type: Rare  
Team: None  
MMP: 500

Name: Ghost Bean  
Type: Rare  
Team: None  
MMP: 500

Name: Space Invader  
Type: Rare  
Team: None

MMP: 300

Name: Dwarf Lord Bean  
Type: Super Pro  
Team: Glow Fantasy Bean Team  
MMP: 300

Name: Cleopatra Bean  
Type: Super Pro  
Team: Glow Ancient Egyptian Bean Team  
MMP: 300

Name: Pharoah Bean  
Type: Super Pro  
Team: Glow Ancient Egyptian Bean Team  
MMP: 300

Name: Treasure Hunter  
Type: Super Pro  
Team: Glow Ancient Egyptian Bean Team  
MMP: 300

Name: Sorcerer Bean  
Type: Rare Colour Change  
Team: Wizard Match Upz  
MMP: 350

Name: Princess Bean  
Type: Rare Colour Change  
Team: Heir Match Upz  
MMP: 350

Name: Royal Archer  
Type: Rare Colour Change  
Team: Merry Men Match Upz  
MMP: 350

Name: Knight Bean  
Type: Rare Colour Change  
Team: Dragon Match Upz  
MMP: 350

Name: Queen Bean  
Type: Rare Colour Change  
Team: Royal Match Upz  
MMP: 350

Name: Nose Picker  
Type: Rare  
Team: None  
MMP: 500

Name: Assassin Bean  
Type: Rare  
Team: None  
MMP: 500

Name: Dr. Nutz Bean  
Type: Rare  
Team: None

MMP: 500

Name: Albino Bean

Type: Rare

Team: None

MMP: 500

MMP: 500

Name: Big O.G. Homie Bean

Type: Rare

Team: None

MMP: 500

Name: Zit Bean

Type: Rare

Team: None

MMP: 500

Name: Squirmy Wormy Bean

Type: Rare

Team: None

MMP: 500

Name: Space Bug Bean

Type: Rare

Team: None

MMP: 500

Name: Skull Pirate

Type: Rare

Team: None

MMP: 500

Name: Pupil Bean

Type: Rare

Team: None

MMP: 500

Name: Medusa Bean

Type: Rare

Team: None

MMP: 500

Name: Loco Homie Bean

Type: Rare

Team: None

MMP: 500

Name: Lightening Ranger

Type: Rare

Team: None

MMP: 500

Name: G Dog Homie Bean

Type: Rare

Team: None

MMP: 500

Name: Chuck Bean

Type: Rare

Team: None

MMP: 500

Name: USA Moose

Type: Rare

Team: None

MMP: 1000

Name: Canada Moose

Type: Rare

Team: None

MMP: 1000

Name: Australia Moose

Type: Rare

Team: None

MMP: 1000

Name: Surfer Moose

Type: Rare

Team: None

MMP: 1000

Name: Super Moose

Type: Rare

Team: None

MMP: 1000

Name: Scuba Moose

Type: Rare

Team: None

MMP: 1000

Name: Adventure Moose

Type: Rare

Team: None

MMP: 1000

Name: Liz Bean

Type: Rare

Team: Majesco Bean Team

MMP: 1000

Name: Champ Bean

Type: Rare

Team: Majesco Bean Team

MMP: 1000

Name: Upallnite Bean

Type: Rare

Team: Majesco Bean Team

MMP: 1000

Name: Wired Bean

Type: Rare

Team: Majesco Bean Team

Name: All-Star Bean

Type: Rare

Team: Majesco Bean Team

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8. THINGS WE LEARNT WHILE WRITING THIS GUIDE  
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- o Mighty Beanz is addictive, but any addiction can be cured by playing the game endlessly and exclusively to exhaustion. Seems boring, WORKS.
  
  - o Sometimes games you play to avoid work are more annoying and tougher than the work you are avoiding. And then you wind up finding another way to goof off to make up for the fun you didn't have. You don't wind up feeling very virtuous after all that either. But it is still fun to reset the game right before you lose in battle mode.
  
  - o Egg shaped bodies and swimsuits don't mix. NATURE WASN'T MEANT TO MAKE BEAN SHAPED ANIMALS.
  
  - o Beanz look like mystery-pills, which are also bad for you and addicting. But at least these things aren't Russian dolls. Creepy. And there are no kitten and puppy beans.
-