

Dream Mix TV: World Fighters (Import) FAQ

by Eastman

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Dream Mix TV: World Fighters FAQ V1.1

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1. Introduction

Dream Mix TV is the result of a collaboration between Hudson Soft, Konami, and Takara, bringing characters from each company together in a super-Japanese Smash Bros. clone. Such an eclectic mix of characters is truly unprecedented and we can only hope that a sequel will feature even more characters and gameplay modes. This FAQ exists to make the import game easier to play and help gamers unlock all of its goodies.

Fun facts: Hudson and Konami have worked together in the past, when Konami produced the Bomberman Jetters Trading Card Game in Japan. Hudson also worked with Takara, who produced various Bomberman toys and took over production of the Bomberman B-Daman Bakugaiden anime.

2. Version history

12/30/03 Version 1.0 FAQ created.
01/16/04 Version 1.1 update. Controls updated with PS2 controls and move tidbits. Massive Character List update.
Stage list updated. Links updated.

3. Menu translation

Title Screen:

1-World Fighters Mode: This is the single-player story mode where you'll unlock everything.

Pause Menu:

a-Resume

b-Exit to Title Screen

2-KyaraDama Survival: The versus or melee mode. Play against the computer or friends. 1-4 players.

a-Entry: Set players 2-4 to Man, Com, or X (no player).

b-Rule: The number of rounds necessary to win a match (1-3)

c-Handicap: Press down for Weak or up for Strong.

d-Go!

Pause Menu:

a-Resume

b-Return to Character Selection

c-Return to Rules Selection

d-Exit to Title Screen

3-Caravan Mode: A set of 8 challenges. High scores are saved.

Pause Menu:

a-Resume

b-Restart Challenge

c-Return to Caravan Mode Menu

d-Exit to Title Screen

4-Library: View data about each of the game's characters after you've finished World Fighters Mode with them, as well as bonus data for the A ranks you score.

5-Options:

a-Autosave: On or Off

b-Vibration: On or Off

c-Save: The left option is Yes and the right is No.

d-Load: The left option is Yes and the right is No.

e-Exit

4. Controls and Game System

GameCube Controls:

Left Analog stick: Character movement

D-pad: Character movement

A button: Jump/Confirm Menu Selections

B button: Attack/Throw/Cancel Menu Selections

Y button: Grab/Throw/Random Character or Map Selection/View Score in Caravan Mode Menu/View pictures in Library

X button: Special Move

L button: Guard

R button: Guard

Start: Pause

Playstation 2 Controls:

Left Analog stick: Character movement

D-pad: Character movement

X button: Jump/Confirm Menu Selections

[] button: Attack/Throw/Cancel Menu Selections

/\ button: Grab/Throw/Random Character or Map Selection/View Score in Caravan Mode Menu/View pictures in Library

O button: Special Move

L1/L2 button: Guard

R1/R2 button: Guard

Start: Pause

Upper attack: Up + Attack
Strong Attack: Forward + Attack
Jump Attack: Jump then Attack
Rising Attack: Jump then Up + Attack
Falling Attack: Jump then Down + Attack
Cling to platforms: Jump then Up + Jump. You can crawl left or right
and attack from this position.
Fall through platforms: Down while on a raised platform
Back flip: Jump then Guard
Deflect: Guard at the exact moment someone hits you... Prepare for the
computer to abuse this, as with any game that uses such a move

Air Grab: You can grab people in mid-air.

Drop someone: You can only carry someone for a limited time before
dropping them without causing them harm. Clinging to a
platform also causes you to drop them.

Game System: At the beginning of every match, hearts shoot out
randomly. Grab as many as you can, as they serve as your
life meter. You lose hearts every time you get hit. When
your hearts are depleted, you shrink and your KyaraDama
(soul) floats upward. Pick it up and you'll return to
normal size, although your hearts will still be empty. If
someone else gets your KyaraDama, you stay small and lose
the match. The winner is the last person with their
KyaraDama.

5. Characters

Konami's Characters

Name: Power Pro-Kun

First Japanese appearance: Jikkyou Powerful Pro Baseball '94
(Super Famicom 1994)

First US appearance: Konami Crazy Racers (GameBoy Advance 2001)

Description: The Jikkyou Power Pro Baseball series is a super-deformed
baseball series that, to the best of my knowledge, has
never had a stateside release. Power Pro-Kun represents
any of the characters from the games - they're all cute
little baseball dudes. There was a GameBoy Advance version
in which Power Pro-Kun was a dead player who got
reincarnated as a robot - why can't we get sports games
like this? Anyway, Power Pro-Kun should be familiar to
American GameBoy Advance early-adopters as he appeared
with Moai and several other Konami characters in launch
title Konami Crazy Racing. He's a loveable guy, but some
hardcore fans may take offense that he uses a metal fan as
a weapon in Dream Mix TV instead of a baseball bat.

Combo: Attack-Attack-Attack

Bat Attack: Special. Press and hold to build up a level 2 or level 3
charge. Level 3 is most powerful but leaves you dizzy
afterwards. (ground)

Aerial Bat Attack: Jump then Special (air)

Clinging Bat Attack: Cling to a platform and press Special. Power Pro-
Kun attacks and jumps onto the platform.
(clinging)

Name: Simon Belmont

First Japanese appearance: Game: Vampire Killer (MSX 1986)

Animation: Never

First US appearance: Game: Castlevania (NES)

Animation: Captain N: The Game Master (1989)

Description: Simon Belmont is the original hero of the Castlevania series, which started as a humble 8-bit game and continues to be popular to this day. Many of the sequels/prequels feature Simon's relatives but he has still been featured in more Castlevania titles than anyone else. Simon is a vampire hunter who utilizes a whip, as well as secondary weapons like the Cross Boomerang, which made it into Dream Mix TV. Simon Belmont and the Moai head from Gradius go way back. Besides finding a Moai head in the original Castlevania, Simon and Moai were both playable characters in Wai Wai World for Famicom, a platformer featuring various Konami heroes. Now the new, feminine, kind of ugly Simon Belmont can face off against Moai instead of working together with him. Let's not talk about how Simon looked in Captain N. That was one hideous, bumbling buffoon of a vampire hunter in that show.

Combo: Attack-Attack-Attack

Boomerang Throw Circular: Special. You can have 2 Boomerangs in the air at one time. (ground, air, or cling)

Boomerang Throw Horizontal: Right + Special (ground)

Boomerang Throw Upward: Up + Special (ground)

Name: Twinbee

First Japanese appearance: Twinbee (Arcade 1985)

First US appearance: Stinger (NES)

Description: Twinbee is a heroic, self-aware ship created by Dr. Cinnamon. His pilot is known as Light. He appears in small and large sizes and can carry a passenger.

The Twinbee series is comprised mainly of 2D shooters but has included some excellent platform and puzzle games as well. Stinger is the series' only US release, although a couple of the games did make it out in Europe, sometimes in censored form. Back in Japan, Twinbee also appeared in Wai Wai World and Wai Wai World 2 to star in shooter stages. He's not playable in Konami Krazy Racers, but his picture shows up in a Twinbee-themed stage.

Combo: Attack-Attack-Attack

Bell throw: Special. You can only have one bell or its effect on-screen at a time. The color of the bell cycles between yellow, red, green, and blue, and each has its own effect. (ground, air, or cling)

Yellow: The bell itself damages opponents.

Red: Where the bell stops, a vertical ray of light causes massive damage

Green: Where the bell stops, a large ball of light causes big damage

Blue: The bell bursts into hearts

Name: Solid Snake

First Japanese appearance: Metal Gear (Famicom/MSX 1987)

First US appearance: Metal Gear (NES 1987)

Description: Solid Snake is the star of the Metal Gear series of games, although he took a backseat to some feminine guy in Metal Gear Solid 2. He's a legendary hero whose mission in life is to protect the world from the menace of Metal Gear - a big tank/robot monstrosity. He was a member of the military group FOXHOUND but left and joined the NGO Philanthropy. There's a lot more to the series plotline but trust me, it's wacky and vague. Sure, normally Snake spends all his time sneaking around, but he wanted to flex his fighting chops, so here he is. You can find hidden Moai statues in MGS2 by the way. Those rocks really get around.

Combo: Attack-Attack-Attack

C4 bomb: Special, then after the bomb is set, Special detonates. Plant it on someone you're grabbing for extra fun. (ground, air, cling, or grab)

Name: Moai

First Japanese appearance: Gradius (Arcade 1985)

First US appearance: Gradius (NES 1986)

Description: Moai is an evil version of the stone heads found on Easter Island. He has traditionally been a tool of the Bacterion Empire in the Gradius series, although he guest stars in all kinds of Konami games. Both he and Simon Belmont were playable characters in Wai Wai World for the Famicom, and he raced with Power Pro-Kun in Konami Krazy Racers for GameBoy Advance, which is known as Wai Wai Racing Adventure in Japan. Sure, it's nice to play as a big stone head, but in Dream Mix TV does he have to be so slow?

Combo: Attack-Attack

Ion Ring: Special. Press and hold to build up a level 2 or level 3 charge. Level 3 causes a giant Moai to appear, at which point you can press Special rapidly to make it shoot ion rings. (ground)

Jumping Ion Ring: Jump, then Special (air)

Clinging Ion Ring: Cling to a platform, then Special (cling)

Takara's Characters

Name: Licca (AKA Licca-Chan)

First Japanese appearance: Videogame: Super Doll Licca-Chan (GameBoy Color 2000) Toy: Licca toy line (1967)

First US appearance: Never

Full Name: Kayama Licca Nickname: Licca-chan

Birthday: 3 May Blood Type: O

Description: The daughter of a French father and a Japanese mother, Licca is a girl of the world! Having been introduced to Japan in 1967, Licca's adorable looks and fashionable styles won the hearts of many girls and their parents. With her various friends, Licca-chan has gone through the years, much like the Western Barbie developed, although

along different lines. Barbie, who was introduced in Japan later, soon became known as Jenny due to the revamped design after Mattel's contract with Takara ran out. Jenny is sometimes thought of as Licca-chan's 'older sister' because they are from the same company!

Licca-chan has had not only her own anime series, but also various games based on her and her friends, and of course a line of extremely popular fashion dolls the world over. Keeping up with the times isn't always easy, but Licca-chan has done it admirably through the years and maintains her popularity even today with a drastically different youth than that present at her introduction!

Combo: Attack-Attack-Attack

Heart Drain: Special. Press and hold to build up a level 2 or level 3 charge. Level 3 has the greatest range. (ground)

Jumping Heart Drain: Jump then Special (air)

Clinging Heart Drain: Cling to a platform then Special. Licca falls while draining hearts. (cling)

Grabbing Heart Drain: Grab someone then Special. Nice and evil! (grab)

Name: Takao Kinomiya (AKA Tyson Granger in the USA)

First Japanese appearance: Videogame: Bakuten Shoot Beyblade (GameBoy Color 2001) Manga: Bakuten Shoot Beyblade

First US appearance: Videogame: BeyBlade (Playstation 2002)

Toy/Animation: BeyBlade

Description: Takao is a strong-willed and brash-headed thirteen-year old. He lives with his grandfather, who he respects greatly, even if he doesn't always show it. Despite his tendency to rush into battle unprepared, Takao usually comes out victorious thanks to good instincts and a stubborn refusal to back down. He received his Bit Beast Dargon from a family sword when his BeyBlade talents became apparent.

Combo: Attack-Attack-Attack

Evolution Storm: Special. Press and hold to build up a level 2 or level 3 charge. Level 3 produces the largest creature. (AKA Victory Tornado) (ground)

Jumping Evolution Storm: Jump then Special (air)

Clinging Evolution Storm: Cling to a platform then Special. Takao throws a BeyBlade and drops to the ground (cling)

Name: Convoy (AKA Optimus Prime in the USA)

First Japanese appearance: Videogame: Transformers Tatakae! (Playstation 2 2003)

Toy/Animation: Tatakae! Chou

Robot Seimeitai Transformer (1985)

First US appearance: Videogame: Transformers (Commodore 64/ZX Spectrum 1986) Toy/Animation: Transformers (1985)

Description: Convoy is the first and most beloved leader of the Autobots, heroic Transformers who battled the evil Decepticons. He transforms into a semi-truck with trailer. In the cartoon, he leads from 1985-1986 before being dramatically killed by Megatron in Transformers: The Movie. He returns to life in "The Return of Optimus

Prime", a 2-part episode in Season 3. Convoy continued to lead the Autobots throughout the season and into at least one season that never aired in America.

After the show stopped airing in the US, Convoy became a less important character and was killed with little fanfare. However, he is still the most beloved of all Transformers and the original toy has seen numerous re-releases in Japan, and a domestic re-release as well. The newest toy based on the original Convoy is called "20th Anniversary Optimus Prime" in America. It's a super-deluxe redesign based on the animated character. Incidentally, all characters named "Optimus Prime" in the more recent Transformers series are different from Convoy and have different Japanese names.

Combo: Attack-Attack

Rotating Transform: Special (ground, air, or cling)

Driving Transformation: Forward + Special (ground). Possibly the cheapest movie in the game.

Name: Microman

First Japanese appearance: Game: Chiisana Kyojin Microman (Playstation 1999) Toy: Microman (1974)
Anime: Microman (1999)

First US appearance: Game: Never Toy: Micronauts (1976)

Description: Microman is the series of toys Takara produced before moving on to Transformers. The Micromen were a race of tiny aliens that came to our world after Micro Earth was destroyed. Pollution created evil Acroyears who could turn giant and wreak havoc, so the Micromen had to come out of hiding and fight to protect the earth.

The early toys were special in that they had interchangeable parts. A US toy manufacturer, Mego, licensed the toys and released them as Micronauts. The toy line was successful and they continued to be produced until Mego went out of business. When Transformers really took off, Takara shelved the Microman concept. 1999 saw the return of the Microman manga and toys as well as its first anime series.

Our hero Microman actually rides inside of Robot Man, a large motorized toy who was known as Biotron in the US.

Combo: Attack-Attack-Attack

Robot Man Kick: Special (ground, air, or cling)

Robot Man Punch: Forward + Special. Tap Special 2 more times for a combo. (ground)

Robot Man Rising Attack: Up + Special

Hovering: Jump then press and hold Jump (air)

Name: Asuka

First Japanese appearance: Game: Dream Mix TV
Toy: Cool Girls line (2001)

First US appearance: Game: Cy Girls (Playstation 2 2004)

Toy: Cy Girls line (named "Shadow" 2003?)

Description: Asuka is a specially trained ninja girl (kunoichi). She is

an expert in hand-to-hand combat and stealth. Because of her beauty, her opponents frequently underestimate her. Perhaps we will learn more of this mysterious assassin in the upcoming Cy Girls PS2 game.

Combo: Attack-Attack-Attack

Ground Fire: Special (ground, air, or cling)

Fire Shoot: Forward + Special

Upward Ground Fire: Up + Special (air)

Name: Megatron

First Japanese appearance: Videogame: Either Transformers: Mystery of Convoy (Famicom 1986 - not sure if he's really in it) or Transformers Tatakae! (Playstation 2 2003)

Toy/Animation: Tatakae! Chou Robot Seimeitai Transformer (1985)

First US appearance: Videogame: Transformers (Commodore 64/ZX Spectrum 1986) Toy/Animation: Transformers (1985)

Description: Megatron is the first and most infamous leader of the Decepticons, evil Transformers dedicated to taking over the universe. He transforms into a Walter P-38. His gun design is so realistic that current toy safety laws prevent Hasbro from re-releasing the original Megatron in the US. Various Japanese re-release imports are readily available, though.

The animated version of Megatron ruled during the first 2 seasons of the show before being reborn as Galvatron in Transformers: The Movie. He was a vicious character, but a poor strategist who accepted gross levels of insubordination from his lieutenant, Starscream. That's 80s American cartoons for you. Like Optimus Prime, all characters named "Megatron" in the more recent Transformers series are different from the original Megatron and generally have different Japanese names.

Combo: Attack-Attack

Transform to Walter P-38: Special (ground, air, or cling)

P-38 Shoot: While transformed, you can aim with Up or Down, then press Special. The bullets reflect off of walls. Hold Special for a laser blast, which does not reflect.

Hudson's Characters

Name: Bomberman

First Japanese appearance: Game: Bomberman (Famicom 1985)

Animation: Bomberman B-Daman Bakugaiden (1998) or Bomberman Jetters (2002)

First US appearance: Bomberman (NES 1985)

Animation: Never

Description: According to its instruction manual, the original Bomberman was a demolitions robot who rebels in order to become human. The game makes no reference to any of that, so it might have been written just to entice American gamers into playing it. The NES game was ported to the TurboGrafx-16/PC Engine in 1990. The new version featured improved graphics and sound, and most importantly, a 5-

player battle mode. It launched a series of sequels across multiple platforms as well as starting the party game sub-genre. Today Bomberman is depicted as a living person from the Planet Bomber who opposes evil without seeking personal gain.

The pinnacle of the series was Saturn Bomberman. The Saturn version featured 10-player simultaneous play, as well as direct-dial modem play for up to 4 players. It also brought several Hudson characters together for the battle mode, including Bonk (PC Genjin), Master Higgins, Manjimaru, and others. Bomberman even fought Wario in Wario Blast for GameBoy. After Saturn Bomberman, the series experienced a lull, with its 2 American N64 versions receiving rather poor reviews. More recent games such as Bomberman Generation and Bomberman Land 2 have fared much better, even if none of them quite recaptures Saturn Bomberman's magic. Bomberman has had a hard time domestically, as half of the games that managed to get released here were stinkers, hurting US sales. Still, Majesco is releasing the awesome Bomberman Jetters here so all hope is not lost.

Bomberman has also had 3 animated series in Japan. Bomberman B-Daman Bakugaiden and Bomberman B-Daman Bakugaiden V are side-stories in which Bombermen shoot lasers from their chests instead of using bombs. Bomberman Jetters is an excellent show revolving around Shiro (White) Bomb, who is a member of the Jetters organization which protects the universe from evil. Unlike B-Daman, Jetters is very faithful to the standard Bomberman videogames.

Combo: Attack-Attack-Attack

Lay Bomb: Special. You can have 3 bombs on-screen at a time. (ground, air, cling)

Punch Bomb: Attack near a bomb. Only Bombermen can punch bombs. (ground or air)

Throw Bomb: Grab near a bomb, then Attack or Throw. If you grab someone's bomb, that keeps them from laying one of their 3 total bombs. Clinging to a platform causes you to drop the bomb. Non-Bombermen can not grab bombs. (ground)

Power Bomb: Grab a bomb, then press and hold Special. The level 2 bomb explodes a bit larger than normal, and at level 3 it becomes a Power Bomb, which is even bigger. (ground or air)

Name: Momotarou

First Japanese appearance: Momotarou Densetsu (Famicom 1987)

First US appearance: Never

Description: Momotarou is a character based off of Japanese legend. His name means "peach boy" essentially, and this is because he was found in a giant peach that floated down the river. An old woman brought the peach out, and her husband cut it open... to find a beautiful child inside. They were grateful because they had prayed to the gods for years to bless them with a child, and it had finally become reality. Momotarou quickly grew to boyhood and had incredible abilities greater than other children; he decided that he should help his beloved adoptive parents and set out for the island of the oni, known as

onigashima, where the oni lived with the treasures that they stole from Momotarou's home town.

His adoptive mother and father were so proud, and his mother gave him some millet dumplings to take with him. He ate one, and while he was walking along he met first a dog, then a sparrow, and then a monkey, all of whom wanted one of the millet dumplings. Even though there were only four, he gave each one a precious dumpling, and he managed to keep the three... natural enemies... from feuding. They went to onigashima on the sea and they defeated all the oni, who promised never again to harm humans. Momotarou returned to his town a hero.

In the games, after this, apparently he used some of his spoils to invest in a railroad! And that is where his series of games picks up. They are often party-style games with lots of fun and silliness.

Combo: Attack-Attack-Attack

Summon Dog: Special (ground)

Summon Sparrow: Jump then Special (air)

Summon Monkey: Cling to a platform then Special (cling)

Name: Takahashi Meijin (AKA Master Higgins in the USA)

First Japanese appearance: Takahashi Meijin no Bouken Jima
(Famicom/MSX 1986)

First US appearance: Hudson's Adventure Island (NES 1986)

Description: Takahashi Meijin is based on real-life Japanese gamer Takahashi Toshiyuki. An incredible gamer, he achieved fame and often provided commentary or tips for Hudson Soft's products. Hudson rewarded him by putting him in a crappy platform game, Adventure Island. His objective: to rescue his girlfriend from monsters. That game spawned several sequels of higher quality. Oddly, Sega used the original game with a different character and retitled it Wonder Boy for the Sega Master System. "Fat boy Higgins" as I like to call him battled Bomberman and Manjimaru in the past in Saturn Bomberman. He was a cool character but they drew him awfully poorly... He looks better in Dream Mix TV, but not as good as he did in his Super SNES days. Adventure Island has recently received a deluxe 3D remake for Playstation 2 and GameCube, because sometimes Hudson loves you.

Combo: Attack-Attack-Attack

Ax Throw: Special (air, ground, or cling)

Spear Throw: Forward + Special (ground)

Torch Throw: Up + Special (ground)

Name: Yugo (AKA Hugo in the USA)

First Japanese appearance: Bloody Roar (Playstation 1997)

First US appearance: Bloody Roar (Playstation 1997)

Description: Yugo Ogami is a professional boxer who likes steak and dislikes wasabi. Did anyone see that movie? I think he means the food though. It's not important. Look, about 12 people enjoy the Bloody Roar games and I can't pretend to be one of them. But hey, Yugo's a werewolf. And I think we

all enjoy werewolves. Some of us more than others. You know who you are. Moving right along, Bloody Roar 4 is the latest one-on-one fighter featuring Yugo, although they seem to release a new one every few months these days.

Combo: Attack-Attack-Attack

Double Uppercut: Special (ground)

Dash Attack: Forward + Special (ground)

Spiral Fang: Up + Special (ground) or just Special (air, cling)

Name: Manjimaruru

First Japanese appearance: Tengai Makyou II: Manjimaruru (AKA Far East of Eden 2) (PC Engine Super CD 1992)

First US appearance: Kabuki Klash (AKA Tengai Makyou Shinden) (Neo Geo 1995)

Description: Manjimaruru is a bold hero who arose to put a stop to the hideously evil plant life overrunning his world. He hails from the land of Jipang, which is said to be a fictitious representation of feudal Japan as seen by a foreign author...this is an inside joke with the actual development team, actually! Their world of Jipang is like feudal Japan in many ways, but it is also very, very different, and full of all kinds of inside jokes that most people unfamiliar with Japanese history and culture would probably not understand.

The Tengai Makyou series is an endearing and dearly beloved series due to this lighthearted nature and of course the sheer gloriousness of the games' graphics, gameplay, and story. Tengai Makyou II: Manjimaruru, our hero's starring game, was recently re-released for Playstation 2 and GameCube with many enhancements, much like Adventure Island and Star Soldier.

Manjimaruru himself has appeared not only in his own game, but also in others; including the magnificent fighting title known to most Western gamers as Kabuki Klash, and Saturn Bomberman, where he and several other Tengai Makyou alums fought Bomberman, Takahashi Meijin, and other Hudson characters.

Combo: Attack-Attack-Attack

Sword Change: Special toggles between Fire or Thunder Swords

Sword Attack: Forward + Special (ground)

Heavenly Sword Attack: Up + Special (ground)

Name: Bimbougami (God of Poverty)

First Japanese appearance: Momotarou Densetsu (Famicom 1987)

First US appearance: Never

Description: Bimbougami is the creature known as the god of poverty. He is a reprehensible sort who brings bad fortune to all those who surround him, and oftentimes he has so unwelcome that people will do anything to be rid of him. Unsurprisingly, he's a menace to Momotarou and his railroad! He has various abilities that he can use, almost all of which derive from his horrendous lack of personal hygiene and his blithe disregard for anyone else.

Combo: Attack-Attack-Attack

Die throwing: Special. After hitting an opponent, the die produces one of 6 different effects, depending on what side it lands on. All but the Red ? wear off over time. (ground or air)

Yellow ?: Speed and jump power down

Green ?: Control scramble

Red ?: Take damage

Blue ?: Attack and Guard disabled

Mini Bimbougami: Bimbougami becomes Mini Bimbougami

King Bimbougami: Yellow, Green, and Red effects

Gas Cloud: Special while a die is still on screen (ground or air)

Non-Playable Hudson Characters:

Name: Mujoe

First Japanese appearance: Saturn Bomberman (AKA Bomberman SS)
(Sega Saturn 1996)

First US appearance: Saturn Bomberman
(Named "Mr. Meanie" Sega Saturn 1997)

Role: Host, Final Boss

Description: Mujoe is the bumbling leader of the Hige Hige Bandits, an organization dedicated to stealing rare and valuable objects and occasionally universal domination. He tends to fail because of poor planning, or a lack of skill on his group's part compared to Bomberman and his friends. Mujoe is the main villain in most recent Bomberman games, although he is second banana to Bagara in the Bomberman Jetters anime. Even then, he and the Hige Hige Bandits still do most of the dirty work. You tend to root for Mujoe because he's a really loveable loser and not entirely bad - he just likes to steal and wishes harm on his enemies. It's great that he plays an important role in Dream Mix TV, but his character model is rather funky and he's portrayed as even more of a loser than normal.

Name: Haruna

First Japanese appearance: Is she an original character?

First US appearance: Probably never

Role: Host

Description: Haruna seems to be an original character created for this game. If you recognize her from anything else, please let me know. Her "charm" comes from the fact that she is insanely enthusiastic about everything. She is Mujoe's sidekick, and beats up on him in her excitement. If only we could beat up on her... Perhaps in the sequel?

Name: Hige Hige Bandit

First Japanese appearance: Saturn Bomberman (AKA Bomberman SS)
(Sega Saturn 1996)

First US appearance: Saturn Bomberman (Sega Saturn 1997)

Role: Mujoe's support in the last cinema and final stage

Description: The Hige Hige are intelligent robots created by Bomberman's enemy Bagara (perhaps actually designed by Dr. Mechadoc). They perform the same function as the Putties in Mighty Morphin' Power Rangers: they are generic, identical bad guys who can't talk. Well, they can only say

"Hige Hige", although Mujoe understands them. These loveable and cute mischief-makers have even had their turns as playable characters in Bomberman Jetters for GameCube/PS2 and Bomberman Jetters Game Collection for GameBoy Advance. They are shaped a bit awkwardly in Dream Mix TV, but act like they always do: preparing Mujoe's UFO, and providing him with combat support in battle.

6. Stages

Name: Power Pro Stadium

Origin: Jikkyou Powerful Pro Baseball

Name: Dracula Castle

Origin: Akumajou Dracula (Castlevania)

BGM: Bloody Tears

Name: Sky Fortress

Origin: Twinbee?

Name: Shell Factory

Origin: Metal Gear Solid 2

BGM: Metal Gear Solid

Name: Artificial Sun

Origin: Gradius

BGM: Burning Heat!

Name: Licca-chan House

Origin: Licca's toy line

Name: Giant Soldier Debasuta (Devastator)

Origin: Transformers toy line

Name: Tree House

Origin: Some toy line?

Name: Night City

Origin: Dream Mix TV

BGM: Be Cool!

Name: Micro Earth

Origin: Microman toy line

Name: Darkness/Devil Orchid

Origin: Tengai Makyou II: Manjimaru

Name: Floating Continent

Origin: Star Soldier (GameCube/PS2 version)

Name: Bomberman Battle

Origin: Bomberman

Name: Momotarou Railway (Electric Railway)

Origin: Momotarou Densetsu

Name: Adventure Island

Origin: Hudson's Adventure Island

7. World Fighters Walkthrough

Power Pro-Kun's Battles:

- 1: Licca
- 2: Bomberman
- 3: Simon Belmont and Momotarou
- 4: Microman
- 5: Yugo and Licca
- 6: Twinbee, Takahashi Meijin, and Takao

Simon Belmont's Battles:

- 1: Yugo
- 2: Microman
- 3: Twinbee and Bomberman
- 4: Takahashi Meijin
- 5: Convoy and Takao
- 6: Power Pro-Kun, Licca, and Momotarou

Twinbee's Battles:

- 1: Momotarou
- 2: Takao
- 3: Power Pro-Kun and Takahashi Meijin
- 4: Bomberman
- 5: Convoy and Licca
- 6: Simon Belmont, Microman, and Yugo

Solid Snake's Battles:

- 1: Simon Belmont
- 2: Yugo
- 3: Licca and Takao
- 4: Twinbee
- 5: Takahashi Meijin and Bomberman
- 6: Convoy, Microman, and Momotarou

Moai's Battles:

- 1: Licca
- 2: Bomberman
- 3:
- 4: Takao
- 5: Momotarou and Takahashi Meijin
- 6: Solid Snake, Simon Belmont, and Yugo

Licca's Battles:

- 1: Bomberman
- 2: Simon Belmont
- 3: Takao and Power Pro-Kun
- 4: Momotarou
- 5: Twinbee and
- 6: Convoy, Takahashi Meijin, and Yugo

Takao's Battles:

- 1: Simon Belmont
- 2:
- 3: Licca and Convoy
- 4: Power Pro-Kun
- 5: Bomberman and Yugo

6: Microman, Twinbee, and Takahashi Meijin

Convoy's Battles:

- 1: Yugo
- 2: Twinbee
- 3: Microman and Momotarou
- 4: Takahashi Meijin
- 5: Simon Belmont and Power Pro-Kun
- 6: Takao, Bomberman, and Licca

Microman's Battles:

- 1:
- 2: Bomberman
- 3: Convoy and Takao
- 4: Twinbee
- 5: Momotarou and Takahashi Meijin
- 6: Licca, Simon Belmont, and Yugo

Asuka's Battles:

- 1: Yugo
- 2: Simon Belmont
- 3:
- 4:
- 5:
- 6:

Megatron's Battles:

- 1: Convoy
- 2: Bomberman
- 3: Twinbee and Yugo
- 4: Licca
- 5: Takahashi Meijin and Simon Belmont
- 6: Takao, Asuka, and Momotarou

Bomberman's Battles:

- 1: Power Pro-Kun
- 2: Licca
- 3: Takahashi Meijin and Simon Belmont
- 4: Twinbee
- 5: Takao and Yugo
- 6: Momotarou, Convoy, and Microman

Momotarou's Battles:

- 1: Microman
- 2: Simon Belmont
- 3: Licca and Yugo
- 4: Convoy
- 5: Twinbee and Bomberman
- 6: Takahashi Meijin, Takao, and Power Pro-Kun

Takahashi Meijin's Battles:

- 1: Twinbee
- 2: Convoy
- 3: Bomberman and Momotaro
- 4: Simon Belmont
- 5: Microman and Licca
- 6: Takao, Power Pro-Kun, and Yugo

Yugo's Battles:

- 1: Takao

- 2: Twinbee
- 3: Momotarou and Power Pro-Kun
- 4: Microman
- 5: Simon Belmont and Convoy
- 6: Bomberman, Licca and Takahashi Meijin

Manjimarou's Battles:

- 1: Momotarou
- 2: Microman
- 3: Twinbee and Convoy
- 4:
- 5: Power Pro-Kun and Bomberman
- 6: Takahashi Meijin, Licca, and Simon Belmont

Bimbougami's Battles:

- 1: Momotarou
- 2: Simon Belmont
- 3: Convoy and Power Pro-Kun
- 4: Twinbee
- 5: Licca and Bomberman
- 6: Manjimarou, Yugo, and Takahashi Meijin

Fighting Mujoe's UFO:

The main danger here is accidentally touching the UFO - it's an instant hit if you bump into it. Jump Attacks and Rising Attacks work well as long as you're careful, though. If you have a long-range special attack, you can mix it in with your jumping attacks to play it safe. Try to pick up the hearts he drops after he gets hit, as they disappear right after touching the ground. This should be an easy fight.

Mujoe's Attacks:

Wrecking Ball: These are in the top corners of the stage. If you see one start to move, drop to a lower platform to avoid them.

Confusion Beam: Mujoe winds up and fires a solid beam of energy that reverses your controls temporarily. It doesn't go through platforms and you can block to avoid getting hit.

Energy Balls: These 4 blasts are best dodged, as your guard usually gives out after blocking 3 of them.

Reflecting Lasers: Just block them.

3 Bombs: He must have learned something from Bomberman. They drop to the floor, so stay on a platform or just block them.

Hige Hige Bandits: They appear in the lower corners of the stage and fire triangle beams. Hit them or eventually you'll fall into one of their shots. They usually drop hearts, too.

8. Caravan Mode Walkthrough

1: Challenge Name: Life Attack

Character: Licca

Stage: Licca-chan House

Requirements to pass: Score 8,000 points within one minute.

Requirements for 1st place: Score 11,000 points.

Tips: Run around collecting hearts, especially the big ones. Try not to get too far from the center as you don't want to be far

away from the next place the hearts will appear. This one's pretty random, so you'll need to try it repeatedly until you manage to score 11,000.

2: Challenge Name: Punch de Bomber (a play on Net de Bomber?)

Character: Bomberman

Stage: Giant Soldier Debasuta (Devastator)

Requirements to pass: Score 8,000 points within one minute.

Requirements for 1st place: Score 30,000 points.

Tips: You must punch each bomb before it explodes. Never allow a bomb to explode next to you as it stuns you and wastes time. For every bomb that you hit without allowing one to explode, you score an extra 100 points, up to 800 points for each hit. Miss and the score reverts to 100 points and you must build up the bonus again. You're going to miss some of the bombs, so it's important to prioritize which ones you go after. If you see a batch of 3 on the left and 1 on the right, you need to hit the group of 3 and let the solitary bomb explode. Keep your bonuses going fairly consistently and you'll get first place.

3: Challenge Name: KyaraDama no Ouchi (Treehouse's Souls)

Character: Takao

Stage: Tree House

Requirements to pass: Collect all 30 souls within one minute.

Requirements for 1st place: Finish within 40 seconds.

Tips: Just collect the souls efficiently. You can use Takao's Rising Knee (Jump, Up + Attack) to get extra height on a jump but it's not necessary. After a few tries you should get first place.

4: Challenge Name: Pick Up and Throw!

Character: Power Pro-Kun

Stage: Night City

Requirements to pass: Score 8,000 points within one minute.

Requirements for 1st place: Score 14,000 points, baby.

Tips: You must grab the balls that appear next to you and throw them at the rising balloons. For each balloon you hit with one ball, you get an extra 100 point bonus, so the first balloon you hit will get you 100 while the 5th rewards you with 500. The key is to throw the ball through the balloons on the left side, and cause it to bounce through balloons on the right side. You can also throw upwardly but it's only necessary if there are no balloons near the middle or bottom. The pattern of the balloons rising is random, so you'll need to replay this one until you score some big combos and achieve first.

5: Challenge Name: Hanging On!

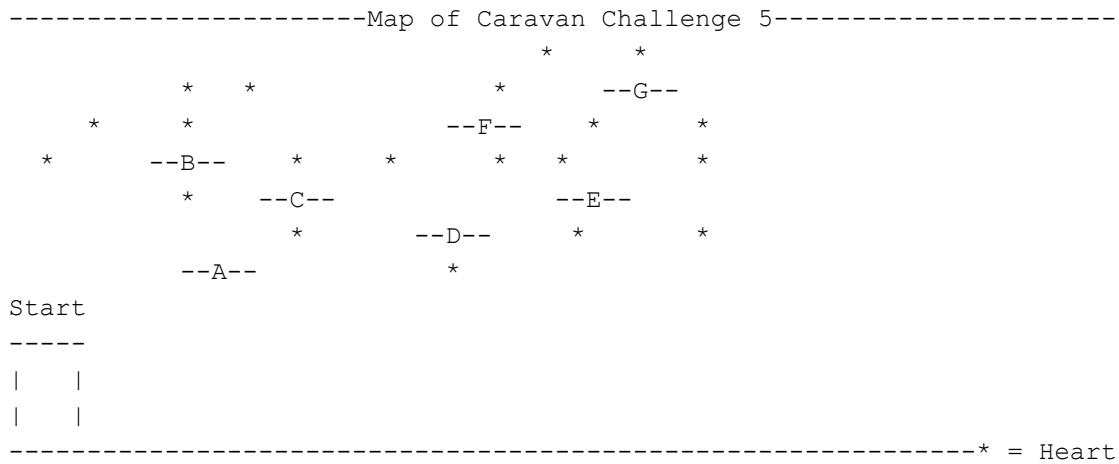
Character: Twinbee

Stage: Sky Fortress

Requirements to pass: Collect all 20 hearts within one minute.

Requirements for 1st place: Finish within 20 seconds.

Tips: This challenge will teach you to cling to platforms. Oh, yes. Be ready to hit Up + Jump as soon as your hands get near the platform you are jumping to, or you'll miss it. It seems to be easier to cling when jumping sideways instead of straight up. Start out by grabbing onto platform A, jumping up to B, then jumping left onto the starting platform in order to gain the hearts above it. Hop back over to B then head to C, D, and E. The jump from E to F is tough. You may need to make an extra jump around F in order to get all the hearts in that area. Then head to G, and fall down to collect the last 3 hearts. Do all that flawlessly and you'll land first place like an ace.



6: Challenge Name: KyaraDama Makyou II (a play on Tengai Makyou II)

Character: Manjimaru

Stage: Darkness/Devil Orchid

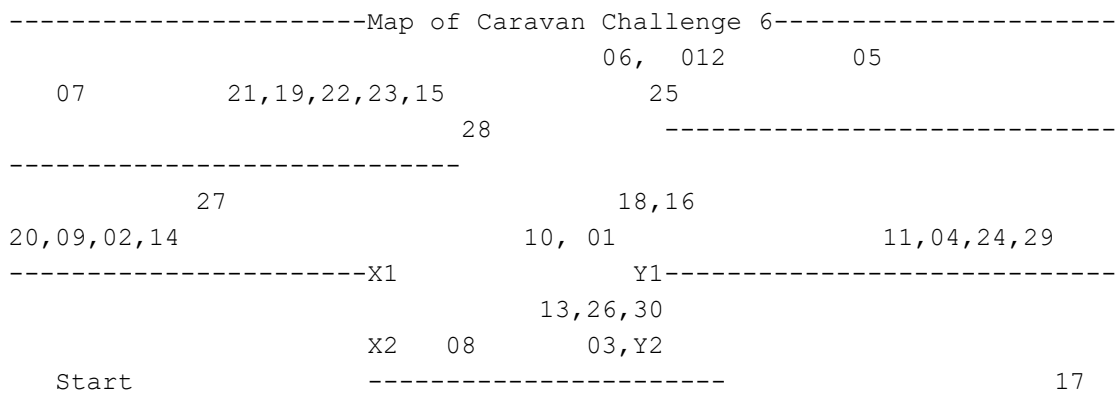
Requirements to pass: Collect all 30 souls within one minute.

Requirements for 1st place: Finish within 40 seconds.

Level of evilness: Urotsukidoji

Tips: This challenge requires endless retries to get a 40 second score. You must continually shave off the seconds until you get there. There are 3 important strategies: use Manjimaru's Rising Slash (Jump, Up + Attack) to gain extra height on some of your jumps, jump and cling to the vines in order to get certain hearts, and minimize the time you spend in the air by jumping at the part of the ground that is closes to the platforms (marked as X and Y on the map).

Start: Rising Slash on the way to 01, then turn around and jump at X2 while running to 02. Fall at X1, grab 03 then jump at Y2 to get to 04. Jump and cling, then jump and grab 05, clinging again. Jump to 06 then fall. Jump at X2, then Rising Slash up to 07. Fall at X1, get 08, turn and jump at X2 and go for 09. Jump at X1 for 10, then jump up at Y2 and run to 11. Carefully Rising Slash to 12, aiming so that you avoid Y1 and fall through 13. Jump at X1 and get 14, then jump and cling under 15. Jump and get it, falling carefully so you'll get 16 on the way down. Fall through the platform and get 17, then jump or Rising Slash to 18. Jump across from Y1, clinging under 19, then jump and get it. Run to 20, then jump and cling under 21. Jump and get it, clinging afterwards. Jump and get 22, then immediately Rising Slash before landing to get 23. If you can, land on the right platform as you get 23. If not, jump at Y2 to go for 24, then jump near Y1, falling carefully to get 26. Jump at X2, then jump and grab 27, clinging afterwards. Jump and get 28, landing on the right platform. Grab 29, then fall at Y1 or so to pick up 30. Whew!!!



07: Challenge Name: Succeed with Guard!

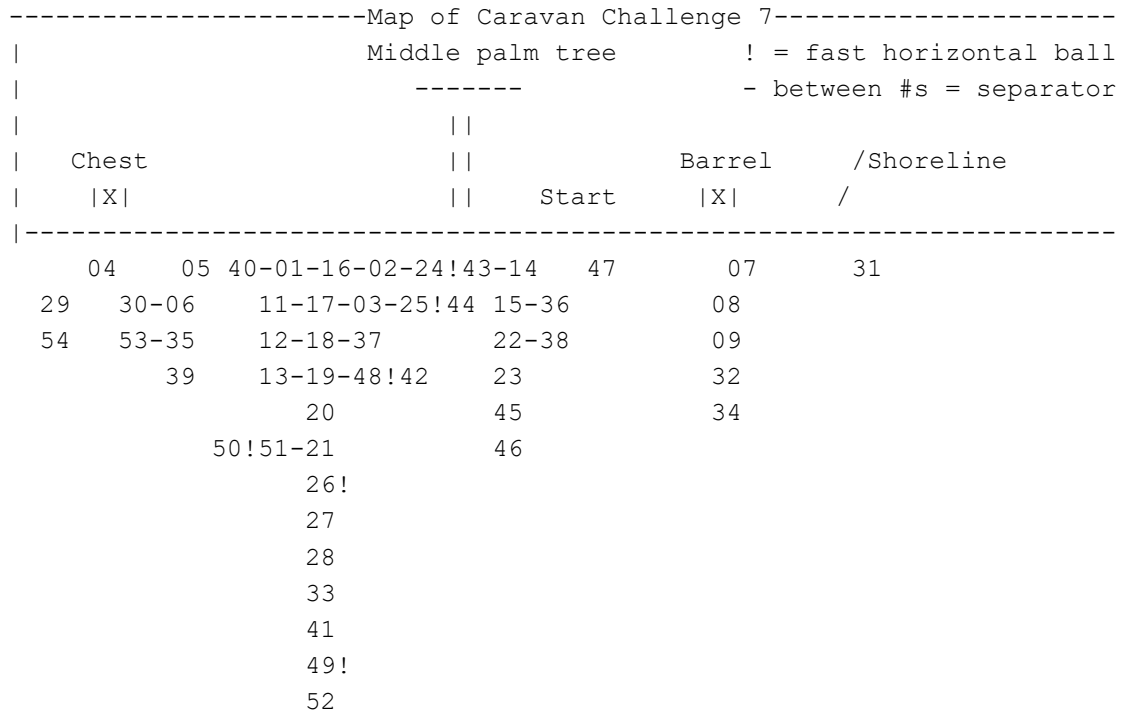
Character: Takahashi Meijin

Stage: Adventure Island

Requirements to pass: Score 8,000 points within one minute.

Requirements for 1st place: Score 30,000 points.

Tips: This time you must block balls being hurled at you in order to score. For every ball you block in a row you score an extra 100 points, up to 800 points for each ball. Miss and the score reverts to 100 points and you must build up the bonus again. The only way to beat 30,000 points is to memorize where each ball lands, so I've made a map which attempts to show you. The first challenge is blocking 11-13 then getting under 14-15 before they land. Do that and you should be able to block 16-28 without much difficulty. It seems impossible to block both 29 and 30, so your score will reset there. You can still win, but only with 1 or 2 more misses after that. After defending 32, you'll need to get 33 then really scramble to make it under 34. 40-45 are also toughies because you must guard, then step forward quickly and repeatedly to get them all. Practice and you'll get there!



08: Challenge Name: KyaraDama Castle (Soul Castle)

Character: Simon Belmont

Stage: Dracula Castle

Requirements to pass: Collect all 30 souls within one minute.

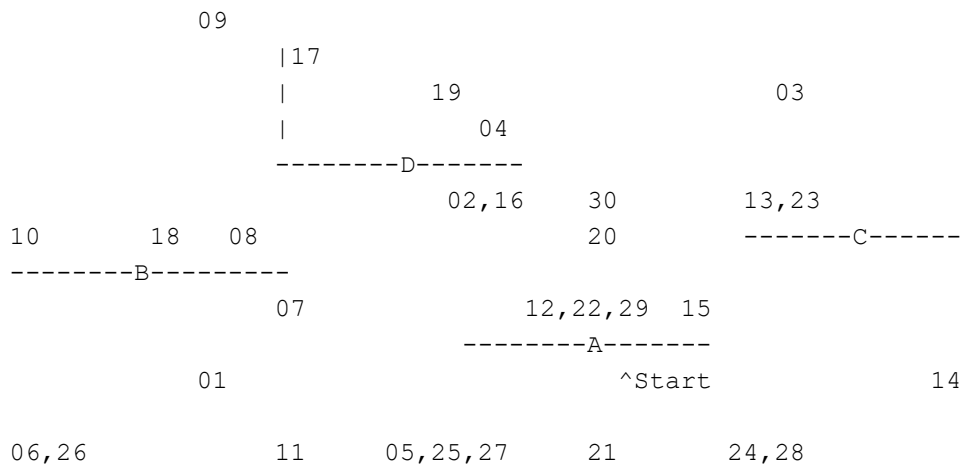
Requirements for 1st place: Finish within 40 seconds.

Tips: This is easier than Challenge 6 except for the evil random Medusa Heads, which will screw up many otherwise good attempts.

Start: Drop down and jump under 01, doing a Rising Slash (Jump, Up-Attack) up to platform B. Jump to 02, then jump and Rising Slash to 03. Do a big jump and Rising Slash to get 04, falling onto 05 if possible. Grab 06 (hopefully without the Medusa Heads getting you) then get under 07, turn left, jump and Rising Slash under it, which will net you 08 as you land. Jump and cling to pole D, then jump and Rising Slash to 09, landing on or near 10. Fall to 11, jump to 12, jump to 13, then run

right and fall through 14. Jump to 15, jump to 16 and cling, then jump to 17, landing on 18. Jump and rising slash to 19, and fall through 20 or jump and grab it after landing on A. Fall through the floor to 21, then jump back up and get 22. Jump to 23, then fall to 24. Run through 26, 27, and 28, avoiding Medusa Heads if you can. Turn and jump to 29, then jump again for 30. That wasn't so bad!

-----Map of Caravan Challenge 8-----



What do you get for scoring first place on all 8 Caravan challenges?
Nothing! My name is Hudson Soft and I hate you, the consumer! Bwa ha!!!

9. Secrets

Unlocking Characters

Solid Snake: Beat World Fighters Mode with Power Pro-Kun, Simon Belmont, or Twinbee

Moai: Beat World Fighters mode with Power Pro-Kun, Simon Belmont, Twinbee, and Solid Snake.

Asuka: Beat World Fighters Mode with Likka, Takao, Convoy, or Microman.

Megatron: Beat World Fighters Mode with Licca, Takao, Convoy, Microman, and Asuka

Manjimaruru: Beat World Fighters Mode with Bomberman, Momotarou, Takahashi Meijin, or Yugo

Bimbougami: Beat World Fighters Mode with Bomberman, Momotarou, Takahashi Meijin, and Manjimaruru

Unlocking Stages

Artificial Sun: Beat World Fighters Mode with Moai.

Shell Factory: Beat World Fighters Mode with Solid Snake.

Tree House: Beat World Fighters Mode with Megatron.

Darkness/Devil Orchid: Beat the game with Manjimaruru.

Floating Continent: Beat the game with Bimbougami.

A Rank Rewards:

Coming soon!

10. Special Thanks

These guys are teaching US stuff about games, so they must be hardcore!

-Eli M. for informing us about Licca and Bomberman's moves.

-Trevor P. for telling us about Konami Krazy Racers and running the awesome Gradius Base website.

-BakaOrochi for bringing up Kabuki Klash and some release dates.

11. Links

These are some Japanese and American links you might enjoy. Use babelfish.altavista.com/babelfish/tr to translate them if you like.

Japanese:

Dream Mix TV: World Fighters Official Website:
worldfighters.com

Hudson Soft Website:
hudson.co.jp

Konami Japan Website:
konami.co.jp

Takara Website:
takaratoys.co.jp

Whack-a-mole with Momotarou Densetsu characters:
hudson.co.jp/hde/vol007/omake/shot/index.html

English:

Transformers US Website:
transformers.com

The Official Transformers Collectors Convention and Fan Club Website:
otfcc.com

Bomberman B-Daman Bakugaiden Sekai (Fan site):
wooti.net/bdaman/

The Castlevania Dungeon
classicgaming.com/castlevania/

The Gradius Base
classicgaming.com/gradius/

Cy-Girls Official US Website:
blueboxtoys.com/bbi/cygirls

BeyBlade Official US site:
beyblade.com

12. Contact Information

If we've made any mistakes, please let us know. I would be happy to answer questions by email as well.

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