

Dr. Robotnik's Mean Bean Machine FAQ

by Seth0708

Updated on Aug 31, 2004

```
DD RRR   RRR   OO BBB   OO TTTT N   N I K K \   SSSS
D D R R   R R O   O B B O O   T   NN   N I K K   S
D D R R   R R O   O BBB   O O   T   N N   N I K K   SSS
D D RRR   RRR   O O B B O O   T   N   N N I K K   S
DD R R R*  R R   OO BBB   OO   T   N   NN I K K   SSSS
```

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FAQ

by Seth0708

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BASICS

Doctor Robotnik's Mean Bean Machine was the original North American version of Puyo Pop! Like most puzzle games, the objective seems simple, but becomes more complicated as you (or you foe) utilize strategies to pummel the competition.

To read through the rest of the BASICS, you need to understand the key I've used.

KEY	
B	Blue Bean
R	Red Bean
G	Green Bean
P	Purple Bean
O	Orange Bean
X	Grey Bean
H	Hasbean

In this, and all Puyo Pop! variations, two colored blobs fall from the top of the screen in groups. Your goal is to line four or more of the same color up. Your lines can be straight:

```
|      |  |R  |
|      |  |R  |
|      | OR |R  |
|RRRR |  |R  |
```

Or they can bend like this:

```
|      |  |  |  |  |
|      |  |R  |  |  |
|R      | OR |R  | OR |RRR |
|RRR   |  |RR  |  |XXRR |
```

Or they can be in a "box" shape:

```

|      |
|      |
|RR    |
|RR    |
-----

```

Of course every good competitive puzzle game has a catch. Doctor Robotnik's Mean Bean Machine has

Grey Beans. Grey Beans drop on your foe's side whenever you make your beans disappear (and vice-

versa). Grey beans do not match up with any color and only go away if another group of beans disappear that are touching them. Now what determines the number of Grey Beans that fall you might ask? Well the more beans you combo, the more Grey Beans that fall. What's a combo? Well here is an example of on:

```

|      |
|RG    |
|RG    |
|RRGG  |
-----

```

The Red Beans will disappear, causing the Green Beans above them to fall taking out more beans. Here are some bigger combos:

```

|B      |   | ORGB|   |   |   |BGO  |
|BR     |   | OGGB|   | O BG |   |PPPP |
|BROO  |OR | RRGB|OR | OOB  |OR |GGGP |
|BBRROO|   | ROOB|   | GGGBB|   |BBB000|
-----

```

Even Grey Beans can be used to make combos:

```

|G      |
|XB     |
|XBBB  |
|GGGX  |
-----

```

Just remember that anything you can do, the enemy can do too. In the real game, you'll have to screens going at once (one for you, the other for your opponent, Hasbean will be in the middle doing who knows what):

```

|      |   |X      |
|      |   |XXXXXX|
|OOOXGG|   |XXXXXX|
|BBBRRR| H |RRBBOX|
|PPPGGG|   |BBRROO|
-----

```

A winner is declared when someone's screen fills up with beans or more specifically, when the spot from which the beans fall is blocked:

```

|  P  |   |XXXXXX|
|  O  |   |XXXXXX|
|  R  |OR |XXXXXX|
|  B  |   |XXXXXX|
-----

```

Experiment with different combinations and you may just surprise yourself.

PRACTICE MODE ONLY

In Practice mode sometimes a large green-colored bean will appear. This bean destroys an entire column when placed.

There are three basic modes to chose from:

Story

Versus

Practice

Story mode takes you through all of Doctor Robotnik's robots in an attempt to save Mobius

Versus mode allows to players to play against each other

Practice is just like Story mode, but you don't have to compete against anyone

STORY MODE QUOTES

Introduction

[Doctor Robotnik stands in front of his mean bean machine with Grounder and Cluck]

"Witness my evil dream to rid Mobius of music and fun forever. My latest invention the mean-bean

steaming machine will not only dispose of those fun-loving jolly beans of Beanville, but turn them into robot slaves to serve my evil purposes. Robots. Bring me those beans.

[Grounder and Cluck teleport of the screen and Doctor Robotnik begins to laugh maniacally]

Stage 1- Arms

"Beans, beans let me give you a hand -- or two. I've to prepare Dr. Robotnik a beautiful bean feast. Come to Arms my beauty."

Stage 2- Frankly

"Arms is always to wrapped up in himself to do anything useful. I'm a bright Spark and I reckon I know how to beat you."

Stage 3- Humpty

"Gracious. You're here already? I'm shell-shocked. But please eggscuse me if I spoil you chances of seeing Dr. R."

Stage 4- Cocanuts

"I'm Cocanuts and I'm Dr. Robotnik's favorite robot because I'm gonna finish you in a flash."

Stage 5- Davy Sprocket

"A squirt like you has been reuniting too many beans. I reckon I'll have to pioneer some new techniques."

Stage 6- Skweel

"I've got more sizzle than a rasher of bacon. I'm hungary and it ain't meals on wheels I'm after -- It's you!"

Stage 7- Dynamight

"Well blow me away! As if Dr. R. hadn't enough stick already. Here I am to provide a little explosive action."

Stage 8- Grounder

"I'm Grounder but you can call me SAM -- 'cause I'm like a surface-to-air missile and I'm gonna have you for launch."

Stage 9- Spike

"C'mon squirt let's see what you're made of. Forget those rivet-brains you've seen. I'm Spike and I'm gonna stick it to ya'."

Stage 10- Sir Ffuzy Logik

"Milord is troubled by thy success, Sire. But thhou are destined to proceed no further. Prepare

to dueal Lord Robotnik's champion."

Stage 11- Dragon Breath

"Ol' Ffuzy Fface got got tied knots eh? I guess that's why the boss is sending the boys round. So long sucker."

Stage 12- Cluck

"You've been scratching around here for too long, worm-bait. Time to cross the road and head home pal. I'm winnig this by means fair or fowl."

Stage 13- Doctor Robotnik

[Doctor Robotnik flies in to his lab and jumps from his pod]

"You dopey dunce-bots. Con't you do anything right? Now I'll have to do my own dirty work and blend those beans."

Ending

[The mean bean machine explodes. As the beans jump for joy, Doctor Robotnik jumps into his pod and flies away. The cast is shown (including Hasbean) and night falls. Last we see the credits]

PASSWORDS

Sega Genesis Passwords:

Key

Easy Password

Hard Password

Hardest Password

Frankly

Red-Red-Red-Hasbean

Green-Grey-Yellow-Yellow

Blue-Blue-Green-Yellow

Humpty

Grey-Purple-Grey-Green

Yellow-Grey-Purple-Grey

Green-Yellow-Green-Grey

Coconuts

Red-Grey-Hasbean-Yellow

Blue-Green-Grey-Blue

Purple-Purple-Red-Hasbean

Davy Sproket

Grey-Blue-Blue-Purple

Red-Purple-Green-Green

Green-Red-Purple-Blue

Skweel

Grey-Red-Grey-Purple

Yellow-Yellow-Grey-Green

Blue-Purple-Green-Yellow

Dynamight

Purple-Yellow-Red-Blue

Purple-Grey-Blue-Blue

Blue-Purple-Green-Hasbean

Grounder

Yellow-Purple-Hasbean-Blue
Grey-Yellow-Hasbean-Yellow
Grey-Purple-Hasbean-Yellow

Spike

Yellow-Purple-Hasbean-Blue
Purple-Blue-Blue-Green
Purple-Green-Hasbean-Grey

Sir Ffuzzy Logik

Red-Yellow-Grey-Hasbean
Grey-Green-Red-Yellow
Green-Blue-Yellow-Hasbean

Dragon Breath

Green-Purple-Blue-Grey
Blue-Yellow-Yellow-Hasbean
Green-Blue-Yellow-Hasbean

Scratch

Red-Hasbean-Hasbean-Yellow
Green-Grey-Grey-Blue
Red-Green-Hasbean-Blue

Doctor Robotnik

Yellow-Hasbean-Blue-Blue
Hasbean-Grey-Purple-Hasbean
Red-Red-Grey-Yellow

Sega Game Gear Passwords:

Key
Scenario Password
Puzzle Password

Stage 2

Yellow-Red-Green-Blue
Green-Yellow-Pink-Grey

Stage 3

Blue-Red-Grey-Orange
Grey-Orange-Grey-Orange

Stage 4

Orange-Pink-Grey-Yellow
Blue-Red-Green-Pink

Stage 5

Blue-Grey-Grey-Orange
Blue-Green-Grey-Pink

Stage 6

Red-Pink-Grey-Green
Pink-Green-Yellow-Pink

Stage 7

Yellow-Blue-Pink-Blue
Blue-Green-Red-Green

Stage 8

Grey-Blue-Red-Orange
Orange-Blue-Red-Orange

Stage 9

Pink-Blue-Red-Orange

Pink-Orange-Yellow-Green

Stage 10

Blue-Yellow-Red-Green

Yellow-Pink-Yellow-Orange

Stage 11

Orange-Pink-Yellow-Blue

Yellow-Grey-Grey-Pink

Stage 12

n/a

Red-Pink-Yellow-Blue

Sega Master System Passwords:

n/a

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CLOSING

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