

Bishi Bashi Special FAQ (PAL Version)

by chandlerbing

Updated to vFinal on May 5, 2002

```
~~~~~  
Bishi Bashi Special - PAL version  
For Sony Playstation  
Konami  
Basics FAQ  
Version FINAL  
By chandlerbing  
Wing_pui@hotmail.com  
~~~~~
```

This Basics Guide was started on: 24 July 2001

This Basics Guide was updated on: 5 May 2002

```
=====  
LEGAL INFO  
=====
```

This Basics Guide is the sole property of chandlerbing and may not be reproduced unless it is in its whole form. This FAQ may not be used in commercial/promotional/profitable transactions. If you wish to post this guide on your website, please e-mail me for permission first and you may do so only if I give the permission and as long as nothing is changed.

Bishi Bashi Special is copyright 2000 by Konami
This guide copyright 2001 chandlerbing

```
=====  
REVISION UPDATE  
=====
```

```
=====29/7/2001=====
```

Version 0.1 posted - General controls, Tips for 20 mini-games, credits. FAQ size 16k.

```
=====30/7/2001=====
```

Version 0.2 - 7 more mini-game game tips added, credits updated. FAQ size 20k.

```
=====1/8/2001=====
```

Version 0.8 - 19 more Super Bishi Bashi mini-game game tips added, updated 2 Super Bishi Bashi mini-games, minor corrections. Section 4 on Hyper Bishi Bashi has begun, 11 Hyper Bishi Bashi included. Added Credits to the contents section. FAQ size 40k.

```
=====2/8/2001=====
```

Version 1.1 - Minor corrections to mini-game titles, added a new section 'Differences Between SUPER and HYPER Bishi Bashi'. 10 new Hyper Bishi Bashi mini-game tips added. FAQ size 47k.

=====5/8/2001=====

Version 1.2 - Revised the Introduction section. Corrected mini-game name from 'Drive Thru 1 to 9' to 'Step on 1 Thru 9'. 3 new Hyper Bishi Bashi mini-game tips added. Differences Between SUPER AND HYPER Bishi Bashi updated. Credits updated. FAQ size 51k

=====11/8/2001=====

Version 1.8 - New section added 'General Game Help', 17 new Hyper Bishi Bashi game tips added. Differences Between SUPER and HYPER Bishi Bashi section updated. 4 Super Bishi Bashi mini-game tips updated. Correction made to 'Shake The Can To Outer Space' mini-game. Minor grammar corrections. Credits updated. FAQ size 68k.

=====30/8/2001=====

Version 2.0 - Altered the section divisions slightly to make for easier reading. Fun Ratings included for each mini-game. Other general alterations to the guide to make for easier reading. FAQ size - 85k.

=====3/9/2001=====

Version 2.1 - Minor update to FAQ format and credits. Re-allocation of information for easier info access. Updated the credits section.

=====5/5/2002=====

Version FINAL - Finished the last mini-game strategy. Whoo!

=====
Contents
=====

Legal Info
Revision Updates

1. Introduction
2. General Game Help
3. General Controls
4. Basics Guide to Super Bishi Bashi
5. Basics Guide to Hyper Bishi Bashi
6. Differences Between SUPER and HYPER Bishi Bashi
7. Credits

=====
 =====

 1. Introduction

Welcome everyone to my guide to the ultimate party game on the Playstation. As you may know, Bishi Bashi Special is a unique yet bizarre party game created only by the imaginative minds of Konami. This compilation consists of two games in one disc. Super Bishi Bashi and Hyper Bishi Bashi. Both of which were sold separately in Japan, so we are getting quite a value for our money here! And now that the game has been re-released in the budget range

'Value', there's no reason not to experience this game! It'll be the highlight of any party I guarantee it.

The purpose of this Basics Guide is to help beginners get started and acquainted with Bishi Bashi Special - how it is played and how to get the most out of each of the mini games offered in this pack. Obviously, there's nothing quite like first-hand experience of your own, but this guide points out what you should also be aware of, the traps, the functions and so on.

=====
2. General Game Help
=====

- It may seem obvious but watch the DEMOS! Note that the demos do not run indefinitely so do replay the games again and watch the demos again if you have to. For some games, this may actually be necessary. Playing the game first time in the arcade version is quite daunting as you'll find yourself losing and wasting money. Fret no more with this Bishi Bashi Special package.

- If you are new to this game, you may want to start practicing on the EASY setting. But I would recommend starting on NORMAL setting though, as this will perhaps be the setting you want to use when playing against a friend. It's more fun in my opinion.

- Go to the toilet first before you play! This isn't as weird as it seems because in Bishi Bashi Special, you CANNOT PAUSE. So if it is your turn to play, and you need to go to the toilet, then it's tough luck. You're also pretty much stuffed if the phone rings or someone knocks at your house and no one else (who isn't playing the game with you) is there to pick it up or answer the door.

- Use the Pick Any Game to play option to practice the mini-games. Keep playing the games that you are not confident with. This is present in both SUPER and HYPER so take advantage of this option. Alternatively, choose this option to select your favourite games to play for the sake of it.

=====
3. General Controls
=====

Many of the mini-games in Bishi Bashi Special do share common controls. So don't worry about having to learn different controls for different games! However, there are some mini-games that do have unique control systems. These shall be covered during the guide to the games itself.

3.1 Multiple Choices

Controls: Square (Left choice), Cross (Middle choice), Circle (Right choice)

A lot of the mini-games do consist of this method of control and includes:

Examples from SUPER BISHI BASHI
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Dice, Dice, More Dice
Facing Which Way

No Cheating
Is That A UFO?
Me Find Mistake!

Examples from HYPER BISHI BASHI
^^

Dice, Dice, Even More Dice
Facing Which Way
What's Different?

3.2 Button Bashing

Controls: All Buttons (except START and SELECT)

NOTES: Your LEFT thumb should cover the directional pad (left, right, up, down) and you LEFT fingers covering both the L1 and L2 buttons. Your RIGHT thumb should cover the circle, square, cross, triangle, and you right fingers should cover the R1 and R2 buttons. The button bashing games usually involves hitting the buttons as quickly as possible but there are variations to the rules however.

Examples from SUPER BISHI BASHI
^^

Burst The Balloon
Shake The Can To Outer Space
Mechanical Pencil Basher
Eat-o-rama

Examples from HYPER BISHI BASHI
^^

Building Tear Down
Flower Bloomer

MAJOR TIP: For any RPG fans out there, you may want to play the Hippaul's Racing Mini-Game in Final Fantasy 9. This involves button bashing to some extent and really does help you get used to these button-bashing games and actually improves your skills. I mean, after playing Hippaul's Racing for a long time trying to raise Hippaul's levels, I then played Bishi Bashi Special and played 'Shake The Can To Outer Space' and for the first time got the can all the way to the moon!

3.3 Racing Controls

Controls: Triangle - accelerate the car

Do not keep hold of the accelerate button for longer than necessary. This is essentially important in the mini-games such as 'Knock 'Em All Off' and 'Race Or Fall' because you may find yourself falling off the cliffs or building tops if you don't slow it down!

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

- Race Or Fall
- Mega Speed Race
- Knock Down The Pins
- Knock 'Em All Off
- Shoot The Tank

=====
=====
4. Basics Guide to SUPER BISHI BASHI
=====
=====

The games will be placed in alphabetical order.

Note on Fun Ratings:

These may be a useful indicator as to how fun the mini games are compared to one another. PLEASE NOTE that these ratings are based on my own opinion. Your own opinions of the games may differ to mine so don't take it seriously. Think of these ratings as my mini review of each game. Disagree or agree? It's up to you.

Most 7/10 ratings are given to mini-games that are basically the same but under different visual disguise. This is still a very good rating in terms of fun but there is perhaps a slight lack of variation.

Most 8/10 ratings are given to mini-games that are original and more varied. The amount of competition against another player influences this score.

9/10 and 10/10 ratings are my personal favourites. A mix of originality and competitive edge is what sets this score to those mini-games. I'm sure you would say they're pretty good too.

Any ratings from 6/10 or below are my least favourite of the bunch.

BLASTER SODA RACE Fun Rating:
8/10

HOW TO PLAY: Press LEFT/RIGHT or L/R buttons over and over to rev up and speed up your racing car to reach the finishing line within a certain time.

For this game, It would be far easier to use the left/right buttons on the directional pad because your left thumb will be able to alternate between left and right in a flash. You should press really quickly because it is very easy to fail this mini-game. You can use the L/R buttons if it suits you better but is more difficult in my experience. To prepare, press the buttons before the game itself starts so you can warm up your fingers for the task.

BUILDING CLIMBER Fun Rating:
7/10

HOW TO PLAY: Press LEFT/RIGHT or L1/R1 over and over to move your super hero up the building and to reach the top.

To qualify, you must be able to reach the top of the building within the allocated time. The points earned depend on how long it takes you to reach the top. It would be far easier to use the left/right buttons on the directional pad because your thumb will be able to alternate between left and right in a flash.

You can use the R1/R2 buttons if it suits you better.

BURGER GIRL

Fun Rating:

5/10

HOW TO PLAY: Using the LEFT/RIGHT directional buttons, catch the falling ingredients to make up each burger. There are 5 phases.

Now this game shouldn't be hard at all. However do be aware of phase 3 as the ingredients will fall down closer to each other and going for one side may mean you have to move fast to the opposite side or risk missing the ingredient.

BURST THE BALLOON

Fun Rating:

8/10

HOW TO PLAY: Bash all buttons (except START and SELECT) over and over, as quickly as possible to burst the balloon in the time allocated.

Your LEFT thumb should cover the directional pad (left, right, up, down) and you LEFT fingers covering both the L1 and L2 buttons. Your RIGHT thumb should cover the circle, square, cross, triangle, and you right fingers should cover the R1 and R2 buttons. The button bashing games usually involves hitting the buttons as quickly as possible but there are variations to the rules however.

If you manage to burst the balloon in less than 3.10 seconds, you are guaranteed top marks of 10 points.

CAR DESTROYER

Fun Rating:

8/10

HOW TO PLAY: Using you bat located at the bottom of the screen, move LEFT and RIGHT to hit the ball towards the moving targets.

This mini-game regurgitates the classic game Arkanoid and involves using a bat and ball to destroy the floating targets. Except that in Car Destroyer, the targets are moving too. There is no penalty if your ball falls below the screen but remember that time is precious and there is a slight delay for the ball to reappear on the screen. As you hit more targets, you will earn an extra ball on the playing field to help you to hit more targets.

COLLECT A BUNCH O' STARS

Fun Rating:

7/10

HOW TO PLAY: Press the LEFT/RIGHT directional buttons to tilt the car downwards, collecting stars on the way.

The quickest way to progress in this mini-game is to alternate between the left and right buttons really efficiently. By this, I mean that you should NOT tap the buttons lightly but HOLD them down to make sure the car moves off each ledge with power and speed. If you miss any star, IGNORE them, just focus on moving the car downwards because there are more stars to collect as you move further down.

DICE, DICE, MORE DICE
8/10

Fun Rating:

HOW TO PLAY: Using the buttons SQUARE (left dice), CROSS (middle dice) and CIRCLE (right dice); select the dice with the highest value each turn.

Example: If you see the following: 2, 3, 4. Press the CIRCLE button.

All I can say is that you should be familiar with the dice format. This will definitely save you time...except for the numbers 7, 8, and 9. This game is a first-come, first-served basis so only one player can select the highest value in a round. However, make a mistake and your points will be deducted by the amount shown on the die that you had wrongly selected! This is very costly especially if you are nearing the end of the mini-game.

DODGE OR DIE!!
10/10

Fun Rating:

HOW TO PLAY: You must help a businessman reach the end of the course. You may use the left and right directional buttons and CIRCLE to jump) to dodge the many obstacles going against you.

You cannot jump over rockets, boulders or crates. You will lose far more energy if you bump into these than if you bump into cats or logs, and ultimately affects the number of points earned at the end of the round. For example, if you bump into a boulder just ONCE and nothing else, then you may earn between 6-7 points (depending on the difficulty level) if you reach the end of the round. But if you bump into a cat just ONCE and bump nothing else, then you are most certainly going to earn 9 points.

NOTE: The character has a secret move that is not explained in the demo screen.

It is basically a cartwheel that you may use to dodge obstacles. This move is difficult to pull off and the exact button presses to activate this move is unclear. I found that pressing LEFT, DOWN-LEFT, DOWN, DOWN-RIGHT, RIGHT in a semi-circular motion followed by any button pulls off this move more often than not, but I don't recommend using it though.

EAT-O-RAMA
7/10

Fun Rating:

HOW TO PLAY: Just bash all the buttons!

Follow the advice given in section 3.2 on how your hands should be positioned for maximum result. The height of the plates stashed on top of each other can be a useful indicator as to how far ahead (or behind) you are to your opponent.

FACIAL SLOT MACHINE
7/10

Fun Rating:

HOW TO PLAY: Pressing any button (example - X), stop each on the three machine slots to the face shown on the top of the screen.

This is difficult and there is no easy way to approach this. A word of advice, DON'T on any account rely on pressing the buttons randomly hoping to stop at the correct combination. The chances are you may not succeed. Keep a careful out on each of the slots and time it carefully. If in one slot the same face follows the required face, the task may be a little easier. Be patient.

FACING WHICH WAY
5/10

Fun Rating:

HOW TO PLAY: A picture will be shown and covered. Then the picture will be flipped about in various directions before stopping. You are then given 3 choices. Using the controls for the multiple choices format as detailed in section 3.1, select the correct picture.

If you are in any doubts about which is the correct choice, just copy your friend's choice (If he/she is reliable, that is) because fortunately, this is not a competition to see who gets to the correct answer first.

FIREWORKS CRAZE
8/10

Fun Rating:

HOW TO PLAY: Press TRIANGLE, CIRCLE and CROSS buttons that corresponds to the colour of the fireworks that appear on screen.

Note that if there are 3 fireworks of the same colour at the same time on the screen, for example green, all you have to do is press the TRIANGLE button to cover all three of the fireworks. 1 point will be lost if you press a wrong response to the fireworks on screen.

I AM THE LAW
7/10

Fun Rating:

HOW TO PLAY: Press the buttons corresponding to the colour of the men that pops up on the screen. These colours can be RED, BLUE and GREEN. Don't shoot the ladies! (Also colour-coded)

Take advantage of preparing yourself to shoot the first man that is already shown on screen. The rate that the men/women pops up on screen gradually increases further into the game so do not rely on looking down at your pad

at any time. Shooting women results in losing points for each one shot so be careful not to be too impulsive with the pressing.

IS THAT A UFO?

Fun Rating:

7/10

HOW TO PLAY: In playing this game, you are presented with three choices at the bottom of the screen. In the middle of the screen, a random picture will appear.

When this picture appears, press SQUARE (left choice), CROSS (middle choice),

CIRCLE (right choice) that is identical to the picture presented to you.

This is perhaps the easiest of the multiple choice mini-games offered in SUPER

BISHI BASHI. The targets will start off moving slowly so you can very easily see which of the three choices turn up. Note that there will be a penalty of -1 each time you select the wrong choice and remember if you missed which target appear once, they will appear again. So don't feel pressurised if you couldn't remember which target appeared. It'll be a different story if you are playing against a friend however...so practice this game by yourself over and over until you can pinpoint the target when the target is partially shown.

IT'S RAINING COINS

Fun Rating:

8/10

HOW TO PLAY: Moving your bar at the bottom of the screen (LEFT/RIGHT), catch the coins that fall from above.

The most important thing to do in this mini-game is to catch the random item dropped towards the end of the round. This item will immediately boost your coin count by a lot and can determine whether you qualified or not. It is essential if you are aiming for the maximum 10 points.

JUMP FOR THE MEAT

Fun Rating:

7/10

HOW TO PLAY: Press a button (any button will do) when the man bounces ON the ground. This will increase his jumping height each time you succeed. To qualify, he must jump high enough to grab the meat.

There is a bar to the left-hand side of the screen imitating the man's jumps. It is easier to calculate when to press the button if you look at this bar. Note that the man will jump EXTRA if your timing is PERFECT. It is essential to have a few of these EXTRA'S if you want the top score of 10 points.

KNOCK DOWN THE PINS

Fun Rating:

9/10

HOW TO PLAY: Drive the car into the pins (TRIANGLE to accelerate) knocking

down as many as possible.

You must swerve your car if you want a chance to score a strike. Do so, by pressing and holding the LEFT or RIGHT buttons on the directional pad when you drive close to the pins. You can press the TRIANGLE button to accelerate, but this is not necessary to score strikes.

KNOCK 'EM ALL OFF
9/10

Fun Rating:

HOW TO PLAY: Using the TRIANGLE button to accelerate, knock down the rival cars off the building.

Yes, and this does include your friend as well if you feel like being mean. There are no point penalties if you fall off the building, but there are time delays between falling and reappearing on the arena. The rival cars do like wandering near the edges, so pushing them off will be a breeze. They rarely attempt to knock you off at all so count yourself lucky on this mini-game.

LEFT AND RIGHT JUMPING GIRL
6/10

Fun Rating:

HOW TO PLAY: Using the buttons, SQUARE (Left), CROSS (Middle) and CIRCLE (Right), you must move the girl in either of the following sequences (she starts in the middle) - right, middle, left, middle, right OR left, middle, right, middle, left. For whichever sequence you use, it must be repeated to score as many jumps as possible.

Okay, take you right thumb and place them any of the following buttons - SQUARE, CROSS, CIRCLE. When the game starts, press your thumb right-left, right-left over and over as quickly as you can! This is the easy way to play this game and if you do it correct, you can reach and pass 100 jumps.

MECHANICAL PENCIL BASHER
7/10

Fun Rating:

HOW TO PLAY: Bash all buttons to get as many lead out of the pencil as possible.

Your LEFT thumb should cover the directional pad (left, right, up, down) and you LEFT fingers covering both the L1 and L2 buttons. Your RIGHT thumb should cover the circle, square, cross, triangle, and you right fingers should cover the R1 and R2 buttons. The button bashing games usually involves hitting the buttons as quickly as possible but there are variations to the rules however.

Aim for a score of about 12-13 within this game as this will guarantee you a top score of 10 points no matter which difficulty level you are playing at.

ME FIND MISTAKE

Fun Rating:

HOW TO PLAY: Using the controls for the multiple choices format as detailed in section 3.1, select the picture that is the odd one out!

Note that this game relies on a first come first served format in that only one person can select the correct answer in each round. This means that you must spot the 'odd one out' before your opponent does in order to receive a point.

Like many other multiple choices mini-games, you will lose points for mistakes so don't bother pressing all the buttons at random, it's not worth it.

MEGA SPEED RACE
8/10

Fun Rating:

HOW TO PLAY: Drive your car using LEFT and RIGHT directional buttons to dodge the rival cars and TRIANGLE to accelerate through a race. To qualify, you must reach the finishing line within the allocated time.

Don't hesitate to let go of the accelerate button (Triangle) if things get a little too fast. It is far better to drive fluently and cautiously than very fast and banging into cars every few seconds.

MICE PARADISE
8/10

Fun Rating:

HOW TO PLAY: Using LEFT/RIGHT directional buttons to change mouse movement directions to eat as much cheese as possible. Points may be double, tripled, quadrupled...depending on how many consecutive cheese you eat in a round.

Do note that the CPU mouse is quite ferocious and is willing to bump your mouse away from your targeted cheese so it can eat it. If your friend is also playing, hope that the CPU mouse chases him/her so you can go in the opposite direction and the cheese in your area of the arena.

MIMICKING MONKEYS
9/10

Fun Rating:

HOW TO PLAY: Press the SQUARE, CROSS, CIRCLE buttons in the correct order according to the sequence.

You need to rely on your memory skills here because it will get difficult as the sequence extends. You could always look at your friend's sequence but this is risky because they may have made a mistake. Luck may be needed because some sequences are extremely easy and some are extremely hard.

MINI CAR WARS
8/10

Fun Rating:

HOW TO PLAY: Using LEFT/RIGHT directional buttons to change car movement

directions to catch the flag that appears on the arena.

The game play is precisely like 'Mice Paradise' with the exception that there is only one flag on each round rather than several flags. Try to keep away from the CPU or your friend as possible. If a flag appears near them, let them get it and aim for the next flag. This way, you won't lose out to ferocious bumping competition from your rivals.

MONSTER CATASTROPHE

Fun Rating:

7/10

HOW TO PLAY: Press the buttons CIRCLE (red), TRIANGLE (green) and CROSS (blue) that corresponds to the colour of the tank that appears on screen.

Note that this game relies on a first come first served format in that only one person can select the correct answer in each round. Like many of the multiple choice/colour-coordinated mini-games, you will lose points if you press the wrong button that corresponds to the wrong colour shown. There are times in this game that the same colour, such as green will crop up several times in a row.

Take advantage of this and respond quickly.

NO CHEATING

Fun Rating:

7/10

HOW TO PLAY: In playing this game, you are presented with three choices at the bottom of the screen. In the middle of the screen, a random word will appear.

When this word appears, press SQUARE (left choice), CROSS (middle choice), CIRCLE (right choice) that is identical to the word presented to you.

Without a doubt, this mini-game is more difficult than 'Is That A UFO?' even though the same rules apply to both games. If you are playing on your own, take your time and watch each word pass by more than once, this applies especially to the HARD setting where the words will literally zoom by at rapid speed! Note that like 'Is That A UFO?' you will be deducted points if you make a mistake.

NOW I KNOW MY ABC'S

Fun Rating:

8/10

HOW TO PLAY: Using the buttons SQUARE (left column), CROSS (middle column) and CIRCLE (right column), select the letters in alphabetical order from A to Z.

The required letter to select will be flashing so you do not need to do any thinking or recall the alphabet at all. Because the targeted letter will be flashing, there is no excuse really not to pass this mini-game.

OH NO! THE BOMB'S GONNA EXPLODE

Fun Rating:

8/10

HOW TO PLAY: Press the CROSS button between 1-3 times before pressing the CIRCLE button to pass the bomb to the next player. The bomb will explode as soon as someone hits zero. The game will resume until only one player is left on screen unexploded.

At the start of the game, press the CROSS button 3 times and then pass it on because you cannot form a strategy at the point of the game. However, when the number reaches about 7. Prepare. Have your friend help if possible so if you are holding the bomb at 7, press the CROSS 3 times to make the number drop to 4, then your friend presses it 3 times to drop the number to 1, then passes it to the CPU. The CPU player will be forced to press the button and will be blasted!

Leaving it to the two of you...

PREPARE ME SOME BURGERS
9/10

Fun Rating:

HOW TO PLAY: Using the buttons (Square = Tomato), (Triangle = Lettuce), and (Circle = Meat), press them in order to prepare the burgers to the picture shown from bottom up. Example: Meat/Tomato/Meat = press Circle/Square/Circle

The key to practicing for this mini-game is to take your time first. Get to know which button represents which ingredient until you can press the buttons without having to look down at your pad and only at the screen. I urge you to do this.

If your opponent prepares the burger first, then you may not be able to complete yours in time and the picture will change to a different one. However, do note that this is not a first-come, first-served basis because if you both prepare the burger in more or less the same time, you will both score points.

PUNCH IN THOSE NUMBERS
8/10

Fun Rating:

HOW TO PLAY: A series of mental arithmetic questions or random set of numbers will appear on the blackboard. Moving left and right between numbers, type in the correct answer to the question presented. Each question allocates a limited time for you to type in the correct answer.

How good are you at arithmetic questions? Don't worry, most of them are not difficult at all but you should always be careful. Below are the lists of how I rank the difficulty of the task.

EASY

Simply typing in the numbers shown: 123, 999, 321 and so on.
Short mental arithmetic: 1+2, 10X10, 7 divide by 7

MEDIUM

Longer mental arithmetic: 10+12, 8+7+5, and 3X3X3

HARD

Longer mental arithmetic: 56+107

What question is this? - Note: This is not a mathematic question and really just tests your memory skills. Chances are you might not remember which question number you are on, but do note that this task will NEVER appear on the first, second or third question into the mini-game.

Note: There are rare moments where the decimal is used. But you don't need to worry about this.

None of the above is difficult if you just do them with all the time in the world. But this is Bishi Bashi, time is crucial here so adding 56 to 107 takes you more time to figure out, even if it is a split second, than 1+1. This is especially important if you are playing against a friend and would want to beat him or her to the answer first.

RACE OR FALL

Fun Rating: 9/10

HOW TO PLAY: Using the TRIANGLE button to accelerate, guide your car through a maze to the finishing line trying not to fall off the edge.

When you start your very first game, you might want to take some time to learn the layout of the course. Don't worry; the course will always be the same.

However, what makes this game challenging is that to succeed, you must not be too slow. You have to be quick, reliable and careful all at the same time and that is something you can only do with confidence if you know the ins and outs of this game. Beware also if you are playing against a friend, because they can very easily knock you off the edge (deliberately) and speed ahead. Of course, you can do the same to them.

ROACH SPRAY

Fun Rating: 7/10

HOW TO PLAY: Using the LEFT and RIGHT directional buttons to change directions, spray as many roaches as possible with the spray using the CROSS button within the time allocated.

Try to spray every single roach that appears, but keep an eye out particularly for gangs of roaches appearing at once. You will earn more points in a faster time if you spray every single roach in a group. However, what you must not do is to keep pressing the spray (X) button constantly, this WILL restrict the movement speed and the rate of changing directions. Consequently, you will miss more than a few roaches.

SHAKE THE CAN TO OUTER SPACE

Fun Rating: 8/10

HOW TO PLAY: Just bash all the buttons as quickly as possible. To qualify, the can must reach to outer space at least.

Your LEFT thumb should cover the directional pad (left, right, up, down) and your LEFT fingers covering both the L1 and L2 buttons. Your RIGHT thumb should cover the circle, square, cross, triangle, and your right fingers should cover the R1 and R2 buttons. The button bashing games usually involves hitting the buttons as quickly as possible but there are variations to the rules however.

The can will hit the moon if it manages to reach about 38000Km and you will earn a full 10 points for doing so.

HOW TO PLAY: Press the correct colours corresponding to the shark sequence. The colours used in this mini-game are GREEN, BLUE and RED.

Like many of the other colour-coded mini-games, you should try to memorise the buttons on your pad without having to look down at it. You could be careful and cautious so you do not press the wrong colour, fall into the water and waste valuable seconds. But doing this is likely to waste a lot of your time and you might not reach the end of the course in time if you are not confident of the colour positions at all.

However there is some leniency on this mini-game. You might see a row of colours like, RED, BLUE, RED, BLUE, RED, BLUE, RED, BLUE in which case you can press the buttons to these colours with rapid speed without having to think. Note that GREEN is the colour used least in this mini-game so use that knowledge to your advantage. GREEN is generally used to cut off a sequence of RED, BLUE, RED, BLUE but not always.

SHOOT THE TANK
9/10

Fun Rating:

HOW TO PLAY: Using the following controls: LEFT/RIGHT directional buttons to alter direction, TRIANGLE to accelerate and CROSS to shoot, try to shoot and destroy your rival tank within the time allocated. (Or damage more of your opponent's tank than they do on yours)

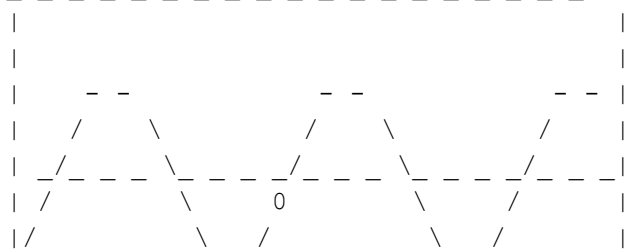
If you are quick enough, at the start of the round, immediately turn left or right (depending on your positioning) and blast away, the chances are you can deal them a lot of damage or even defeat them before they can react. However, as your rival gets smarter and does the same thing back to you, you may find yourself in a stalemate position (until one of you runs out of bullets). In which case, you should run away. But do not try to approach them from a corner, as they will blast you easily as you turn to aim your tank at them. Let them come to you!

SPACESHIP IN WARP PHASE
8/10

Fun Rating:

HOW TO PLAY: Press the CROSS button when the dot hits the CENTRE of the screen.

Whatever you do, don't panic. The dot starts at the middle and will follow the downward curve first, then to the upward curve, then downwards and so on. When the dot closes into the centre, press CROSS. Don't press the CROSS if the dot is already on the centre because you will miss it. Take a look at the picture below for a visual idea of what I mean.



| |

STAY WITH THE RHYTHM

Fun Rating:

9/10

HOW TO PLAY: Using any button, press the button in rhythm to the music. A mini demonstration instructing you of the rhythm will be shown in each round.

For each note of rhythm (as represented by fruits) that you hit correctly, you will score 1 point. This is good news because there is no need to get a whole rhythmical pattern completely correct.

STEP ON 1 THRU 9

Fun Rating:

7/10

If you are playing this game against the computer, don't think for a second that you can earn a full 10 points because they WILL step on a few numbers. If you see your rival head towards a particular number, don't follow them. Head towards the next required number. You can try and bump the opponent away from the target number but this is not advised unless you are desperately losing.

THE FACE AIN'T COMPLETE

Fun Rating:

7/10

HOW TO PLAY: In playing this game, you are presented with three choices at the bottom of the screen. In the middle of the screen, a picture of a face appears; one of the features is missing. When this picture appears, press Square (left choice), Cross (middle choice), Circle (right choice) to select the missing face feature.

Be careful with this mini-game. It isn't easy. The missing face features are: LEFT EYE, RIGHT EYE, NOSE and MOUTH. Only the mouth is easy to distinguish, the most difficult are the eyes because you may mistake the right eye for the left eye and vice versa especially if you are competing against a friend.

THE LADDER OF LOVE

Fun Rating:

8/10

HOW TO PLAY: Pressing SQUARE (left), CROSS (middle) and CIRCLE (right), you need to guess where the heart will land. There are horizontal lines that may cross over to another side that changes the route in which the heart will fall.

The start to the game will be very easy. If the heart starts on the left hand side, and no horizontal lines connects the left line to the middle line, then the answer to press is SQUARE because the heart cannot change course. If the heart starts on the left, and there is a line that connects

this left line to the middle line BUT no lines connects this line to either RIGHT or LEFT, then the answer to press is the CROSS button. As more horizontal lines are added, things will get a little complicated. But don't rely on guessing though, observe and follow the lines as to where the heart will fall to.

THE NOT SO GREAT ESCAPE
8/10

Fun Rating:

HOW TO PLAY: Press ALL buttons rapidly to move your character from left to right. A number sequence from 1 to 10 will start. When the number hits 10, the soldier will turn around. If you are still moving, he will shoot you.

The demo to this mini-game suggests you use the buttons, SQUARE, CROSS and CIRCLE to move the character. But I find it much easier and quicker if you bash all the buttons rapidly and you will complete more rounds this way. Keep note of a flicker above the soldier's head, this informs you that he will turn around in a second and encourage you to stop. You will lose points each time he shoots you, so be careful.

TOTEM SHRINKER
7/10

Fun Rating:

HOW TO PLAY: Press the colours corresponding to the layer sequence. The colours are GREEN, RED and BLUE.

Like many of the other colour-coded mini-games, you should try to memorise the buttons on your pad without having to look down at it. Like 'Shark Jumper', You might see a row of colours like, RED, BLUE, RED, BLUE, RED, BLUE, RED, BLUE in which case you can press the buttons to these colours with rapid speed without having to think.

TYPE IN LETTERS
8/10

Fun Rating:

HOW TO PLAY: A word will appear onscreen. Move left/right between letters to type in the letters corresponding to the word shown.

To move between letters quickly, press and HOLD onto the left/right directional buttons. This method is actually essential because you don't have enough time to set in the required number of words especially if you're playing on HARD mode.

If you make a mistake, there is a cancel option after the letter Z.

UNCLE LAUNCHER
8/10

Fun Rating:

HOW TO PLAY: Pressing UP/DOWN to raise/lower the height of the cannon, and pressing X to shoot, try to shoot as many men onto your plate as possible.

First thing to do is to adjust the height. Shoot some men out to see if you've raised the height so the men will land on the plate. Once you figured

it out,
KEEP SHOOTING! Oh, and don't shoot towards your opponent's plate, or it will count as their point instead.

UNLOCK THE SAFE
7/10

Fun Rating:

HOW TO PLAY: A 4 digit number will appear on screen, press LEFT/RIGHT directional buttons to move between numbers and press the CROSS button to select the numbers corresponding to the 4 digit number.

If you want to move between numbers quickly, hold onto left/right until you reach the targeted number. Be aware though that you cannot move from 9 to 0 or 0 to 9 by pressing left or right, so you would be forced to go the long way round!

The mini-game has a knack for throwing in some horrible number combinations such as 1919 which wastes a lot of time going back and forth, back and forth the long way round. Remember HOLD on to left/right if want to move quickly.

=====
END OF SECTION NOTE
=====

The tips and help for all of the Super Bishi Bashi mini-games have now been completed. BUT this doesn't mean there won't be any more updates for this section. If I find new strategies for the games and improve on the existing tips, then I will update this section daily. If anyone has additional tips they want to share, feel free to e-mail and I'll place your tips in this guide and you will be added to the credits section.

=====
=====
5. Basics Guide to Hyper Bishi Bashi
=====
=====

The games will be placed in alphabetical order.

Notes on Fun Ratings:

(I have included the same notes here as in the Super Bishi Bashi section for easier access.)

These may be a useful indicator as to how fun the mini games are compared to one another. PLEASE NOTE that these ratings are based on my own opinion. Your own opinions of the games may differ to mine so don't take it seriously. Think of these ratings as my mini review of each game. Disagree or agree? It's up to you.

Most 7/10 ratings are given to mini-games that are basically the same but under different visual disguise. This is still a very good rating in terms of fun but there is perhaps a slight lack of variation.

Most 8/10 ratings are given to mini-games that are original and more varied. The amount of competition against another player influences this score.

9/10 and 10/10 ratings are my personal favourites. A mix of originality and

competitive edge is what sets this score to those mini-games. I'm sure you would say they're pretty good too.

Any ratings from 6/10 or below are my least favourite of the bunch.

ARROW BASHER

Fun Rating:

8/10

HOW TO PLAY: There is a sequence each with 2 sets of arrows. What you must do is to use your control pad to press the sequence shown.

Okay, this is a little complicated to explain so I present here examples of what is set and what you must press in response.

DOWN/DOWN - DOWN (pad)/ CROSS

UP/UP - UP (pad / TRIANGLE

DOWN-LEFT/DOWN-RIGHT - DOWN-LEFT (pad)/ CROSS-CIRCLE

UP-LEFT/UP-RIGHT - UP-LEFT (pad)/ TRIANGLE-CIRCLE

Instructions such as TRIANGLE/CIRCLE means that you must press both at the same time.

BACK AND FORTH

Fun Rating:

8/10

HOW TO PLAY: Press the LEFT/RIGHT buttons to move your character. You must take the blobs from the left and move RIGHT to make a bridge to get across to the other side.

Quickly tap the LEFT or RIGHT buttons in quick bursts in order to make your character move faster than your opponent. When you move left to grab another blob, make sure you tap the left button all the way, otherwise you may miss grabbing it and move right without holding the blob.

BUILDING TEAR DOWN

Fun Rating:

7/10

HOW TO PLAY: Just bash all the buttons!

Your LEFT thumb should cover the directional pad (left, right, up, down) and you LEFT fingers covering both the L1 and L2 buttons. Your RIGHT thumb should cover the circle, square, cross, triangle, and you right fingers should cover the R1 and R2 buttons. The button bashing games usually involves hitting the buttons as quickly as possible but there are variations to the rules however.

BURGER GIRL

Fun Rating:

8/10

HOW TO PLAY: Using the LEFT/RIGHT directional buttons (for the left hand) and SQUARE/CIRCLE (for the right hand), catch the falling ingredients to make up each burger.

Now if you thought 'Burger Girl' in Super Bishi Bashi was easy, you'll think twice about this one. Without practice, this mini-game can be a nightmare because both your eyes must be focused to do two things at once to make up two burgers instead of the one in the prequel. All I can say is to practice, over and over. You may like to first just focus on the left hand first, then replay the mini-game and focus on the right hand. Replay and try to use both character hands to catch their burgers. It's tough but with practice, things may become easier (or not.)

CLOCK STOPPER

Fun Rating:

8/10

HOW TO PLAY: The clock pointer will spin. You must press the CROSS button to stop the pointer as close to 12.00 as possible. The person who stops their pointer closest to 12.00 will win a point. The game continues until the time runs out.

The pointer will start off pretty slow to begin with but the speed will gradually increase dramatically. You must leave yourself enough time between observing the position and actually pressing the button. Do not press the button at 12 exact or the stopper will stop way past twelve, and this is certainly applicable to when the pointer moves at fast speed.

DANCE STAGE

Fun Rating:

9/10

HOW TO PLAY: Arrows will move up from 4 columns. There is a fixed arrow at the top of the 4 columns. You must press the correct arrow response at the exact moment when the arrows that are moving up the columns are inside the FIXED arrow at the top. You may get the following messages per arrow depending on your performance - PERFECT, GREAT, GOOD, MISS. The controls: LEFT/RIGHT/UP/DOWN and SQUARE (left), TRIANGLE (up), CIRCLE (right), CROSS (down).

Now it is a necessity to be used to pressing both the directional pad buttons AND the SQUARE/TRIANGLE/CIRCLE/CROSS buttons. This is because at a later part of the stage, arrows will come up simultaneously. For example, if the LEFT arrow and RIGHT arrow come up at the same time, you can't press both RIGHT and LEFT on the directional pad, so you must press either LEFT and CIRCLE or RIGHT and SQUARE in order to succeed this one.

DEATH CONVEYOR BELT

Fun Rating:

9/10

HOW TO PLAY: Press the buttons LEFT, RIGHT, UP, DOWN using the left hand, and TRIANGLE, CIRCLE, CROSS, and SQUARE using the right hand in a circular motion to keep your character on the moving conveyor belt. A nasty professor or whoever controls the direction and the speed of the conveyor belt. Do not fall off either edge or you will lose.

The key to succeeding this mini-game is to try and keep the character in the centre of the conveyor belt. When pressing the buttons, even though it is essential to do this to prevent yourself from falling off the back of the

conveyor belt, do not however keep pressing the buttons or your character would probably fall off the front. Remember that the mad man can change the direction at any time and may catch you in surprise if you are on either edge of the belt. Towards the end of the round, the mad man will make the conveyor belt move VERY FAST and towards the left! Here you should frantically keep pressing the buttons non-stop and quickly or you may find yourself falling off.

DICE, DICE, EVEN MORE DICE
7/10

Fun Rating:

HOW TO PLAY: Using the buttons SQUARE (left dice), CROSS (middle dice) and CIRCLE (right dice); select the dice with the highest value each turn.

This mini game plays EXACTLY like 'Dice, Dice, More Dice' in the Super Bishi Bashi selection. Except it looks like the dice has more spins to it. If you see the following: 2, 3, 4. Press the CIRCLE button. All I can say is that you should be familiar with the dice format. This will definitely save you time...except for the numbers 7, 8, 9.

DYNAMITE SPARK
7/10

Fun Rating:

HOW TO PLAY: Press the colours that correspond to the colour of the dynamite blocks. The colours are: GREEN, RED, and BLUE.

You need to be pretty timely and observant at this mini-game. Each string colour has several blocks to it so you need to press a specific colour multiple times. But do not overdo it though as if you press the wrong colour, you will lose valuable seconds. Look at the picture below for an example of what I mean.

```
      - - - - -
  \ \      //      \ \
  \ \      //      \ \
   \ \      //
  \ \_ _ _ _ _ //
  - - - - -

|      |      |      |      |
GREEN  BLUE   RED   BLUE   GREEN
```

FACING WHICH WAY?
6/10

Fun Rating:

HOW TO PLAY: A picture will be shown and covered. Then the picture will be flipped about in various directions before stopping. You are then given 3 choices. Using the controls for the multiple choices format as detailed in section 3.1, select the correct picture.

This game plays more or less the same as 'Facing Which Way' from the Super Bishi Bashi collection. If you are in any doubts about which is the correct

choice, just copy your friend's choice (If he/she is reliable, that is) because fortunately, this is not a competition to see who gets to the correct answer first.

FIREWORKS PARTY

Fun Rating:

7/10

HOW TO PLAY: Press TRIANGLE, CIRCLE and CROSS buttons that corresponds to the colour of the fireworks that appear on screen.

This game is played almost identically to 'Fireworks Craze'. Note that if there are 3 fireworks of the same colour at the same time on the screen, for example green, all you have to do is press the TRIANGLE button to cover all three of the fireworks. Unlike 'Fireworks Craze', no points will be lost if you press a wrong response to the fireworks on screen.

FISH CRAZE

Fun Rating:

8/10

HOW TO PLAY: Using the buttons SQUARE (left rod), CROSS (middle rod) and CIRCLE (right rod); select the rod that shakes.

To proceed quickly and score more points, press the correct button the moment you see a rod shake. Remember that this is a first-come, first-served basis, which makes it essentially important to catch the fish faster than your opponent.

FLOWER BLOOMER

Fun Rating:

7/10

HOW TO PLAY: Just bash all the buttons!

Your LEFT thumb should cover the directional pad (left, right, up, down) and you LEFT fingers covering both the L1 and L2 buttons. Your RIGHT thumb should cover the circle, square, cross, triangle, and you right fingers should cover the R1 and R2 buttons. The button bashing games usually involves hitting the buttons as quickly as possible but there are variations to the rules however.

GUITAR MASTER

Fun Rating:

8/10

HOW TO PLAY: Horizontal lines will move up from 2 columns. There is a fixed horizontal line at the top of the 2 columns. You must press and hold LEFT to prepare and press CROSS at the exact moment where the horizontal lines on the left column crosses ON it. For the right hand side, you must press and hold RIGHT to prepare and press CROSS at the exact moment where the horizontal lines on the right column crosses ON it. Your performance and accuracy will be displayed on screen with the words PERFECT, GREAT, GOOD, or MISS after each line.

Your timing should be above average if you want to succeed against the

computer or a friend. When you see lines coming up from the left hand side first, press and hold onto LEFT, and wait for the lines to move onto the fixed horizontal line before pressing CROSS. Don't wait until the lines are on the fixed horizontal line before you press and hold the LEFT button because you will end up missing.

HORSE SPEEDER

Fun Rating:

7/10

HOW TO PLAY: Press SQUARE (left) and CIRCLE (right) and CROSS to accelerate, dodge between the horses and reach the finishing line.

For a beginner, it is still important that you accelerate to reach the finishing line quickly but do not overdo it. Pressing CROSS too many times may speed up your horse incredibly but you will have a difficult time dodging the horses and may spend more time crashing into time. But for now though, press the CROSS button about 3-4 times to speed up your horse moderately and progress with little trouble. You will need to keep renewing your acceleration every now and then, but this should be no problem.

HYPER PIE THROW

Fun Rating:

10/10

HOW TO PLAY: To try and throw the pie as far as possible. Press CIRCLE and SQUARE alternatively over and over, as quickly as possible to gain speed. Once you reach the distance of your choice, hold down on the CROSS button to raise the angle of the shot, let go of the CROSS button at the angle of your choice and the bride will throw the pie.

"Personal High-Score: 47m"

Note that you have two chances to redo your shot (but that's only if you trip over the edge or threw too early that it hits none of the audience) before you are disqualified. Try to gain as much speed as possible and try to stop near the edge of the platform end. Ideally the angle you should be aiming for is between 45-47 for a really far throw.

KARATE MAN

Fun Rating:

7/10

HOW TO PLAY: Press SQUARE to hit the left villain, press CROSS to hit the middle villain and press CIRCLE to hit the right villain.

If more than 1 villain runs towards you, you must hit more than one button at the same time. For example:

LEFT and RIGHT villain runs towards you = Press SQUARE and CIRCLE at same time.

LEFT, MIDDLE, RIGHT VILLAIN runs at you = Press SQUARE, CROSS and CIRCLE.

Note that the speed in which they run at you increase as you advance through the stage. Hit 50 villains to end the game automatically.

JUGGLER PANIC!
9/10

Fun Rating:

HOW TO PLAY: Bottles will fall from the sky to the LEFT and RIGHT of your character. Press RIGHT to throw the left bottles, and press SQUARE to throw the right bottles.

Don't just press the buttons non-stop because you can and most likely miss many of the throws. When the items fall NEAR your character's hands, this is when you press the necessary button to throw the item and score a point. When you see two items (one on the right, one on the left) fall simultaneously, press both RIGHT and SQUARE at the same time to chuck them both.

JUST CIRCLE WHAT'S CORRECT
8/10

Fun Rating:

HOW TO PLAY: You will be asked a series of questions. You are then presented with two choices. Move the directional pad in the CIRCULAR motion to circle the left choice. Press/move the TRIANGLE, CIRCLE, CROSS, SQUARE buttons in a circular motion to select the right choice.

Let me tell you straight out that it is MUCH easier if you are using an analogue pad to play this. This is because moving the analogue stick in a circular motion is simple, pressing TRIANGLE, CIRCLE, CROSS, SQUARE buttons in a circular motion is very difficult and you may end up disqualifying the question (even if you chose the correct answer) simply because your circle is sloppy. So don't use the buttons, use the analogue stick instead.

Examples of set questions:

Which one is red?
Which one is male?
Which one is facing right?

MAGICIAN GIRL
8/10

Fun Rating:

HOW TO PLAY: Press LEFT or RIGHT to line each block into the CENTRE to complete the girl.

As soon as a block is pushed into the correct centre position, the game will automatically give you the next block to push so there is no need to manually move to the next block.

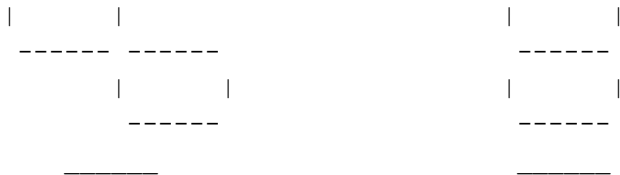
Example:

BEFORE

AFTER

| |

| |



MARTIAN PINBALL

Fun Rating:

8/10

HOW TO PLAY: Press SQUARE to flip the left flipper and press CIRCLE to flip the right flipper, hit the ball at the aliens, hitting as many as possible.

As you progress and hit more aliens, you will gradually be given more balls. Use these to your advantage to hit more aliens in less time. When starting on the stage, try not to let the ball fall, as you will obviously need to hit more aliens to be given more balls. Once you have an overwhelming amount of balls, it is okay to let a few drop (but they will come back though, don't worry). Hit 50 aliens to end the mini-game automatically and win.

MAZE RACER

Fun Rating:

7/10

HOW TO PLAY: Press RIGHT/LEFT/UP/DOWN directional buttons to guide your car through the maze.

Before the game actually starts, keep tapping DOWN, so when the game starts, you should have a bit of a head start. Always observe ahead of yourself to see which direction you need to turn next so you can prepare tapping the directional button corresponding to that direction.

MOUSE EATFEST

Fun Rating:

7/10

HOW TO PLAY: Using LEFT/RIGHT directional buttons to change mouse movement directions to eat as much cheese as possible. Points may be double, tripled, quadrupled...depending on how many consecutive cheese you eat in a round.

This game plays exactly like 'Mice Paradise', so the same rules apply. Note that the CPU mouse is quite ferocious and is willing to bump your mouse away from your targeted food so it can eat it. If your friend is also playing, hope that the CPU mouse chases him/her so you can go in the opposite direction and the food in your area of the arena.

OPEN SESAME

Fun Rating:

8/10

HOW TO PLAY: Press the buttons in order from 1 to 8.

In this game, you must use all buttons - the LEFT/RIGHT/UP/DOWN buttons and the SQUARE/TRIANGLE/CIRCLE/CROSS buttons. The numbers on the screen will be placed within the format of the buttons on your pad.

--
2

--
1

--
3

--
5

--
8

--
6

--
4

--
7

|

|

Use directional pad buttons

Use SQUARE/TRIANGLE/CIRCLE/CROSS

So using the example above, you would press TRIANGLE, UP, LEFT, DOWN, RIGHT, CIRCLE, CROSS, SQUARE.

PAPA CAN'T COOK
8/10

Fun Rating:

HOW TO PLAY: A list appears at the top of the screen of the order in which you should put the ingredients into the pan. Moving LEFT/RIGHT to move between ingredients and press the CROSS button to put the ingredient in.

Don't take your time; tap the left or right buttons quickly to scan through the ingredients. It is hard to miss the ingredient you're looking for so that is why you should be quick about it.

PERM MANIA
8/10

Fun Rating:

HOW TO PLAY: Using any button, press the button in rhythm to the music. A mini demonstration instructing you of the rhythm will be shown in each round.

This is a variation of the mini-game 'Stay With The Rhythm' and is one of the toughest games in the entire package. Unlike 'Stay With The Rhythm' where you get a point for each fruit unit scored and not having to complete a whole round,

'Perm Mania' REQUIRES you to get a whole sequence correct to earn a single point. Your progress with each beat will be marked with words like GOOD or BAD.

You will get a point (and your character's hair grows a bunch) if you make it through a sequence with AT THE MOST ONE MISTAKE! Some of the sequences are cruelly difficult but it can't be helped.

PIANO MASTER
7/10

Fun Rating:

HOW TO PLAY: Moving LEFT/RIGHT, use the CROSS button to hit the blinking,

yellow piano key.

If you like, you can keep pressing the CROSS button as you make your way over to the blinking key because the next blinking key may be next to the one you just hit. There's no penalty for hitting the wrong key so you may as well take advantage. Keep tapping LEFT/RIGHT quickly to make your way in as much haste as possible.

PLANE CATCHER

Fun Rating:

7/10

HOW TO PLAY: Using the LEFT/DOWN/RIGHT/UP and CIRCLE/TRIANGLE/CROSS/SQUARE buttons, rotate them in a circular motion to make your character run after the paper plane, then press UP and TRIANGLE at the same time to make your character jump up to try and catch the plane.

Try not to run too far ahead of the plane (reduce or stop rotating the buttons) and when you see that the plane is preparing to dive downwards, it is your cue to jump in time or the plane will float back up to the sky a bit. There's the added pressure of having a second player trying to catch the plane also, good luck!

PUCK ATTACK

Fun Rating:

8/10

HOW TO PLAY: Move your pad UP or DOWN to reflect the ball back towards your opponent.

This is basically a game of ping pong. When you play, try not to simply bounce the ball direct to your opponent. Try moving UP/DOWN as the ball heads towards you so you can cause the ball to zig zag its way towards your opponent, so as to confuse him a little. By doing this also, you can speed up the ball too making it harder for your rival to respond with any confidence.

PUNCH OR DODGE

Fun Rating:

9/10

HOW TO PLAY: Get more punches on your opponent than them on you. You will get 1 of 2 messages above your character's head. Either PUNCH or NO! For player one, If PUNCH is shown, press RIGHT quickly to punch your opponent (they can dodge), if NO is shown press LEFT quickly to move back and dodge your opponent's punch. For player two, if PUNCH is shown, press LEFT quickly to punch your opponent (they can dodge). If NO is shown, press RIGHT quickly to dodge your opponent's punch.

Your observation needs to be sharp to win this. The reason for this warning is because you may misread the message and press the wrong button. Note that if you press the wrong button, for example you press RIGHT when the message says NO, then your go is forfeited and your opponent will punch you. To get a punch (or a dodge) in, tap the correct buttons repeatedly for a chance to perform the necessary move.

HOW TO PLAY: Your character will put their hands up or down in which you must respond by pressing the correct buttons. The character's left hand represents the DIRECTIONAL PAD BUTTONS (left hands up = Press UP, left hands down = press DOWN). The character's right hand represents the 4 BUTTONS (right hand up = press TRIANGLE, right hand down = press CROSS). An item is on the conveyor belt and will be drifting towards your character and the opponent depending on how quickly you respond to the character's hand position. The game ends when the item falls on either your character's head or your opponent character's head.

To summarise into key points, the only buttons you need to use are: UP, DOWN, TRIANGLE, and CROSS. None of the others are needed.

The only combinations are as follows:

Hand movement	Buttons to press
Left UP, right UP	= Press UP, TRIANGLE
Left UP, right DOWN	= Press UP, CROSS
Left DOWN, right UP	= Press DOWN, TRIANGLE
Left DOWN, right DOWN	= Press DOWN, CROSS

Note that the conveyor belt speed increases during the game so you must press the responding button combinations as quickly as possible.

HOW TO PLAY: Using SQUARE (eat left dish), CROSS (eat middle dish) and CIRCLE (eat right dish), eat the dishes in the order they arrive on the dinner table.

The thing to do here is to look ahead. If you see a sequence of left/right/left/right dishes with no middle dish in sight (yet), then all you need to do is to press SQUARE/CIRCLE/SQUARE/CIRCLE rapidly to save time and to speed up the process of reaching the end of the course. Be prepared and look ahead.

HOW TO PLAY: Press the right colour corresponding to the robot part from the top. The colours used are BLUE, GREEN and RED.

You will earn a point for each robot you fix up (3 parts to a robot), try and be familiar with the button positioning because if you make a mistake, you have to redo the robot all over again which needless to say wastes time. You might wish to see it this way: BLUE button BOTTOM, RED button RIGHT, GREEN button ??? so your fingers may automatically press the button without you thinking about it.

ROD SHAKER

Fun Rating:

8/10

HOW TO PLAY: Press RIGHT as soon as you see your character's rod shake to catch the fish.

This mini-game is very much like 'Fish Craze.' You should try and outpace your opponent in this one because (unless one of you is very fast) only one of you will catch the fish. If you press the button before the rod shakes, you will lose the turn.

SHOOT 'EM UP

Fun Rating:

9/10

HOW TO PLAY: Pressing the LEFT/RIGHT/UP/DOWN buttons to move your character in the desired direction and pressing CIRCLE to shoot, shoot as many aliens as possible to score as many points as possible. Defeat the end-of-round boss at the end.

Yay! The good old shoot-em-up game is included! When you see angels carrying square packages, shoot them and collect the item. Try and grab the L item, as this will give you a massive laser weapon that covers quite a large range and is guaranteed to kill off the smaller enemies in a shot.

SUPER DRIBBLER

Fun Rating:

7/10

HOW TO PLAY: Press the SQUARE and CIRCLE buttons to dribble forward and the CROSS button to jump over tackles, reach the end of the course and press CROSS button to shoot at the goalie. (Don't worry; he won't be able to save it.)

Keep pressing the SQUARE and CIRCLE as quickly as you can to move faster. There is no need to worry about opponent slides because you can see them coming a mile off! Simply press CROSS as soon as they come near you.

SUSHI GULPER

Fun Rating:

7/10

HOW TO PLAY: Press LEFT/RIGHT/UP/DOWN to move around the maze to eat as many sushi as possible.

Try to cover your section first (the left side) and slowly make your way up and to the right towards your opponent's side. Make sure you grab the special items as these will make you grow and move faster, thus enabling you to eat more sushi in less time.

THE LAST STAR COLLECTOR!

Fun Rating:

7/10

HOW TO PLAY: Press the LEFT/RIGHT directional buttons to tilt the car

downwards, collecting stars on the way.

This game is a replica of 'Collect A Bunch 'O Stars'. The quickest way to progress in this mini-game is to alternate between the left and right buttons really efficiently. By this, I mean that you should NOT tap the buttons lightly but HOLD them down to make sure the car moves off each ledge with power and speed. If you miss any star, IGNORE them, just focus on moving the car downwards because there are more stars to collect as you move further down. It is slightly easier and faster to reach the big star at the bottom of the arena than 'Collect A Bunch 'O Stars'.

TOTEM SHRINKER REVISITED

Fun Rating:

7/10

HOW TO PLAY: Press the colours corresponding to the layer sequence. The colours are GREEN, RED and BLUE.

This game plays EXACTLY the same rules as 'Totem Shrinker' in the Super Bishi Bashi selection. Read the tips given above for 'Totem Shrinker.'

TOUCH TONE MANIA

Fun Rating:

8/10

HOW TO PLAY: Moving LEFT and RIGHT between numbers, type in the telephone number that is displayed on top of the screen.

The rules for control is the same as that of 'Punch In Those Numbers', you can only move left and right, you cannot press up or down. If anything, this game is even simpler than 'Punch In Those Numbers', you only have one telephone number to type in. The first person to type in the whole number first wins. It's as simple as that.

UNCLE BEAN

Fun Rating:

8/10

HOW TO PLAY: Coloured beans will be thrown up in the air, press SQUARE (purple bean), CROSS (blue bean) and CIRCLE (red bean) to aim the man's mouth towards the corresponding colour of the beans thrown. 50 beans eaten is the maximum.

The difference between this colour-coordinated mini-game to the others is that the SQUARE button is used instead of the TRIANGLE. At the start of the game, the rate at which the beans are thrown into the air is slow, but the speed gradually increases. Fortunately, missing beans won't penalise you in any way.

WHAT'S DIFFERENT

Fun Rating:

6/10

HOW TO PLAY: Using the controls for the multiple choices format as detailed in section 3.1, select the picture that is the odd one out!

This game is a more or less a replica of 'Me Find Mistake'. Note that this game relies on a first come first served format in that only one person can select the correct answer in each round. This means that you must spot the 'odd one out' before your opponent does in order to receive a point. Like many other multiple choices mini-games, you will lose points for mistakes so don't bother pressing all the buttons at random, it's not worth it. What makes this mini-game easier than 'Me Find Mistake' is that the differences or odd one out are more clear-cut and is not camouflaged in any way.

WONDER OVEN

Fun Rating:

7/10

HOW TO PLAY: You must get 3 of a kind. Press SQUARE to select the left slot, press CROSS to select the middle slot and press CIRCLE to select the right slot.

This game is more lenient than 'Facial Slot Machine' in the sense that there is not a specific three-some you must get. Any 3 of a kind will do, whether it is three chickens, 3 omelettes, it's your choice. Whichever three you successfully choose, a nice little picture of the cooked result will show up on the screen. Like 'Facial Slot Machine', you shouldn't rely on random pressing to get you through, but since this mini-game is less strict, you may want to try pressing randomly and see what happens.

=====

6. Differences Between SUPER AND HYPER Bishi Bashi

=====

ONLY SUPER HAS:

Endurance Mode = Play ALL 46 mini-games and try to score high points by the end of the 46 rounds. A second player can participate at any time. This is an awesome mode to play that is unfortunately not in Hyper Bishi Bashi. This is the ultimate test to see if you have become a master in all the mini-games. At the end, all the points accumulated will be added together to make up the grand total. The number of credits used will also be shown. Theoretically, you can score up to 460 points (46 multiplied by 10) but in practice, it is actually impossible to score this maximum. For example, in 'Step On 1 Thru 9', it is impossible to step on all numbers without the CPU stepping on at least some.

Time Trial = Play 11 time-trial mini-games. A second player can participate at any time.

End-of-mini-game points = You can score points between 0 and 10 for each and every mini-game. This is applicable to all the modes in SUPER Bishi Bashi. In Tournament mode, be aware that the points will determine whether you get a gold, silver or bronze medal (or if you did particularly badly, no medals at all.)

ONLY HYPER HAS:

Hyper Mode = Play 20 random mini-games.

Crazy Mode = Play 27 random mini-games.

Roulette Option = A roulette of mini-games will select the games you play. You can press the CROSS button to stop the roulette and begin a game.

Tie Breaks = When you are in a draw against a friend or the computer, you will be presented with the tiebreak mode. Here you must spin the directional pad buttons and the TRIANGLE, CIRCLE, CROSS and SQUARE buttons in a circular motion as quickly as possible (any direction will do). You can use the analogue sticks if you want. The person who spun the quickest will win that mini-game.

Very Easy/Very Hard difficulty settings = To make things more easier and accessible for newcomers in VERY EASY or to make things more challenging for experts in VERY HARD.

=====
7. CREDITS
=====

Thank you to:

GameFAQs - For posting this guide on the website - www.gamefaqs.com

Neoseeker - For posting this guide on the website - www.neoseeker.com

Psxcodez - For posting this guide on the website - www.psxcodez.com

Cheat Code Central - For posting this guide on the website - www.cheatcc.com

Konami - For making and releasing this fantastic party game in the UK.
The official website for Bishi Bashi Special is www.bishibashi.com

My sister - For being a brilliant rival at this game. Her competitiveness allowed me to formulate the help given within this Basics Guide.