

# Mischief Makers FAQ

by James Lane

Updated to v1.5 on

Yuke! Yuke! Troublemakers! FAQ ver.1.5

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Yuke! Yuke! Troublemakers!(Go! Go! Troublemakers!) (C) 1997 Treasure/Enix

\*\*Note: This FAQ is by no means complete -- I still haven't been able to defeat the "Bird-man" boss the second time around on stage 5-6!!!! Any help on this or any other comments/suggestions/corrections/contributions/etc. would be greatly appreciated. [e-mail: [www.replay@thuntek.net](mailto:www.replay@thuntek.net)] [attn: James] [subject: Yuke! FAQ]

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Welcome to Treasure's latest action/platform masterpiece! This FAQ is mainly designed to help anyone learn how to play the game and know what the controls mean and do -- no "real" story or text translations, though!!

Your job is to help Marina, a robotic maid with super crazy-insane throwing ability to save her creator from the bad guys, who have kidnapped him and the enslaved the poor, foolishly friendly inhabitants of this wacked-out world! Good Luck!!!

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## >>CONTROLS

(Note that this game does not support the analog stick and I strongly recommend getting used to using the D-PAD for dashing and all-around general movement instead of using the (C)BUTTONS!!)

==In Game

=Main character: Marina (green-haired robotic maid with rabbit-like ears.)

>Move/Walk -- D-PAD direction

>Crouch -- D-PAD DOWN.

>Dash(Hover) -- DOUBLE TAP D-PAD direction/TOP, BOTTOM, LEFT, or RIGHT(C).  
\*can be done in air/jump

>Roll(under) -- DOUBLE TAP D-PAD DOWN/BOTTOM(C) on ground.

>Jump -- (A)BUTTON.

>Slide(tackle) -- D-PAD DOWN+(A)BUTTON.

>Grab -- (B)BUTTON+D-PAD direction toward item/creature/projectile.  
\*can be done in air/jump

>Throw item/creature/projectile -- (B)BUTTON+D-PAD direction.  
\*can be done in air/jump

>Shake/Activate/Mix/Escape -- DOUBLE TAP D-PAD DOWN while:

(1)holding creatures to "Shake them down" for items.

or(2)holding Grab-Ball to Activate the appearance and/or movement of walls, items, teleporters/Shake out items or DOUBLE TAP D-PAD direction to move Sliding Grab-Ball in direction desired along rails and to turn at junctions.

or(3)holding a Jar to Mix contents inside.

or(4)being held by a creature to Escape grasp or DOUBLE TAP D-PAD direction to Shake out of poison spell or dizzy.

>Talk/Speed-up/Cycle -- (L)/(R)BUTTON to:

(1)Talk to friendly creatures when your right next to them. (they have a speech-bubble on them.)

or(2)Speed-up text display on screen and advance to next page of dialogue.

or(3)Cycle through items contained in a Jar for use.

>Pause/Time-display/Quit option -- (START)BUTTON:

(1)Pauses game.

and(2)shows Time display: Time elapsed.

and(3)allows you the option of Quitting to go back to the Area-select screen.

=Sub-Character: Chappy (friendly creature, who temporarily takes Marina's place later on in the game for stages 4-4 and 4-5.)

>Move/Walk -- D-PAD direction.

>Block -- D-PAD DOWN.

>Run -- DOUBLE TAP D-PAD LEFT/RIGHT+HOLD D-PAD LEFT/RIGHT

>Jump -- (A)BUTTON

\*can be done up to Three times in mid-air for Triple-Jump

>Slide(tackle) -- D-PAD DOWN+(A)BUTTON.

>Punch -- (B)BUTTON.

>Burning Uppercut(Shoryuken!!) -- D-PAD UP+(B)BUTTON.

==Menus

>Choose World(on stage select-screen) -- (L)/(R)BUTTONS to cycle through currently available worlds to replay stages.

>Display Game Report Card(on stage-select screen) -- (B)BUTTON to display all 'grades' and 'time-completed' stats for all stages completed currently. D-PAD UP/DOWN to scroll through them.

>Confirm an option/selection -- (A)BUTTON

>>ITEMS\_\_\_\_\_

>Red Gems -- These are basically your 'credits' used to continue and replenish your health when you die. When you die, you will be presented with a screen that asks you how many Red Gems you want to use out of your current stock to restart on the last stage you were on when you died. The amount of Red Gems you choose will determine how much life energy is restored when you restart the game.

[Continue Screen Options]

(1) Use 100 Red Gems and Restart w/ Three full life energy bars

(2) Use 30 Red Gems and Restart w/ Two full life energy bars

(3) Use 10 Red Gems and Restart w/One full energy bar

(4) Quit

>Yellow Gems -- These are 'bonus gems' that when found, provide you with a full bar of life energy. More importantly, though, these gems generally mean you have more completely finished a given stage in getting the bonus gem -- assuming of course you have finished the stage by exiting the stage or performing the

required task(defeating certain enemies, saving certain creatures, etc.). The idea is to get all the bonus gems on every stage so that when you finish the game, you will get a cool bonus -- probably in the form of a new ability with the option to play through the game again with the new ability.

>Blue Gems -- These restore about one-tenth of an energy bar.

>Green Gems -- These restore about one-quarter of an energy bar.

>Jars -- Can be found in various areas. Sometimes has items in it already and can be used to store items by throwing items into the top of it. To look at it's contents, just HOLD D-PAD DOWN while holding it--it will cycle through the items in it. To pull items out of Jar, stand on top of Jar and Grab down into the Jar after selecting what you want to take. This is done by looking in the Jar and pressing (L)/(R)BUTTONS to cycle through the items and letting go of the D-PAD when you find the item you want.(Got it?!!?)

>Bombs -- Can be found inside Jars, smoking bomb-dispensers, Grab Ball switches, and gotten from creatures. Mainly used to clear out any Red Blocks, but can be used against enemies; to blow up statues, etc. Usually explode after timer above bomb ticks out, but can also explode on contact.

>Grenades -- Similar to bombs, but only explode on contact and cannot be used to clear out Red Blocks. They can be caught mid-air from grenade-tossing enemies and found in Jars.

>Machine Guns -- Usually found only on enemies using them. Can be used to clear out Big Blocks and shoot enemies. Can also be changed to fire in Three directions(I don't know exactly how to do that, but I have done it.) Fires for a limited amount of time.

>Missile Launchers -- Usually found on Big Walker enemies and fires for a limited amount of time.

>Boomerangs -- Found in Jars and Grab Ball switches. Can be thrown at enemies--cutting through them and returning. (Like a real boomerang, they don't really come back to thrower, just to the general area.) Can be thrown for a limited amount of time.

>Throwing Stars -- Huge bladed stars that can be found in Jars and caught from a throwing enemy. Like boomerang, can cut through enemies. Can be thrown only once.

>Tricycles(!!!) -- Use them to solve puzzles and travel around very fast, doing wheelies, jumps, etc. Can be used infinitely. Found at various areas.

>Huge Block-Man(Gunstar Heroes top of pyramid boss??) -- Grab him and control him to stomp enemies and blocks in your way.

>Bouncing Snowmen -- Grab them and use them to jump higher. Hold D-PAD UP to bounce higher.

>Teleport-Stars -- Grab them and...teleport -- what else?!!

>Exit Stars -- Same as above, except these exit the stage. Watch out, though they look the same as Teleport-Stars!

>Flowers -- I don't know exactly what the purpose of these are, except that when you put them in a Jar and shake them, they make a 'Flower Scent'!!!??!!

>>Advice\_\_\_\_\_

(1) Have fun and experiment with different things. There are some tough puzzles that will stump you for a long time, so try everything!!!

(2) The game is kind of hard to get into for the first few stages--not knowing what the hell anyone is saying doesn't help!! Stick with it!! This game is too cool to skip playing just because of a 'little' language barrier!!!! In the first stage, be sure to talk to all friendly creatures you can find--especially because you need to 'talk' to the one that will give you access to bombs that you absolutely need to advance by clearing out the Red Blocks in your way!!!!

(3) The Lava Dragon Boss is hard at first, but remember that you can grab(catch) virtually anything!!!! Also, if he has a little helper, and you don't, why should he have any help??!!? Use the dragon's big fist against him!!

(4) The Boss with Three different attack-patterns & forms is tough, but try just catching his first form's horizontal machine gun spray for some extra health--I did it until I had Three full life bars and then kicked his butt!!

(5) The 'tricycle in the snow' stage stumped me for awhile, but try putting things in their correct place!!

(6) The stage with all of the numbered teleporters stumped me for awhile, too. My friend figured out that there is a 'You are here!' map where I thought there wasn't.

(7) Getting a better 'grade' at the end of each stage is partially affected by how much time was spent to finish it--I don't know exactly how it's really judged, though!!

\*\*Thanks to Chris for helping me out of some of those tough puzzles where I wanted to just give up!!!\*\*

"Remember, that these guys basically 'made' Konami!!!! Buy this game on import or wait to buy it when it comes here as 'Mischief Makers'!!!! Support these guys and their ever-inventive style of 'unique, but old style' of game design & philosophy!!! GAMEPLAY & FUN rules supreme over any amount of high-tech graphics in a truly good game!!!"

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