



|  
| QUEST MODE CONTROLS:  
| "A" sets a bomb.  
| "B" uses your karabons ability.  
| "R" brings up the menu.  
| "L" brings up the map.  
| "start" pauses.  
| "select" brings up the save menu.

|  
| BATTLE MODE CONTROLS:  
| "A" sets a bomb.  
| (see #8 MULTI-PLAYER, ITEMS)

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| |#3 THE WALKTHROUGH|  
| | \_\_\_\_\_ |

|  
| ALPHA:  
| Get out of your ship, go up then turn left and go into the house.  
| talk to the guy in the house, he wants you to take a picture of Louie.  
| Go up to the L. Forest.

|  
| L.FOREST:  
| Blow up the plant to the right, then jump into the stump,  
| destroy the bushes and then balloon, and go to the right.  
| Put two bombs by the plants holding that yellow guy.  
| (place two bombs, one at the left and one at the right)  
| Then the yellow guy (Pommy) will run off.  
| Go back to where you destroyed the balloon and the bushes and turn up.  
| Go into the stump, then blow up the plant and the balloon.  
| Then after awhile of blowing up stuff you'll get a picture of Louie.  
| Now go back to Alpha.

|  
| ALPHA:  
| Go down to the first house you see and go in.  
| Bomberman returns the ring to the girl  
| then exits with his small med.,  
| Pommy will be waiting for you outside, and he will join your party.  
| Now go left to the guy that wanted a picture of Louie,  
| give him the picture and he will give you a sensor.  
| Go left (Hey, it's \_Lucky\_Left\_, isn't it?)  
| to the bomb shop and make your Landmines.  
| Now go left (GEEZE!) and talk to that guy blocking the road.

|  
| KARABON FIGHT:  
| Use "Pnchblck->Dfns 1st->Nice End" and you should win.  
| Now follow the path out of there.

|  
| PLAINS:  
| Blitz down the path 'till you find a fork in the path,  
| now there's probably  
| an army of trees following you, take them out then go left.  
| (WHAT'S UP WITH LEFT?!?)

|  
| COLD SEA:  
| See those pine trees?  
| Blow them up and they will make a bridge.  
| Make the first three bridges then go down and blow up the bushes.  
| Go left (grrrrrr...) and blow up more bushes then go up.  
| Get rid of that balloon and blow up the pine tree to the right,  
| murder the balloon and blow up the tree at the bottom.

| Go up as far as you can and blow the tree up,  
| pop another balloon and go right.  
| Keep going right, blow up the tree and follow  
| the path up.

| SHURA RD.:

| Put two bombs by the three flowers when their triangle  
| is small and when they bow up head up.  
| follow the U-turn in the road, then blow up the  
| the enemy tree, then blow up the bushes.  
| Now go up, once the path goes single lane an arrow will hit you.

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| /MINI GAME 1: Ceedrun's Fire Spit. \

| |Ceedrun will attack you by spitting fire, try to block three attacks,|  
| |without being hit three times. |

| |This might work "Up->Down->Down" |

| |or "Down->Up->Up". |

| |If you win Ceedrun will join your group. |

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| SHURA RD.:

| Use Ceedrun's shield to deflect the arrows  
| and move on.

| BETA:

| Some guy will take you to his house  
| and you will have to prove that you're Bomberman by getting a  
| item from the basement.  
| Once you get the Radar talk to him again and he will give you  
| the radar.  
| Now go left and exit the town.

| B.VALLEY:

| Another flower job... blow them up, then head to the bushes.  
| Once the bushes are gone go blow up some more flowers.  
| Now start heading down.  
| And yet, more flowers to kill.  
| Do you see that crack in the wall?  
| if you blow it up there will be a cave.  
| Go into the cave.

| ARCADE:

| Play a game of pop the balloons, if you win you will get a Lrg. med.

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| / MINI GAME 2: Arcade \

| | Try to pop tons of balloons. |

| | This is easy all you have to do is lay a bomb and once it explodes hold|  
| | "A". |

| | Now just walk all the way left and all the way right. |

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| B.VALLEY:

| Now go up the ladder  
| and press the green button a ladder will raise.  
| Go over to it and press another button, get over there then go down  
| and press the newest button.  
| Press one more button and go down the ladder.  
| Blow up some bushes and watch out for enemies.  
| Now make your way over to the Base.

| MAGBASE:

| MAP:

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| You've made it to the first base!

| This room is easy, all you have to do is get rid of those robot things  
| and go left. (All right already, stop with the left.)

| Now this room is kind of hard,  
| but to make it easy put two bombs by the snakes and they'll eat one,  
| then 'BOOM!

| Go up, and then get out Ceedrun.

| Step on a button and use your shield.

| Now go up, dodge the shots and get the chest, then go up.

| In this room zombies will come up from the floor.

| They take awhile to kill, so just walk around and wait for them to come up.

| Once they're gone go right, an arrow will be shot at you if you press a  
| buttons.

| So use Ceedrun's shield to deflect them now go up.

| Now Elifan will join your group, use him to push blocks.

| If you used your first Lrg.Med. go back to that room where you get shot at  
| and blow up that cracked wall, and go in, and... uh-oh more snakes,  
| you know the

| routine.

| Push the red block down then push the blue block down and get you Lrg.med.

| now go back to the zombie room and go left, murder the robots

| and push the red block.

| now go up.

| Now it's the same as the last room, so you know what to do.

| It's time for another shooting statue, blitz up.

| The next room is full of hopping porcupines, kill them and go up.

| This room has four blocks in it, push the green on and go left.

| Now go get the chest and backtrack, now push the red block and go right.

| Four more blocks, first push the red one down, now the blue on down,

| yellow one right, now the green one right.

| Now make your way down, and go down the stairs to SID.

| Fuse Pommy and Elifan, and you will get P.Fangs, go back up the stairs.

| This time push the green block left, the red one up and the blue one down.

| Now go left, push the yellow block and go up.

| More snakes and porcupines, beat them and blow up the wall to the left,

| now go in.



| you and go up.  
| This cave is like a maze, but, just go down, left, then go up past the  
| other cave and get the disinfectant.  
| now exit the cave.  
| Now follow the path up.  
| Go into the house on the far left and talk to Lana.  
| Exit and go back to Delta

| DELTA:  
| Go down to the bottom of the town and exit Delta.

| S.FORREST:  
| Go all the way down past all the frogs and blobs.  
| At the bottom go left to the fishermans hut, and go in.  
| Now go back to Lana's hut to get Kai-man.  
| Heal Kai-man and go warp to Beta and go to the Karabon Stadium.

| \_\_\_\_\_  
| /MINI GAME 4: Karabon Stadium \  
| | Try to win 5 times in a row, |  
| |if you do you will get some gold and the part to make the RC bomb. |  
| \ \_\_\_\_\_ /

| Warp to Alpha and fuse the transmitter to make the RC bomb.  
| Now warp to Delta.

| DELTA:  
| Exit Delta at the bottom left corner and once your out of Delta go to  
| the left.

| BELUGA:  
| Go into the house and some guy will say that he lost his fishing hook  
| and he will ask you to find it.  
| When you talk to him he will also give you a water drop to make Aqua Bombs.  
| Now go fuse the water drop.  
| After that get ready to enter the sea. (Equip Kai-man and the Aqua Bombs)

| BIG-OCEAN  
| You're so very close to your next base!  
| Now that you're in the big ocean you need to go left.  
| Go past all the whirly speed things and go jump on the water jumpers.  
| On the first jumper go up and on the second go right.  
| Now go through the boosters and go right.  
| Follow the path to the boosters and go through the second one, and go up.  
| Now go left and press the green button.  
| Go up through the gate that opened and get eaten by that whale.  
| he will spit you out to the karabon on the cliff.  
| Now that karabon will join your group.  
| Go back into the BigOcean.  
| Now that you back in the ocean go left, go past the three whirly boosters.  
| Go up on the first jumper the go right on the second, now go up.  
| Get on the first jumper that you see and go up.  
| Jump over the booster to your right and follow the trail up.  
| Go to the left and press the green button and go up to the school of fish.  
| One will have the fish hook in him, get it and go through the path.  
| Talk to the karabon and he will join your group.  
| Now blow up that wall that has the crack in it and go in.  
| Now that the fairy has healed you go through that one gate that opened.  
| The big clam is PTTYBase (Preatty Base) go in.

| PTTY-BASE:

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Now you're finally in the second base!

In this room kill all the mindless robots and make your way to the left.

Now, in this room murder those stupid dancing robots, press the button at the left, go up to the top and press that button, now, go west young dude, go west.

Murder all of those fire spitin' blobs to open the gate, and go up.

This room is stoogy just go up.

Destroy the space octapuses, put a bomb on the left button and head up.

This room is the same as the second room except in this room you need to blow up a cracked wall and go in.

Blitz to your newly found treasure, get the red crystal, and exit that room.

Go up into the haunted room full of skeletons and kai-man looking guys.

Get rid of the enemies and the gates will open.

(Caution: when the skeletons laugh they will disappear!)

Go left and blow up the cracked wall go in the crack.

Push the first block to the left up, push the block right beside you right, and push the next block down.

blow up the cracked wall and go in.

Get an RC Bomb out and guide it to the blue block to blow it up.

Now you need to push the green block up and go get your treasure.

go back two rooms and go right.

Get P.Nucklz and go back to the four way intersection.

Head left, push the first green block left then push the second block up.

Use the RC Bomb to press the red button and go left.

Press all the red buttons and go left.

Press the green button then send the RC Bomb to the red button to open the bottom gate, go down.

More blobs... and more electric octopuses.

Take those enemies out, blow up the crack in the wall and go in.

Some of those block will shoot out spikes, you can tell which ones will do that because there are holes in the ones that shoot out spikes.

Anyways, navigate around the spikes and press the green buttons to get the treasure.

Go back a room and go down.

In this room press the green buttons and watch out for the spikes on the left.

Go downstairs to SID to merge the two karabons.

Go way back to the four-way intersection and go up.

Dispose of the two robots, kick a bomb at the red button and go up.

Now, use the RC bomb to press the buttons and go up.

In this room there are two buttons, one in the bottom left and one in the

| top right.  
| Press them both to get rid of the spikes and go up.  
| This room reminds me of an arcade game.  
| Send the RC Bomb through the pipes and blow up those Kai-man looking guys,  
| now go left.  
| In this room send bombs on the conveyer belts to clear the way to the door  
| at the left.  
| More of those Spike blocks, navigate around them to get a Bomb-up at the  
| other side.  
| Go back to where you get P.Nucklz and go left.  
| Get out P.sea and the mines now your ready to go into the boss room!

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| _____ |
| / PREATTY BALLOON: |
| | Name: Preatty bomber before she transformed. |
| | Type: Balloon. |
| | Hits: Four hits will pop this big pig Balloon. |
| | Strategy: Put one mine right in her path to get her to go into her |
| | Second form. |
| | Wait untill she becomes an "H" and put another mine in |
| | her path to damege her. |
| \ _____ /
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| HOLOGRAM ROOM:  
| A hologram of Max will turn on and give you a medal and a heart and then  
| Bomberman will warp back into the Big-Ocean.

| BIG-OCEAN:  
| The water should be non-poluted now.  
| Just keep going down and watch out for enemies.  
| exit the "huge"-ocean and go back up to the guy that lost the fishing hook.

| BELUGA:  
| Return the hook to the fisherman to get a Lrg.med.  
| Now go back to Delta.

| DELTA:  
| See that boat? get in it to go to the next area.

| JETTY:  
| Snow-men... lots of snow-men...  
| Go to the upper right corner and go up to the cannons and the karabon in a  
| cage.

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| _____ |
| /MINI-GAME 5: Cannon ball blast |
| | Shoot the cannon balls at the mindless robots by bombing the cannons. |
| | Just put all of your bombs by the three cannons and run, you should be |
| | able to hit them all. |
| \ _____ /
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| ARCTIC:  
| Now Tough guy. will join your forces.  
| Just keep going left untill you see three robots across the big crack.  
| Throw bombs at them and blow them up to create a snow bridge to get across  
| the crack.  
| Go up to get and then right to get to Epsilon, but, watch out for mini  
| Links and monsters.

| EPSILON:  
| Go to the upper right corner and go into the house.  
| Somebody will give you a karabon egg if you give the flour to someone in



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| Upsilon to get bread.
| Exit Epsilon and go right.
|
| SLEET-ST.
|   Put a bomb by the red button and wait for the bridge to stop, now go
| across.
| Follow the logical path and watch out for badies.
| Go across the bidge and go up through the gate lookin' thing.
| See those blue snow-men? They will regenerate after abit.
| Get out TwinDrag and try to get through.
| Ohya, and when you're trapped throw bombs out to get out.
|
| UPSILON:
|   Go down to the house at the bottom and go in.
| Get the bread and get pommy out.
| Now warp back to Epsilon.
|
| EPSILON:
|   Now go give the bread to that guy and get the egg.
| Exit Epsilon and go left all the way around the walls keep going right to
| get to the HtSpring.
|
| HT-SPRING:
|   Put the egg in the water and P.Beast will hatch.
| Warp to Epsilon, get out P.beast and fly across the busted bridge.
|
| F.PALACE:
|   Go up to the gate, but, don't go in and go left.
| Press the red btton by blowing it up and go across.
|
| I.VALLY:
|   See that ladder? Blow up all the enemies around it and go up.
| Now, go in the third base!
|
| PLZM-BASE:
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|           FLOOR 3:
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|
|   Already to the third base!
| Man, this seems too easy!
| This is the first room of the rest of this base!

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| Put a bomb on the button and go through the gate at the top.  
| Look at those spirts! Get rid of them and go right.  
| But watch out for cracks in the floor!  
| There are two blocks in this room, push the first one down then push the  
| secone one right.  
| Now, go to the right.  
| Now, Bomberman will run across this cool balcony looking thing to get to  
| the next room.  
| There are two way to go right now go up and get Dorako.  
| Now, go back down.  
| Get the Lrg.med that's in the chest and go down.  
| If Dorako isn't set this room will be pitch black.  
| Make sure Dorako is set and go down the turny path, push the block to the  
| left, and go right.  
| This room has three archers in it, destroy them and go right.  
| This room doesn't have anything in it but blocks.  
| Just go up.  
| Blow up some blocks and throw a bomb at the red button.  
| Go blow up the crack at the top of the screen and go in.  
| Go hit the green button and go through the gate to the right.  
| Press another green button then go over the holes where the spikes were  
| and throw a bomb at the red button.  
| Now, go get the chest.  
| Go back two rooms, hit the red button again and go left.  
| Now, go up the stairs.

| \_\_\_\_\_  
| \_\_\_|#5 BOSSES|

| |\_\_\_\_\_|

| MAGNET DRAGON:

| Name: Magnet bomber before he transformed.  
| Type: Fire breathing snake.  
| Hits: Three hits will take this loser out.  
| Strategy: Put two mines in his path, one will blow up his body and the  
| other will damage him.

| PREATTY BALLOON:

| Name: Preatty bomber before she transformed.  
| Type: Balloon.  
| Hits: Four hits will pop this big pig Balloon.  
| Strategy: Put one mine right in her path to get her to go into her  
| Second form.  
| Wait untill she becomes an "H" and put another mine in  
| her path to damege her.

| \_\_\_\_\_  
| \_\_\_|#6 ENEMIES|

| |\_\_\_\_\_|

| NO.1

| Name: Plant  
| Where to find: L.Forrest  
| Kill: Regenerate (five seconds)  
| Damage: None  
| Look: Large vines, usually blocking paths.

| NO.2

| Name: Balloon  
| Where to find: L.Forrest, Cold Sea,  
| Kill: One hit.  
| Damage: Bump.

| Look: A balloon...

|  
| NO.3  
| Name: Colored blob.  
| Where to find: ?  
| Kill: One hit.  
| Damage: Bump.  
| Look: Sometimes they are Red, Blue, Yellow, Green or clear fire spitters.

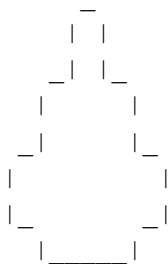
| NO.4  
| Name: Evil Tree.  
| Where to find: Plains, Shura R.  
| Kill: One hit.  
| Damage: Bump.  
| Look: A tree, with eyes.

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|\_|#7 MINI GAMES|  
|\_|\_\_\_\_\_|

| MINI GAME 1: Ceedrun's Fire Spit.  
| Ceedrun will attack you by spitting fire, try to block three attacks,  
| without being hit three times.  
| This might work "Up->Down->Down"  
| or "Down->Up->Up".

| MINI GAME 2: Arcade  
| Try to pop tons of balloons.  
| This is easy all you have to do is lay a bomb and once it explodes hold  
| "A".  
| Now just walk all the way left and all the way right.

| MINI GAME 3: Sharkun's Basement Block Challenge  
| Try to make the blocks look like this by bombing them.  
| You have 120 to accomplish it.



| MINI GAME 4: Karabon Stadium  
| Try to win five times in a row.  
| If you do you will get 150 gold and the part to make the RC bomb.

| MINI-GAME 5: Cannon ball blast  
| Shoot the cannon balls at the mindless robots by bombing the cannons.  
| Just put all of your bombs by the three cannons and run, you should be  
| able to hit them all.

| \_\_\_\_\_  
|\_|#8 KARABONS|  
|\_|\_\_\_\_\_|

| no.1  
| Name: Pommy  
| Look: Kirby with black tipped ears.  
| Level: 5

| Type: Electric  
| Ability: Can warp to almost all visited towns.

| no.2  
| Name: Ceedrun  
| Look: Red Seal with a tail  
| Level: 15  
| Type: Fire  
| Ability: Can block against attacks with shield.

| no.3  
| Name: Elifan  
| Look: Elephant.  
| Level: 6  
| Type: Rock  
| Ability: Can push special blocks anytime.

| no.4  
| Name: P.Fangs  
| Look: Pommy with lightning ears  
| Level: 11  
| Type: Electric, Rock  
| Ability: Unlocks last door in MagnetBase.

| no.5  
| Name: Sharkun  
| Look: Shark  
| Level: 11  
| Type: Water  
| Ability: Can see hidden and invisible things.

| no.7  
| Name: Kai-man  
| Look: Pommy with shell hat  
| Level: 18  
| Type: Water  
| Ability: Can enter the sea.

| no.8  
| Name: TwinDrag  
| Look: Two headed dragon  
| Level: 13  
| Type: Fire  
| Ability: Bomb power goes up one level.

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| |#9 MULTI-PLAYER GUIDE|

| SETUP:

| PICK CHARECTER:

| Here you pick who's off, human or a computer.

| RULES:

| Computer: Computer level. (easy, normal, hard)

| Rounds: How many victories it takes to win. (1, 2, 3, 4, 5)

| Time: Amount of time before the end of the round. (1:00, 2:00, 3:00,  
| 5:00)

| Tie Break: When you're getting close to the time running out

blocks will fall from the sky. (on, off)  
Shuffle: You will start out in a random corner. (on, off)  
Skulls: Choose if the skulls will blow up or not. (burn, stay)  
Fishing: If you win you can fish for a power-up (on, off)  
Revenge: Choose if you go to throw bombs from the sidelines and if  
you can get back on the place if you destroy a guy.  
(on, super, off)

#### STAGES:

##### Standard:

Description: Nothing special, just a normal battle.  
Strategy: Go straight over to the right (or left) and try to trap  
the guy over there, then go down (or up) from there and  
try to trap that guy, then go all the way back to where  
you started from and go up (or down) and trap that guy.

#### HI POWER:

Description: You start out with three bombs, kick bomb, and max  
explosion. There are no breakable blocks in this level.  
Strategy: Put all three bombs in the first three intersections  
and just keep doing that for awhile.

#### CONVEYOR:

Description: This place has a conveyor belt and two buttons, one to  
control the speed and one to control the direction.  
Strategy: Set the speed to fast and put bombs on the conveyor belt.

#### SLIPPGE:

Description: Icy, very icy, some times the ice will crack then make  
a hole in the ice.  
If you put a bomb under a igloo when it blows up the  
Igloo's top will come off.  
Strategy: Just try to stay alive 'till the "Hurry Up" message  
comes and go to the middle.

#### LANDMINE:

Description: An under water place, those black dots are land mine  
that will detonate after about five seconds after  
you step on it.  
Strategy: Just try to let the other bomber kill themselves then  
wait for the tie breaker.

#### PIPE BOMB:

Description: It's a construction yard with lots of pipe to hide in.  
Strategy: Hide in the middle pipe and if anyone comes in to that pipe  
get away from there.  
Once hurry up comes then ward the enemies by putting bombs  
around in strategic places.

#### CURVAGE:

Description: Those circled arrows point which way the bombs will go  
When you kick them.  
Strategy: It's really the same strategy as the Standard place, so  
just trap the rest of the bombers.

#### MOON WARP:

Description: BOMBERS IN SPACE! See those blue circles?  
They're warps they will warp you to a random circle.  
Strategy: Place bombs by the warps and wait for a bomber to warp  
into your trap.

| ITEMS:

| Fire Up:

| Look: Fire smiley face.

| Action: Increases the blast radius of your bombs by one block worth.  
| Max firepower range is 8 blocks.

| Bomb Up:

| Look: Black bomb.

| Action: Increases the number of bombs you can deploy at one time by  
| one.  
| The maximum number of bombs you can deploy is 8.

| Speed Up:

| Look: Rollerskate

| Action: Rollerskates speed you up one level.  
| Maximum speed boost is limited to 4 levels.

| Slow Down:

| Look: Yellow sandals.

| Action: Wooden platform shoes slow you down one level.  
| This item is only available from the fishing mini-game.

| Kick Bomb:

| Look: Foot kicking bomb.

| Action: If you have this item, you can kick bombs simple by running  
| into them.  
| The bomb will keep going the until it hits an obstacle,  
| or until you press the "B" button to stop it.

| Punch:

| Look: Punching glove.

| Action: Press the "B" button to punch bombs outta your way.  
| Punched bombs will arc over any blocks in their path.

| Power Glove:

| Look: Blue glove.

| Action: Press and hold the "A" button while standing on a bomb to  
| pick the bomb up.  
| Release the "A" button to throw the bomb in the direction  
| you are facing, or keep holding the "A" button down if you  
| want to walk around with the bomb in hand.  
| The Power Glove cannot be used at the same time as Line Bomb.  
| Whichever item you pick up last will be the active item.

| Hellfire:

| Look: Fire smiley face (Yellow background)

| Action: Boosts your bomb blast radius to maximum.

| Line Bomb:

| Look: Three bombs.

| Action: Press the "A" button two times in a row to send out a line  
| of bombs in the direction that you are facing.  
| The number of bombs in a line will be equal to your  
| max bomb limit.  
| The line bomb cannot be used at the same time as the  
| Power Glove.  
| Whichever item you pick up last will be the active item.

Skulls:

Look: A skull.

Action: Gives you one of the illnesses listed below.

If you are sick, some illnesses can be transferred to another player by running into them.

Others can be cured by picking up another item.

A few illnesses will only go away after a brief period of time.

```
| / |
| | * LEAD FOOT: | |
| | Slows your Bomberman down to a crawl. |
| | | |
| | * LIGHTNING FOOT: |
| | Sends you racing forward at maximum speed. |
| | | |
| | * DIARRHEA |
| | Makes you drop bombs at every step. |
| | | |
| | * CONSTIPATION: |
| | Leaves you unable to drop bombs at all. |
| | | |
| | * WIMP SYNDROME: |
| | Leaves you barely able to drop a single bomb of the weakest variety. |
| | | |
| | * REVERSE SYNDROME: |
| | Reverses all controls for your Bomberman. |
| | | |
| | * HYPERACTIVITY: |
| | Shortens the fuses on all your bombs. |
| | | |
| | * LETHARGY: |
| | Lengthens the fuses on all your bombs. |
| \ |
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\_\_\_\_\_|#10 LEGAL STUFF|

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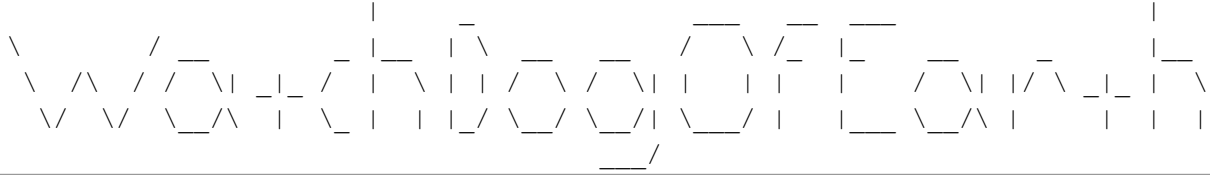
Special Thanks:

Thanks CjayC (maker of the site) for posting this walkthrough,  
Activision and Hudson for making such a cool game!

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Please e-mail me with comments, suggestions and add-ons.  
(tannerandcasey@yahoo.com)

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