

# Bomberman Tournament KarabonFAQ

by Matt Menzer

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Bomberman Tournament Karabon FAQ v 1.1

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1) Version Info, Disclaimer, and other boring stuff

\*UPDATE-9/10/01\*

I have updated a few things in the Karabon Info section. I fixed the Kai-man location information. I have been getting lots of e-mails on how to get Kai-man, and I realised I had faulty info in the FAQ. I also made the Elekong and Firekong locations more specific, so that should help people. I haven't really had time to sit down and finish up figuring out the stats of the Colosseum Karabons (I do it by playing and figuring out the formulas, not by using a Game Shark) so that will have to wait for the next update.

This is the Bomberman Tournament Karabon FAQ v 1.1, the second version. Bomberman, Bomberman Tournament, and Karabons (c) Hudson Soft and Activision. This FAQ (c) me and may be used by anyone who sees fit, anywhere, but I must be given credit for it.

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2) Key to Karabon Info

No. (Number of Karabon): Name

Description: (In game description of Karabon on the Karabon menu)

Element: (The type of element the Karabon, and its special attack are. Karabons may be Earth, Fire, Water, or Electric)

Location: (where/how to get the Karabon)

Max Stats:

Level (the highest level the Karabon may reach. Most Karabons reach level 60, except for fused Karabons which reach level 70, and a few hard to find Karabons with insanelly high stats)

Strength: (the max Offensive Power of the Karabon)

Defense: (the max Defensive Power of the Karabon)

Special: (the max Special Attack Power of the Karabon)

HP: (Max HP of the Karabon)

Special Attack: (the name of the Karabons special attack used when battling)

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3) Karabon Info

No. 1: Pommy

Description: Can warp to almost all visited towns.

Element: Electric

Location: Rescue from vines in L. Forest

Max Stats:

Level 60

Strength: 45

Defense: 65

Special: 70

HP:180

Special Attack: Electric

No. 2: Ceedrun

Description: Can block attacks with shield.

Element: Fire

Location: Beat the trainer in Alpha

Max Stats:

Level 60

Strength: 75

Defense: 60

Special: 45

HP: 180

Special Attack: Flame

No. 3: Elifan

Description: Can push special blocks anytime.

Element: Earth

Location: Receive from Old Karabon Trainer in MagnetBase

Max Stats:

Level 60

Strength: 60

Defense: 50

Special: 70

HP: 180

Special Attack: Quake

No. 4: Pommy (P.) Fangs

Description: Unlocks last door in MagnetBase.

Element: Electric/Earth

Location: Fused by SID from Pommy and Elifan

Max Stats:

Level 70

Strength: 60

Defense: 60

Special: 90

HP: 210

Special Attack: Shock

No. 5: Sharkun

Description: Can see hidden and invisible things.

Element: Water

Location: Free from cage in ToPlain by completing the puzzle

Max Stats:

Level 60

Strength: 55

Defense: 85

Special: 40

HP: 180

Special Attack: Icicle

No. 6: Thunder (Th.) Liger

Description: Can slow down nearby enemies.

Element: Electric/Fire/Earth

Location: Go North from Delta and follow the path left one screen, but when the path veers up, keep going left. When you reach a dead end, use Sharkun to find a hidden entrance to LiteCave. Go through LiteCave until you reach a dark room. Equip Dorako and look around until you find Thunder Liger.

Max Stats:

Level 85

Strength: 90

Defense: 65

Special: 100

HP: 255

Special Attack: FireRing

No. 7: Kai-man

Description: Can enter the sea.

Element: Water

Location: From the SW corner of Delta, go south, take the right fork and go south one more screen, then go west. Talk to the girl in the house. Then, return to Delta and follow the path out of town north and then west. When it turns north again, keep going west instead until you come to a dead end. Equip Sharkun, and enter the cave. Find the Disinfectant and leave the cave. This time follow the path to the north enter the left house and give the Disinfectant to Lana to recieve Kai-man.

Max Stats:  
Level 60  
Strength: 65  
Defense: 70  
Special: 45

HP: 180  
Special Attack: Wave

No. 8: TwinDrag

Description: Bomb power goes up one level.

Element: Fire

Location: In BigOcean near PrettyBase, a switch will lower a wall, and inside the wall a whale will swallow you and spit you up to the cliff where TwinDrag is located

Max Stats:  
Level 60  
Strength: 80  
Defense: 60  
Special: 40

HP: 180  
Special Attack: Double (Dbl) Fire

No. 9: Pommy (P.) Nucklz

Description: Can kick bombs at anytime.

Element: Electric

Location: Receive from the Old Karabon Trainer in PrettyBase

Max Stats:  
Level 60  
Strength: 45  
Defense: 60  
Special: 75

HP: 180  
Special Attack: Bolt

No. 10: Pommy (P.) Sea

Description: Unlocks last door in PrettyBase.

Element: Electric/Water

Location: Use SID to fuse from Kai-man and Pommy Nucklz

Max Stats:  
Level 70  
Strength: 40  
Defense: 90  
Special: 80

HP: 210  
Special Attack: Storm

No. 11: ToughGuy

Description: Use (A) to throw bombs anytime.

Element: Earth

Location: Free from cage in by winning the cannon mini-game.

Max Stats:

Level 60

Strength: 60

Defense: 55

Special: 65

HP: 180

Special Attack: Boulder

No. 12: Pommy (P.) Beast

Description: Can fly over cliff near FairyPalace.

Element: Electric

Location: Deliver the flour from the woman in Epsilon to her sister in Upsilon. Then deliver the bread back to the woman in Epsilon to receive the Karabon Egg. Take the Karabon Egg to the HotSprings to hatch it.

Max Stats:

Level: 60

Strength: 35

Defense: 55

Special: 90

HP: 180

Special Attack: Stunball

No. 13: Pteradon

Description: Bomb power goes down one level.

Element: Fire

Location: Under a breakable block in Ice Valley near PlasmaBase, there are IceFlwrs. Find them and Pteradon will join you.

Max Stats:

Level 60

Strength: 85

Defense: 55

Special: 40

HP: 180

Special Attack: FireBow

No. 14: Dorako

Description: Lights up rooms in bases.

Element: Fire

Location: Receive from the Old Karabon Trainer is PlasmaBase.

Max Stats:

Level 60  
Strength: 70  
Defense: 65  
Special: 45

HP: 180  
Special Attack: HeatFire

No. 15: Pommy (P.) Dragon  
Description: Unlocks last door in PlasmaBase.  
Element: Electric/Fire  
Location: Use SID to fuse from Pommy Beast and Dorako

Max Stats:  
Level 70  
Strength: 80  
Defense: 40  
Special: 90

HP: 210  
Special Attack: Squall

No. 16: Youno  
Description: Calms down the sandstorm.  
Element: Earth  
Location: Receive from Queen Emeralda in FairyPalace

Max Stats:  
Level 60  
Strength: 60  
Defense: 65  
Special: 55

HP: 180  
Special Attack: Monsoon

No. 17: Sibaloon  
Description: Use RainbowBridge to cross a ditch.  
Element: Water  
Location: In Zeta, an old man will give you a walk counter. Walk 100 steps, then return to the old man to receive Sibaloon

Max Stats:  
Level 60  
Strength: 60  
Defense: 80  
Special: 40

HP: 180  
Special Attack: Bubbles

No. 18: Pommy (P.) Animal

Description: Hold (B) to dash.

Element: Electric

Location: Beat the moving maze mini-game in OldBase

Max Stats:

Level 60

Strength: 40

Defense: 60

Special: 80

HP: 180

Special Attack: Thunder

No. 19: Unagi

Description: Go to the altar in Ita for rain.

Element: Water

Location: In Omega, feed Morg Teriyaki Beef to gain access to Unagi's shrine, where Unagi will join

Max Stats:

Level 60

Strength: 60

Defense: 75

Special: 45

HP: 180

Special Attack: Blizzard

No. 20: Elekong

Description: Can pass through breakable blocks.

Element: Electric/Earth/Water

Location: In the Desert east of Ita. Walk around between screens, and eventually a small Oasis appear. Walk onto the Oasis to find Elekong. (The Oasis appears randomly.)

Max Stats:

Level 85

Strength: 75

Defense: 80

Special: 100

HP: 255

Special Attack: Plasma

No. 21: Youni

Description: Use Youni to reveal access pts.

Element: Earth

Location: Receive from Old Karabon Trainer in GolemBase

Max Stats:

Level 60

Strength: 60

Defense: 60

Special: 60

HP: 180

Special Attack: Typhoon

No. 22: SeaWing

Description: Unlocks last door in GolemBase.

Element: Earth/Water

Location: Use SID to fuse from Unagi and Youni

Max Stats:

Level 70

Strength: 60

Defense: 90

Special: 60

HP: 210

Special Attack: Whirl

No. 23: KameKing

Description: Unlocks last door in Fantasy.

Element: Electric/Fire/Water

Location: Receive from Karabon Champion after winning two out of three Karabon battles.

Max Stats:

Level 85

Strength: 100

Defense: 65

Special: 90

HP: 255

Special Attack: Spin

No. 24: MarinGon

Description: Set bomb, then set linebombs with (A).

Element: Fire/Water

Location: In BigOcean, to the left of the entrance to PrettyBase

Max Stats:

Level 70

Strength: 90

Defense: 80

Special: 40

HP: 210

Special Attack: Aqua Bomb

No. 25: FireKong

Description: Can detonate your bombs whenever.

Element: Fire/Earth



Location: Anytime after receiving Sibaloon, return to Alpha. Follow the path out of town as far west as possible to reach ColdSea, the area where you blow up trees to use as bridges. Cross the first two trees then go to the bottom of the screen. Use bombs to clear the path in the two areas, cross another tree, then go up one screen. Go North and cross the first tree bridge on your right. Use Sibaloon's RainbowBridge to get to the lone building to find FireKong.

Max Stats:

Level 70

Strength: 90

Defense: 60

Special: 60

HP: 210

Special Attack: HeatDash

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#### 4) Raising Karabons

As you adventure through Phantarion, you will uncover three different types of tiles: a sword tile, a shield tile, and a star tile. Every tile you get adds one stat point in the specific area to the active Karabon. Sword tiles add to Offensive Power, shield tiles add to Defensive Power, and star tiles add to Special Attack Power. Once you reach a Karabon's max stat in an area, that tile will no longer do anything for the Karabon.

Karabons also have levels. These show you the power of the Karabon. For every three stat-boosting tiles you get, the level will raise by one. So obviously, a Karabon whose max level is 95 like Th. Liger will have much higher stats ( $85 \times 3 = 255$  total stat points) than Kai-man, whose max level is only 60 ( $60 \times 3 = 180$  total stat points). The HP of the Karabon is equal to the number of total stat points it has.

I've found that LiteCave is the best place to level up Karabons. There are two rooms connected to each other, full of blocks you can blow up, and whenever you leave those two rooms, through one of two exits, the blocks all re-appear. LiteCave is the hidden cave where you find Thunder Liger and the Disinfectant.

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#### 5) Battling Karabons

Up until this point, you may have thought Karabons were simple little things. However, battling is a different story. While it is true that if your Karabon is maxed out or at a high level you will almost always win in the Colosseum (except against one Karabon in Zeta), the mechanics behind Karabon battling can be complicated.

First, let's start with the basic setup. In the Colosseum, you choose a Karabon to battle, then choose a strategy. After that, the battle

takes place, the outcome depending on what Karabon and what strategy you picked. There are six different strategies.

PnchBlck: Attack, Defend, Special Attack  
KwikPnch: Attack, Special Attack, Defend  
Dfns 1st: Defend, Attack, Special Attack  
Nice End: Defend, Special Attack, Attack  
ShowTime: Special Attack, Attack, Defend  
Technque: Special Attack, Defend, Attack

The strategies determine the order of moves your Karabon uses. You pick one strategy for each round, and are not allowed to repeat Strategies in a battle. There are three rounds in a battle, and the winner is either the Karabon who has the most HP or knocks out the other Karabon first. If there is a tie, you lose.

Now, on to the Elements. Each element has a large effect against another element, and no effect against another element. The chart below shows how it works.

	Defending					
	Fire	Water	Earth	Electricity		
Attacking	Fire		N	N	+	-
Water	+	N	-	N		
Earth	N	-	N	+		
Electricity	-	+	N	N		

Key: N=Normal; +=Large Effect; -=No Effect

The element(s) of a Karabon is/are the same element(s) of its Special Attack. Special Attacks that are super effective against the type of Karabon being attacked will have double damage dealt, while any attack that is not effective will deal no damage.

Now lets get to the meat of Karabon Battling: how the damage dealt is determined. We'll begin with the basic Attack. The damage dealt from an unblocked Attack is equal to the attacking Karabon's Attack Power (Str). For example, a maxed out Pommy would do 45 HP worth of damage if the attack were unblocked. If the Attack was blocked however the damage dealt would be equal to the attacking Karabon's Attack Power minus the defending Karabon's Defense Power (Def.). For example, the damage dealt from a blocked Attack of a maxed out Pommy to a maxed out Pommy Dragon would be 5 HP (45-40).

Special Attacks are more complicated than basic Attacks, because of Elements. Special Attacks have an element. The base damage for a Special Attack is equal to the Special Attack Power of the attacking Karabon. That value may be doubled, or reduced to zero depending on how the elements of the Karabon work out. If the opposing Karabon defends, it works the same way as a basic Attack in that the Defense Power of the defending Karabon is subtracted from the damage dealt. For example, let's say a maxed out Pommy is Special Attacking a maxed out Kai-man. The damage dealt is 140 if the Kai-man didn't block ( $70*2=140$ ). If it did block, then the damage is 70 ( $[70*2]-70=70$ ). If the Karabons are multi-elemental like Thunder Liger and Pommy Dragon, then things are worked out the same way, only they are a little more complicated. Let's say a maxed out Thunder Liger and a maxed out

Pommy Dragon are battling. Thunder Liger is an Electricity/Fire/Earth Karabon with a Special Attack Power of 100 and a Defense Power of 65. Pommy Dragon is an Electricity/Fire Karabon with a Special Attack Power of 90 and a Defense Power of 40. Thunder Liger will attack first, and Pommy Dragon will defend. Electricity has no effect against Fire, but Earth has a large effect against fire. The two effects cancel each other out, and 60 damage is dealt ( $100-40=60$ ).

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