

Bomberman Generation Walkthrough

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1. Story

A freighter carrying the six Bomb Elements is attacked by the HIGE HIGE Bandits or something like that. Anyway, the Bomb Elements landed on Planet Tentacalls, and you have to get them back.

2. Characters

Bomberman: Bomberman is the main character of the game. Wow, I bet you couldn't figure that out. He has to get the Bomb Elements before the HIGE HIGE Bandits do.

Professor Ein: I'm not exactly sure who he is. He's just some creepy guy that tells Bomberman stuff.

Max: Max isn't important in this game, but he's really cool anyway. Sometimes he helps in boss battles.

Mujoe: Mujoe is the leader of the HIGE HIGE Bandits. He's one of those really ugly guys who wears his underwear outside his pants. Actually, I'm not sure if he even is wearing pants. I sure hope so. Mujoe wants the Bomb Elements and stuff.

3. Controls

Control Stick: Move

A: Put down a bomb, or pick up a bomb, hold down A while holding a bomb to make it bigger, let go of A to throw it

A+X: Bomb barrier

B: Uses Charabom abilities

X and C Stick: Choose a Charabom without having to press Z

L or R: Camera

Z: Brings up some screen thingy

Start: Pauses game

4. Items

Fire Up/Bomb Up/Speed Up: Increases fire, bomb, and speed

Hearts: Recovers energy

Heart Container: Increases energy

Lightning Cards: If you get all of these, you get to play as Max in Battle Games. I think if you have enough, Max will come and help you during boss battles.

Offense Up/Defense Up/Special Attack Up/Agility Up/Every Ability Up: These increase your Charabom's abilities.

5. Walkthrough

This doesn't include any of the Lightning Cards. They are in a different section.

A. Tentasia

a. Octopi Woods

At first, the only enemies are those flower things. Also, don't forget to break the pots, 'cuz I'm not going to remind you! Okay, throw a big bomb at that big rock to get it out of the way. Continue forward, and blow up the tree near the water. It will fall over, so you can cross it. Now, throw a big bomb across the water to the tree. Cross that tree. Starting now, you'll have to fight HIGE HIGE Bandits (and the flowers, you'll never get rid of them ever! Mwahahaha!). You can jump into those tree stumps. The bottom one leads to two pots, the middle to one pot, and the top to the next part of this area. Throw a big bomb at the big rock so it will roll into the river. Go through the dry river thingy. Now, go into that red portal for your first Charabom, Andlar, and equip it. Now, jump into the stump near the Charabom feed. Kick bombs into the holes under the flowers for some pots. Jump through another stump to return to where you left off. Go forward and into another stump. If Andlar's equipped, throw a bomb to the tree on the other side of the thing. Walk across the tree for some pots. Go back. Go into the stump on the right. (The left one's bad.) There are a few scary pterodactyl things around here. Go onto the log, and let it bring you to some pots. Go into the stump, and cross the bridge. Go into that green portal for a mini-game.

Bomjy Jump: You have to land on a log. The best way to do this is to wait for the third log. When the leaf's on the right side of the screen, jump. It worked for me, so it might work for you. When you win, you get a water balloon. Go into the dry river, and throw a big bomb at the rock. The water will push you to some pots. (One has a Heart Container.) Go into the stump, and cross the bridge. Continue forward until you get to the fan thing.

Mini-Boss: Um?fan thing

Attacks: blows air at you

This is weird. Go between the two rows of spikes. Wait on either the right or left side of the thing. Throw a bomb over the spikes at it, preferably after it stops moving. Do this three times to win. You're done the first area! Yay!

b. Lake Mensor

Just like in every level, there are pots to break and Bandits to kill, so I won't mention them. There are a lot of flowers in the water, too. So, basically, go forward through here. Cross the water using lily pads. When you get to the leaf things that try to whack you, use big bombs to kill them. When there are vines or purple flowers, blow them up. Around the first of these is a pot on a little island to the left. Past here, there is a flower that shoots fire. Kill it. Now, go to the right (when facing away from the water). Turn

towards the water, and (with Andlar equipped) throw a bomb to that tree across the river. Go across, and go into the portal. You must fight Dorako to get him. Now, continue onward. Tally ho! (Those Christmas-sy trees drop stuff when hit, so be careful.) Go into the portal for the Aqua Bomb (if you have the water balloon from OctopiWoods). Go forward. Go across the lily pads. (To the left are some pots.) Now, go across to the other side where you were supposed to go in the first place. There are weird trap plant thingies that you can't kill. Continue through this place until you get to a little mountain thing. Go up there for some pots. Go back down and continue.

Mini-boss: Loch Ness Monster thing

Attacks: shoots water

Hit this two times with big water bombs to kill it. Go across it. Go to the right. Use a big bomb to move the big rock. Go across the lily pads for a pot. Now, go back and exit the area.

c. Octo Stone

Mini-boss: Megaton Bomber

Attacks: runs at you, (I'm just going to call his weapon a mace. I hope that's what it actually is.) spins mace, shoots mace forward, pounds ground, throws two bombs

All you really have to do is use bombs on him like everything else in the game. About his attacks, though: when he runs at you, throws bombs, or shoots his mace forward, just get out of the way; when he spins the mace or pounds the ground, it will push bombs away. When he hits the ground, you'll drop a bomb if you're holding one.

d. Octomanian

First, go past the falling totem poles and the swing log thing. Go past three more logs. Starting now, you'll have to fight dudes throwing spears. Scary. Anyway, go forward or whatever. Use a big bomb on the rock, then, go up the green elevator, and use a big bomb on the rock up there. Drop down, and cross the hole the rock falls into. Use a big bomb on another rock so it crushes the enemies. Right before you drop down, a pot is to the right. Now, drop down. If a bomb hits the fire of the green bugs, it will blow up immediately, so be careful. Cross the thing with A and X like Professor Ein told you. Before the second, go down the ramp, and break some pots. Now, cross that thing, then a third one with a big bomb. Open the gate with a bomb. Now, there are spear throwers in chairs. Knock the chairs over with bombs, and they will die. Use a big bomb to open this gate. Use big bombs to knock down totems. Knock over the one on the left, so it will destroy the hut. If you don't enemies will keep coming. Go up the green elevator and use a big bomb on the rock. It will fall onto the statue, and the gate will open. Go through. (Poor HIGE. It's in a little fence.) Anyway, throw a bomb at the spear dude so his chair falls and breaks the fence. Go forward, and use a big bomb on the rock. There will be two more chairs to knock over. Now, you have to make another rock fall on a statue like last time. I'm not explaining how; you should already know. Go through the new gate, and make the totem fall on the huts. Not long after, do that again to some more huts. Make the rock fall on the statue. Go through the last gate.

Mini-boss: Bug

Attacks: throws scythe

Just attack this like you would any enemy. Two big bombs will kill it. Now, go up the chair, and you're done.

e. Sukkor Hills

Go forward through here. There are pots hidden among the trees. On the mountain, watch out for rolling rocks. You can blow up fences and cracked walls. There are pots hidden around here. I'll only tell you about the harder to get things. Using wind bombs (you don't have them yet), you can ride leaves to certain places. You can also blow up three bridges, and drop down them. One leads to a portal where you get Marine Eel. Once you blow up bridges, you can't get back up the normal way. You must go left after three rolling rocks. Go on the upper path. You should figure it out from here. Once you get to the alcove

in the wall with the rock in it, blow up the rock. Go across the moving bridge thing. Continue up. In the hallway thing, there are pots to the right.

Mini-boss: Spear dudes

You must blow up the four doorway things so more won't keep coming. Once you kill them all, their chief will roll on the big rock. Use a bomb on it. It will roll over the chief. You're done.

f. Paon Stadium

Boss: Elephant

Attacks: body slam, shoots stuff out of its trunk

When it does a body slam, you drop any bomb you're holding, and bombs bounce away from it. If a bomb is too close to it, it will just kick them away. To actually hurt it, you must throw a bomb near it when it's shooting stuff or just close enough to hurt it, but not close enough to get kicked away. It's really annoying, but kind of easy anyway. After you beat it, you get the first Bomb Element. Don't you feel special now?

B. Octo Ocean

a. Octo Shoals

In this place, you can blow up boxes instead of pots. Also, there is evil seaweed. Kick a bomb at it to distract it. You can't kill it. So continue through this place. It's not hard. After the first seaweed, the path in front of you leads to an evil jellyfish thing. If a bomb hits it, it blows up. There's a box behind it. The right path leads to two more paths. If you turn the camera behind Bomberman, the left path leads to a ghost and boxes. The ghost is just like the jellyfish. The right path is the right one to go. There is a red portal. Jump in it, and get Kai-man. Continue forward. You must ride bubbles now. There's a box between the first set of bubbles. Continue. You'll eventually get to bubbles with fish. Go to the next bubble when the fish are done, or else you'll hit the spikes. Now, use a bomb to move the rock. Go on the bubble up to the ledge. Do not drop down. It leads to a place you've already been to. Continue along the bridge. There are hermit crabs around here. You can't hurt them when they hide in their shell. Drop down to get some boxes around here. Ride a bubble back up, and blow up the switch. Ride across the wheel. (Drop down for more boxes. You can't get the clear one yet. You need light bombs for those.) Throw a bomb to the switch with Andlar, and ride across the wheel. Ride across a few more wheels after hitting switches. Now, drop down, and get the boxes around here. Now continue forward. Get the boxes around here. Now, to ride the bubbles, you must use a bomb on the switch in the building to stop the fish for a limited time. The bubble on the right leads to a box. The bubble on the left leads to more bubbles and the exit.

b. Blakinc Trench

In her, you break barrels. Anyway, go forward. Ride the current to the barrel. Also, from the bubble, you can jump to the barrels behind the current. Continue forward. Go through the ship. Throw a bomb over the rocks to kill the yellow ghost. Continue through the now open door. Ride the bubble thing up onto the ship. Break the masts. (The big one needs a big bomb.) The big one leads to the other side of the ship. Break the little mast over here, and go down and into the red portal. Fight and get Ligon. Now, go back. Go down the other small mast. Explore around here for barrels. Ride the current. From the bubble, jump to the ledge thing. Ride this current. From the bubble, jump to the ledge in the center of the current you were just in. Drop down, and get barrels. Now, ride the current again, and jump to the area on the left. At the ship are more ghosts. Kill all of them. Now, from the bubble: there's a barrel to the left and a bubble to the right. At the other bubble, go onto the ship. There are evil coins here. Break the masts again. (The little one leads to a previous area, but will be important later.) With Andlar, throw a big bomb at the ghosts on the other side of the ship, then, break the big mast. Go across. Break the little mast, and go down. Ride the current to a barrel. Now, go to that little ramp thing at the beginning of the current. Throw a bomb onto that ledge to make the rock fall and block the current. Around the ship are barrels. Also, blow up the ropes behind the ship. Ride the current, and jump onto the

ship from the bubble. Go onto the green button to make it go. When it stops, kill the ghosts behind the ship. Make the ship go again with the button. When it stops, go across the mast behind the ship. Go through this previous area until you get to where the ship was. In a little hole is two barrels. One has a heart container. Now, go back onto the ship. (You'll need to use that mast I mentioned earlier.) Now, go down the mast at the front of the ship. (You need light bombs to use the clear bubble thing.) The left path leads to some barrels. The right path leads to?

Mini-boss: Submarine

Attacks: shoots red stuff; uses weird, robot arm things

You need to throw big bombs really close to this to hurt it. After a few hits, you win.

c. Curreina Fields

Mini-boss: Beauty Bomber

Attacks: kicks a bomb (it bounces around before it blows up; two lasers shoot in circles; two lasers circle her, then, she makes all three lasers make a big explosion, three shield things go around her

To hurt her, you must first get rid of her shield with a bomb. If a bomb is thrown or kicked into her shield, it will blow up. After her shield's gone, then, attack her with a big bomb.

d. Bigbu Iceberg

You break barrels in this place. In this area, you can break green ice with bombs. You use bombs on the opposite ends of seesaws to make them rise on the other end. There are also penguins that shoot red bomb things. Anyway, go past the first green ice. At the second, do as I said earlier to cross the water on the ice. Also, I already said how to get up the seesaw. Go through the portal. Motor Bomber

Hold down A to go. Don't hit the ice things. This one's really hard, but you can do it if you practice enough. When you win, you get shaved ice.

Go back to that first ice you passed, and ride across. The ice to the right leads to a barrel. (You have to throw a bomb across the water with Andlar equipped.) Now, on this main part of land, go left across the seesaw. Not long after, you must go up another seesaw. You need a big bomb for this one. Kick bombs into the igloos so no more HIGEs come. Kill the walrus with a big bomb. Don't throw the bomb right at it, or it will pick it up and throw it back at you. Continue. Now, kill two walruses. Kill a lot of walruses after them. After here, break the green ice under the seesaw. At another seesaw, kill the walrus, then, go across it like every other seesaw before it, mostly. At the next seesaw, put a big bomb on the top part of the seesaw. (You know, the side opposite the one you normally put bombs.) Go across through the bottom path for barrels. Drop down. Continue forward and stuff. Break the green ice under these seesaws, and cross them. Kill the walruses. Now, exit the area.

e. Bigbu Cavern

All you basically need to know is: break purple ice with bombs (sometimes big), move green blocks with bombs (a lot together need a big bomb), and move yellow ice with big bombs. Explore this area for barrels. Through one of the purple ice things is a portal. Go through to get Pommy. At the second yellow ice, move it. Go through the door in the ice (on the right side). Throw a bomb to the top side of the green block to move it. Go through there and break some barrels. Now, move the yellow ice. Put a big bomb on the other side of the ice, and go into the door. The ice will move, and you can continue forward. The next areas of purple ice need big bombs. Continue forward. Kill the walrus on the blocks, and move those with a big bomb. At this green ice stuff, you have to break the one near you, then, throw a bomb to the other one to break it. Cross it. Now, put a big bomb on the floating ice so that it blows up the purple ice. Cross the ice. Go into the portal for the ice bomb. Now, go back, and continue forward. Kill the walrus on the blocks. Move the blocks. Now, throw a bomb to the upper part of the other blocks to move them. Kill more walruses, go through the doorway, and exit the area.

f. Bigbu Cavity

Phase 1: Ship thing

Attacks: the smaller cannons shoot red bombs; the big shoots big fiery things
While dodging the stuff from the three small cannons, you also have to watch out for the penguins that come back if you kill them. With Andlar equipped, throw big bombs near or on the ship so that they blow up the cannons. (Watch out for the tentacles that place them. They disappear for a limited time if you blow them up.) Now, destroy the bigger cannon.

Phase 2: Squid

Attacks: shoots out baby squids (They follow you, and blow up any bombs they touch.), eats you (if you're close enough), and shoots weird explodey things (stay behind it or to the side of it)
Bombs don't hurt this thing, but a big bomb will paralyse it for a second. That doesn't work if its face is covered. Right after this, put a big bomb right in front of it. It will try to eat something. It will eat the bomb, and the bomb will blow up inside of it, and hurt it. After a while, you'll beat it, and get the second Bomb Element.

C. Tako Desert

a. Balley Valley

In this entire world, you blow up pots. To move the purple dudes, use a bomb on them. They will jump in the direction they are facing. You can only kill the ghost when it's visible. You can't kick bombs into it. Anyway, make the purple thing jump through the wall. Go into the next area. Kick a bomb into the hole in the wall to make the purple thing jump through another wall. Go into the portal for Stegodon. Go into the quicksand. Around here are scary cactus dudes that you can't hurt while they're attacking. Kick a bomb into the hole beneath the skull. Go through the skull that opens up. Don't go into the quicksand. Knock over the pillar with a bomb and cross it. This next area is just knocking over pillars and crossing them. You might need Andlar sometimes. Now, kick a bomb through the hole. The sand will change direction. Go into the quicksand. Drop down, and use a big bomb on the door. Go past the wall that was knocked down. Don't worry about getting the pots here yet. Just go through some quicksand to that island in the middle.

Mini-boss: Two camels

Attacks: shoots red bombs

You can only hurt them when they're on the ground attacking. Once you beat them, you can get the pots, and exit the area.

b. Tako Temple

You can kick bombs into the holes in the green things to blow them up. The big head watches you, and shoots lasers. Make it shoot that yellow light thing to open the gate. Kick a bomb into the green thing, and go up the smaller stairs. Throw a bomb onto the yellow switch. Cross the thing, and step on the green switch. Continue through here. Don't go down the stairs yet. Keep going until you find a portal. Go through for Pteradon. Now go down the stairs. Kick bombs into those green things, and step on the switch. Go to the area that the switch lowered. Kick a bomb into the green thing, and step on another switch. Make the heads shoot the two lights. The right leads to some area with scary purple cacti that steal any bombs lying around. You need a light bomb here. The left leads to more of this level. Kick the bomb through the hole-like thing in the wall. Go into the quicksand. Have the first head hit the light. Go through the door past the heads. Behind the last head is a switch. Step on it, then, go back. Go through the door behind the middle head. You need wind bombs here. Go into the portal. You need Pommy and Ligon to get Pomyugar. Now, go on that thing the third head's on. Kick a bomb into the green thing. Step on the switch. Make the third head hit the light. Go through the door. Put a bomb on the yellow switch, and cross it before the head blows it up. Step on the switch behind the head. Now, throw a bomb onto the yellow switch (at an angle so the head doesn't shoot at you), and cross the thing quickly. Kick bombs into the holes of a lot of those green things until you get to a switch. Step on the switch, then, have the middle head shoot the light. Exit the area.

c. Tako's Coliseum

Mini-boss: Eagle Bomber

Attacks: flies around the arena trying to run into you; spins around all fast-like; flies around and if he grabs you, he slams you into the ground; flies overhead and drops bombs

You can only hurt him when he's not attacking and close to the ground. Be careful of the fire beneath him. It's not really an attack, but it still hurts.

d. Tako's Storm

Put a bomb on the yellow switch, and go past the door. Put a bomb on the yellow switch behind the door, and go through. Once again, throw a bomb onto the switch beside the door, and go through. Kick a bomb into the hole, and go up the stairs. There are freaky horse enemies. Go down the stairs. Kick a bomb into the hole in the wall and into the green thing. Go through there. To the right, put a big bomb on the red thing, and go into the portal. You need Pommy and Pteradon for Pommy Dragon. Go back, and continue forward. Put a bomb on the yellow switch. Kick bomb through the hole in the wall into the green thing. Go through there. Kick a bomb into the hole. (It opens and closes.) Go up the stairs and past the head. Go into the portal.

Bomber Marathon

Press B really fast to run. Dodge the smaller rocks. Go on a green switch for a bomb. The bomb can slow down the boulder. You have to use a bomb at the beginning or the boulder will get you. Drop the bomb onto the yellow switch to open the gate. Run through, and you'll get a fan.

Go down the stairs. There are two lights. The one behind the head leads to an area where you need wind bombs. Make the head hit the switch in front of it to continue the area. With Andlar equipped, throw a bomb onto the yellow switch (You need to move the camera to see.), and quickly kick a bomb through the hole in the wall into the green thing. Go through. Make the head hit the light. Now, put a bomb on the yellow switch. Throw another bomb onto the yellow switch behind the wall. Kick a bomb through the hole in the wall into the green thing. Go through. With Stegodon equipped, kick a bomb into the hole. The hole is opening and closing and moving back and forth, while heads shoot lasers at you. It takes a lot of tries. Once you do it right, you'll be allowed to exit the area.

e. Octo Tower

Be careful when stepping on the faces on the ground. They rise up, and spikes come out. Go left and into the portal to get Beast P. Now, drop down in that middle area. Kick a bomb into the thing that looks like a mouth. Go on the square face. When the bomb blows up, you'll rise up the chute. Use a bomb on the spinning floor to spin it. Cross it, and step on the green switch. Go back, and up the chute like you did before. Now, with Pommy equipped, go to the side of the spinning floor, throw a bomb onto that area sticking out. Go all the way around to the front. Blow up the bomb, and go across. Step on the green switch. (Be careful of the red enemies that shoot fire.) Go back and up another chute. Step on the two green switches. Move the big, red block with a big bomb. Drop down the chute, and do what you did before to cross the spinning floor. Continue forward. Go across another spinning floor thing and up another chute. Step on the final green switch. Now you can get to pots you couldn't before. Put a bomb on each of the two spinning floors and cross them. Drop down the chute. A heart container is in the pot behind you. Keep dropping down chutes until you get to the first floor. Go back up to the second floor. Go across the spinning floor. Continue forward, and go into the portal for the wind bomb. Now, go up the chute. While you rise up, drop another bomb. At the top, quickly kick the bomb into the red mouth thing, and go onto the face behind it to rise up another chute. Now, go up another chute. Put a bomb on the yellow switch, and kick a bomb into the hole. Put a bomb on the yellow switch again, and go to the top of the tower to exit the area.

f. Cursed Temple

Boss

Phase 1: Weird head thingy

Attacks: lasers, rises up then smashes floor

Don't bother fighting the two red enemies. They'll come back if you kill them. Whenever the head rises, throw a big bomb into the ring beneath him. He'll hit it, and get hurt.

Phase 2: Mummy

Attacks: the hands make you go slow and drop all your bombs (sometimes the bombs rise up and go after you), this is followed by the head shooting out purple stuff that blows up any bombs it touches

This is kind of hard. You can only hurt it around the time it shoots purple stuff. You have to throw the bomb right in front of it really close so it's almost under him. The only way I did it was to be so close I get hurt every time. Luckily, Max came and helped. Yay! I guess if he helps, and Kai-man's equipped, that might be the best thing to do. When you win, you get the third Bomb Element.

D. Nekki Moon

a. Holsigen Base

All you really need to know in the first part is: watch out for falling meteors, kick a bomb into the hole of the meteor that enemies come out, you can only kill the armadillo things when they're not curled up, and bomb jump across those gaps. Be careful of the lasers here. Bomb jump across the thing. Put a bomb on the yellow switch, and bomb jump again. Throw a big bomb into the hole in the box. Press the green switch. You need a light bomb on the left. (You have to use it on the clear things, and cross them by putting bombs on them. A heart container's over there.) Go in the mine cart. Go in the other cart. Now, go in the upper cart. Use a bomb on the pink switch thing. Go back into the cart. Go right. Bomb jump across the thing. Go into the portal. You need Stegodon and Andlar to get Angol. Go back. Throw a bomb to the pink switch, and go back into the cart. Go down. Use a bomb on the red switches. Use a bomb on the rock so it falls on the track (unless you want some extra Charabomb food, you'll still need to do this later). Go back up. With an ice bomb, freeze and cross the water spout on the right. Ride the cart. Put bombs in the gap to jump across. Go in the cart, then, come back and bomb jump over to the portal.

Rail Bomber

Use a bomb to hit the switch and blow up rocks. The gates stay open for a limited time. Go faster and slower with the control stick, and don't run into a rock or a bomb. At the end, you get a strobe.

Go back to the cart between the spouts. Freeze and cross the one on the left. Use a bomb on the pink switch, then, go back and into the cart. Go through here, and throw a bomb into the tank.

Mini-boss: Tank

Attacks: hits ground so you get frozen and drop any held bomb, part comes off it and stomps around

Before you fight it, step on the green switch. Now, throw bombs into the hole on the tank when it stops. Two big bombs should do it. Exit the area.

b. Armz Gate

Mini-boss: Assault Bomber

Attacks: runs into you, shoots you, shoots fire, body flies around and shoots red bombs at you, sucks in bombs

Just attack him. That's all there is to it.

c. Beneath Holsigen

Step on the green switch, and go through the gate. Don't step in the light or HIGEs will come. Use a big bomb to move the block. Go through there, and step on the green switch. Go through the gate. Step on another switch, and get out of this room. (The floor will fall if the switch isn't pressed.) Use a big bomb to make the block go onto the switch. In the next room, step on the left switch, then, the right. Quickly run out and through the gate. Go along the pipe and into the portal for Unicornos. Go back to outside the gate you just went through, and go forward instead. Use water bombs on the fire enemies. Make the blocks go into the lava to stop more enemies from coming. Go up the elevators. (On the ground, you need to use water bombs to get rid of the flames. Bomb jump through all this stuff. (You need big bombs sometimes.) One

of the things has a portal, where you need Unicornos and Pteradon to get Fire Horn. Put a bomb on the yellow switch, and go down the elevator. Use water bombs on the fire down here. Now, put a bomb on another yellow switch, and go up another elevator. Go forward, and down an elevator. Blow up the red switch, then, go up the elevator. Go across these walkways like you did before. Drop a bomb onto the yellow switch, and go down the elevator. Throw a bomb onto the yellow switch, and go up the elevator. Use Fire Horn to bomb jump to the portal, and get the light bomb. Go back onto the walkway. Continue a bit forward, then, throw a bomb onto the yellow switch, and go down the elevator. Make two more blocks go into the water, then, throw another bomb onto a yellow switch, and go up an elevator. Freeze and cross the water spout. Kick water bombs into the fire. Knock down the leaf with a bomb, then, ride it up to the walkway. (Stand on the leaf, and have a wind bomb blow up nearby.) Exit the area.

d. Construction Site

Boss: Constructor X

Attacks: shoots drill, drops goo stuff around him, drops TNT sticks that blow up, swings a sword and stuff goes all explodey-like

This is the dumbest cut scene I've ever seen. Unless you want to lose all your dignity, mute the TV now! It's painful enough just watching this. Just stay behind him and you won't get hurt. Sometimes after he attacks, he'll have weird, steam-like stuff come out of him. This is when you attack him. When he dies and acts gay again, you'll get the fourth Bomb Element.

E. Majestar

a. Megadeth Bypass

Go forward. Blow up the cannons. (It's best to use Marine Eel.) Step on a green switch. Go forward a bit, then, right to a portal where you get Pox. Blow up the cannons and continue. The HIGEs have lasers. Blow up the red switch, and go up the elevator. Use Fire Horn to bomb jump across the area. Go over to the portal. Go in. You need Pox and Kai-man for Shelks. Drop down, and go up the ramp. Throw a bomb onto the yellow switch. (You need to kill the enemy that tries to steal it.) Go through the gate, and step on the switch. Run past the cannons. Drop a bomb on the thing to cross it. Step on the switch, and go up the ramp. Use a light bomb on the bridge, and cross it. Drop a wind bomb on the leaf, and ride it down. Continue onward. Drop bombs on these things to cross. (You need a big bomb, then a normal bomb.) Continue on. Kick a bomb into the hole, and step on the switch. The right leaf leads to weird yellow thing you blow up. Go forward. Put a bomb on the second yellow switch. Go through the gate. Throw bombs with Marine Eel equipped to kill the cannons. Blow up the red switch. With Pox equipped, make a bomb go through the tunnel, and blow up another red switch. Go across the two elevators. Go into the portal. You need Ligon and Marine Eel to get Lai Eel. Go back to the first yellow switch by use of the leaf. Put a bomb on the switch, and go through the gate.

Mini-boss: Two shielded cannons

Attacks: shoots fire

On the left, put a bomb on the yellow switch, and step on the green switch. On the right, kick a bomb into the hole, and step on the switch. Now that the shields are gone, kill the cannons. Put a bomb on both yellow switches, and exit.

b. Psycho Elevator

Mini-boss: Bomber Elite

Attacks: throws bombs that disappear, split into three and shoots stuff (equip Kai-man), sucks you towards her with a big explosion at the end, four big bubbles spin around the place

She is the only cool character (besides Max) in the entire game. You can only hurt her right after she does the first or third attacks mentioned and at the very beginning where she just stands there.

c. Mechanikal

Throw a bomb onto the yellow switch, and cross over the block. Blow up the red

switch, and go through the gate. Jump in the hole. Jump into another hole, and get off left. With Andlar equipped, throw a bomb through the hole to blow up the red switch. Go through the gate. The flying enemy is best killed with Marine Eel. Put a bomb on the yellow switch, and cross over the block. Jump into the hole. Go across the conveyer belt. Be careful of the lasers. Kick a bomb through the thing to the other side of the belt. It changes direction. Go in the circular part to get to the other side. Throw a bomb onto the yellow switch, and go through the gate. Go through the hole on the right. Put a bomb on the switch, and bomb jump to the block. Go into the hole. Go left. Cross the block like I already said how to do. Go through the right hole. Blow up the red switch, and cross the belt. This part is best with Andlar equipped. Throw a big bomb to blow up the red witch on the left. Go through the gate and into the portal for Big Ox. Blow up the red switch, and go through the gate. Go down this hallway to the very end. Put bombs on the things to cross. A heart container's over there. Go back, and throw a big bomb to blow up another red switch. Go through the gate. This part is hard. You have to blow up the red switch like you did before, but the two blocks have to line up perfectly. When they do, cross them, and go through the middle hole.

Mini-boss: Giant computer

Face 1 shoots lasers.

It's best to kick a bomb onto the yellow switch. Jump through the hole.

Face 2 crushes stuff.

Make the crusher thing hit a bomb so it freezes. Put a bomb on the yellow switch, and jump through the hole.

Face 3 has evil coins come out of its mouth. Put a bomb on the yellow switch. Cross the block, and step on the green switch. The walls are now gone, and they all spin every few seconds and attack. You first must stop the crushing from Face 2, then, kick a bomb into one of the holes that open and close in Face 1. It's annoying. When you do, jump into the hole. There will be a cut scene, and you'll exit the area.

d. Port Majje

Boss: Phoenix

Attacks: shoots fire balls, shoots fire balls that bounce and split into more fire balls, shoots pink fire in a circle around it (All of these leave behind flames that you can put out with water bombs.), flaps wings to blow you away, hits ground with tail (drop any bombs you're holding)

It's best to use water bombs on this. Just fight it like you would any other enemy. You'll get the fifth Bomb Element when you win.

F. Armor Joe

There is a gay cut scene. Now, destroy the cannons on this level. Continue destroying everything as you continue up some ramps. On the wings, destroy the two kinds of flying enemies with Marine Eel. Once you destroy the cannons here, throw a big bomb into each engine thing. There are two on each wing. You throw it into that red part. Now, get off the wings, and they will fall. Go to where you first came into the area, and go through where the wings used to be.

Destroy the cannons here for another cut scene.

Boss: Weird, creepy thing

Attacks: surrounds itself with fire (use water bombs to destroy) and shoots fire, shoots fire, followed by lasers

Sometimes there are orbs that go around the boss. They blow up if a bomb touches them. Be careful of the hard to see things that spin around the boss the entire battle. You can only use light bombs on it. It's not as hard as it looks. When you beat it, you'll get the last Bomb Element, and beat the game. Wasn't that neat?

6. Charabombs

Andlar

Location: Tentasia-Octopi Woods

Element: Water

Power: Throw bombs farther

Dorako

Location: Tentasia-Lake Mensor

Element: Fire

Power: Maximum bomb blasts

Marine Eel

Location: Tentasia-Sukkor Hills

Element: Water

Power: Bombs will follow enemies when thrown or kicked

Kai-man

Location: Octo Ocean-Octo Shoals

Element: Water

Power: Cuts all damage done to you by half

Ligon

Location: Octo Ocean-Blakinc Trench

Element: Rock

Power: Maximum amount of bombs

Pommy

Location: Octo Ocean-Bigbu Cavern

Element: Lightning

Power: Press B to detonate bombs

Stegodon

Location: Tako Desert-Balley Valley

Element: Fire

Power: You can kick bombs farther. Press Y to stop them.

Pteradon

Location: Tako Desert-Tako Temple

Element: Fire

Power: You can bounce on bombs you land on.

Pomyugar:

Location: Tako Desert-Tako Temple

Element: Lightning/Rock

Power: You can have the maximum amount of bombs that explode when you press B.

Pommy Dragon

Location: Tako Desert-Tako's Storm

Element: Lightning/Fire

Power: can bounce on bombs you land on that won't blow up until you press B

Beast P.

Location: Tako Desert-Octo Tower

Element: Lightning

Power: Maximum speed

Angol

Location: Nekki Moon-Holsigen Base

Element: Fire/water

Power: Can kick and throw farther

Unicornos

Location: Nekkie Moon-Beneath Holsigen

Power: Rock

Power: Hold down A to set a straight line of bombs.

Fire Horn

Location: Nekki Moon-Beneath Holsigen

Element: Rock/fire

Power: Set a straight line of bombs that you can bomb jump on and detonate with B.

Pox

Location: Majestar-Megadeth Bypass

Element: Lightning

Power: Hold down A to move a bomb around (reminds me of a remote-control car)

Shelks

Location: Majestar-Megadeth Bypass

Element: Water/lightning

Power: Reduces damage done to Bomberman, and you can move bombs with A held down.

Lai Eel

Location: Majestar-Megadeth Bypass

Element: Water/rock

Power: Maximum amount of homing bombs

Big Ox

Location: Majestar-Mechanical

Element: Rock

Power: Bombs blow up when stepped on by enemies or when B is pressed

7. Lightning Cards

A. Tentasia

a. Octopi Woods

LC 1: Right before the mini-boss, go right. Use an ice bomb to freeze the water so that the log stops spinning in a way that you can get past it. The card is in a pot.

LC 2: At some area, there will be an area of water with an island in the middle. With Marine Eel equipped, throw a bomb at the tree across the water. Go across to the pots.

LC 3: After crossing the first bridge, go into the dry river and blow up the rock. Go back to the previous river, and blow up the rock in there. Go back to the other river, and blow up the rock. Go back to the other river, and break the pot in it to get a Lightning Card.

b. Lake Mensor

LC 1: Go into the water right before the yellow portal was. From the lily pad rising up and down, kick a bomb into the hole beneath the flower. Break the pot.

LC 2: Freeze the fountain thing with an ice bomb. Go across to the pot.

LC 3: Use Marine Eel to throw bombs at the stone heads that water comes out of their mouths. When you destroy all three, go to the pot in the area where the water was.

c. Octo Stone

LC 1: Beat Megaton Bomber in less than four minutes.

LC 2: Make a bomb hit him when he shoots his mace. It might take a few tries to get it right.

LC 3: Throw a big fire bomb at him with Andlar equipped. (It has to hurt him when it blows up.)

LC 4: I think you have to throw a big bomb at him, and it has to hurt him even after he pounds the ground. That's how I got it.

LC 5: This is the same as LC 3, except with a water bomb.

d. Octomanian

LC 1: At the end, after you go up the chair, go to the left. Use a big bomb on the rock. Kick water bombs to put out the fire. Break the pots behind these.

LC 2: Break the big pots with a big bomb, and the little pots inside with a normal bomb. The middle one has LC 2.

LC 3: In that area where you have to put bombs on the things to cross them, watch out for a little pathway across a pit. (It's too high up to get into by walking.) Use Fire Horn to bomb jump over to it. Follow the path to the pot the card's in.

e. Sukkor Hills

LC 1: Blow up a bridge and drop down. (I forgot where it is, but it's not the one that you blew up to get Marine Eel.) Blow up the wall, and go through. Ride the leaf up to some pots where the card is.

LC 2: Around the top, there is a wall you can blow up with a tunnel behind it. Go through the tunnel. With Marine Eel equipped, throw a bomb into the fenced area through the hole in the right side to kill the purple guy. Go across the moving bridge. With Andlar equipped, throw a big bomb at the rock. Cross the rock to the pots.

LC 3: At the top of the mountain, in the hallway thing, go right. At a place where you can drop down, throw a water bomb down there to put out the fire. Drop down. Break the pot for the card.

B. Octo Ocean

a. Octo Shoals

LC 1: After the third set of bubbles, move the rock to the right with a bomb. Ride a bubble onto the ledge. In one of the boxes is the card.

LC 2: After you pass the wheels and drop down, use a light bomb on the clear box. Inside it is the card.

LC 3: After the second wheel, bomb jump over to the ledge. Keep going to get to the pot where the card is.

b. Blakinc Trench

LC 1: Around the end, use a light bomb on the clear bubble thing. Ride it up to the barrel.

LC 2: Ride first current after where you get Ligon. Jump off on the side between the wall and the current that you couldn't walk to. The card's in a barrel.

LC 3: After riding the current that goes in a circle, jump from the bubble onto the ledge in the middle of the circular current. Break the barrel for a card.

c. Curreina Fields

LC 1: Beat her in less than three minutes.

LC 2: Throw a big fire bomb at her shield. (It's best to have Andlar equipped. It usually takes a few tries to work.)

LC 3: Same as LC 2, except with a water bomb.

LC 4: Hit her with a big bomb when she rises off the ground to shoot the laser things.

LC 5: Throw a wind bomb at her when there are three laser things spinning around her. (The big ones.) The bomb has to hit one of the laser thingies.

d. Bigbu Iceberg

LC 1: At the walrus on the ice that rises up next to the other column of ice with a barrel on it, kill the walrus, and get on the ice as it rises. Use a big bomb to bomb jump across to the barrel.

LC 2: At the seesaw that can lead up or down, take the lower path. The card's in a barrel.

LC 3: At the area with a lot of walruses, after it rises, go down the ramp thing. There is a little alcove in the wall. Break the barrel for the card.

e. Bigbu Cavern

LC 1: Freeze the water spouts, and cross the wood on them over to the barrel.

LC 2: At the second yellow ice, move it, and go up the ramp on the other side. Go across the top of the yellow ice. The card is in a barrel.

LC 3: After the first walrus, keep going until you get to some water with ice floating in it, and ice with green around it on the other side. Throw a big bomb onto the floating ice, so that it blows up near the green ice. Now, cross

that ice to the other side. The card is in a barrel.

C. Tako Desert

a. Balley Valley

LC 1: After the purple thing jumps through the wall with the hole in it, make it jump through the other wall next to it. Go to the pots in here for the card.

LC 2: Kick a bomb into the hole beneath every rib-like thing. After you finish with them all (I think there's three), a skull will open up with a pot in it.

LC 3: After going past the skull thing, go right of the first pillar. Kick water bombs into the fire. The card is in the pots on the other side.

b. Tako Temple

LC 1: After you get Pteradon, bounce on bombs (you need a big one the second time) to get to a pot on the wall. Blow it up for the card.

LC 2: At the end, ride the leaf up to the pot behind the middle head.

LC 3: In that place where you go left to the next area, go right instead. In here, use a light bomb on the pathway, and cross it over to the pot.

c. Tako's Coliseum

LC 1: Beat Eagle Bomber in less than four minutes.

LC 2: This is the same as 3, except it's right when he's landing after flying overhead.

LC 3: Throw a big fire bomb at Eagle Bomber. It must hit him.

LC 4: Throw a big bomb at him right before he does the attack where he spins around.

LC 5: When he does the attack where he grabs you, use a big ice bomb on him.

d. Tako's Storm

LC 1: When you get to a tall platform with a yellow switch on it, equip Angol. Throw a bomb onto the switch, and kick the bomb through the wall and into the hole of the green thing. Go through to the pots.

LC 2: When you can go in two directions (because there's two switches for the head to hit), go left. Ride the leaf up to the pots.

LC 3: At the head with the yellow switch next to it, put a bomb on the switch. Make sure the head doesn't shoot the bomb. Make it shoot the light behind it. Go through the gate to the pots.

e. Octo Tower

LC 1: On the second floor, go to the chute with the face near it. From the right side, drop a big bomb down. (Drop it, don't throw it.) Fall down the chute, and bounce on the bomb up to the pot. This may take a few tries.

LC 2: Use a light bomb on the clear thing on the first floor. Go to the second floor. Go to the chute beneath the LC 1 chute. Drop a bomb down. (It will hopefully land on the thing.) Drop down, and bounce up to the pot.

LC 3: When all the green switches are pressed, the card is in a pot to the far right on the fourth floor.

D. Nekki Moon

a. Holsigen Base

LC 1: When the lasers are gone, the card is outside the area, next to the fence on the right side, if you have the camera where you're facing where the mine carts are.

LC 2: Explore the area beneath the carts.

LC 3: The card's to the left of the blue portal where you get Angol.

b. Armz Gate

LC 1: When his head flies around, use a big bomb on his legs.

LC 2: Have him suck up a big water bomb.

LC 3: Same as 2, except with ice.

LC 4: Same as 2, except with wind.

LC 5: When he shoots fire, use the Bomb Barrier (It's when you drop a bomb onto something to cross it, except don't drop it.). You'll get the card if the fire thing hits the barrier.

c. Beneath Holsigen

LC 1: Go up an elevator to the box where the card is. It's near the portal where you get light bombs.

LC 2: Go to the left of the first yellow switch. Use Fire Horn to bomb jump

over to the boxes where the card is.

LC 3: Explore the walkways for a card.

E. Majestar

a. Megadeth Bypass

LC 1: After getting Pox, put a bomb on the yellow switch, and go through the gate. Ride the leaf up to the ?pot? things.

LC 2: When you get to two leaves, the left one leads to the card.

LC 3: The leaf at the end of the area leads to the card.

b. Psycho Elevator

LC 1: Beat her in less than four minutes.

LC 2: At the beginning (I think), hit her with a big light bomb.

LC 3: Hit her with a big light bomb after her bomb attack.

LC 4: This is the same as three, but after her attack where she sucks you towards her.

LC 5: When she splits into three, use a light bomb on the real her.

c. Mechanikal

LC 1: At the first hole where you choose where to jump off, go right. Bomb jump across the thing for the card.

LC 2: In the second hole where you can choose the direction to go, go right.

Use a light bomb on the block. Put a bomb on the switch, and cross the block to get to where the card is.

LC 3: Near the end of the area where you go into the hole to fight the computer, go into the left one instead.

8. Battle Game

Standard Battle: In this, you just blow up the other players. In a Revenge Standard Battle, the players who were killed can throw bombs at the living players from outside the play field. There are eight places to battle in.

Standard: This one is completely normal. You just fight each other.

Dry Convey: There are conveyers in this area. You can change the direction of the conveyers by stepping on a switch.

Turn and Bang: Kicked bombs will change direction if they go over an arrow.

Greenfield: There is tall grass that you can walk through. It makes it harder to see where others are.

Pipebangs: You can hide in pipes, but you can still get hurt from bombs while in one.

Coldwrap: There are four warp thingies that warp you to other warp thingies. That?s descriptive.

Superblast: You have all your bombs and firepower (I think). There are no blocks to blow up.

Dunkbang: Bombs thrown into baskets will come back as bouncing bombs.

Reversi Battle: Use bombs to flip over more panels than the other players.

Coin Battle: You have to collect coins from the blocks. If someone gets hurt by a bomb, they will lose half of their coins.

Dodge Battle: You have to dodge the bomb blasts. You can?t use bombs, but you can kick them.

Revenge Battle: You shoot bombs into the play field from the sides of the area. You have to blow up moles. Hold down A to shoot bombs farther.

PK Bomber: This is only at the end of a game. The winner has to kick a bomb into the goal to get an item.

9. Copyright Stuff

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