

Bomberman Generation FAQ/Walkthrough

by The Ringmaster

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-- BOMBERMAN GENERATION --
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1. Introduction
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The nefarious Mujoe and his gang of Hige Bandits are back, and as usual, they're scheming to conquer the universe. This time, they're after the Bomb Elements, powerful crystals that will give them the power to dominate the universe. However, a space freighter carrying the Bomb Elements has been destroyed by an attack from the Hige Hige Bandits. Now, the Elements lay scattered over the uncivilized planet of Tentacalls. As Bomberman, you have been given the order by Professor Ein to retrieve the Bomb Elements. Defeat your foes with Bombs, outsmart the traps that lie in wait for you, and clear the Stages that stand between you and retrieving the Bomb Elements. Hurry! The universe is counting on you!
Let the great battle for the bomb elements begin!

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A. FAQ Info
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To effectively use this guide use the tips as general tips for the stage (duh) and the tricks section for a walkthrough of how to get past the obstacles/puzzles. The game is pretty linear so you should just follow the main path and read the tricks section for side paths and how to get past obstacles. The new enemies section will tell you how to defeat an enemy that you have not encountered yet. Bosses will have a strategy to defeat them and a section telling you what their attacks are.

2. Controls

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A. Game Controls

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- A Button - setup and use bombs/bomb actions/confirm selected items.
- B Button - use charabom special abilities/return to the previous screen or cancel the current selection.
- Y Button - use charabom special abilities.
- X Button - switch between attribute bombs & charaboms selection screens/used with A Button for bomb barrier.
- Z Button - displays the carabom and attribute bomb selection screens.
- L/R Buttons - rotates the map left or right. (rotate camera)
- D-Pad - Changes camera viewpoint/selects items.
- Control Stick - controls bomberman/selects items.
- C Stick - Change attribute bombs or charaboms.
- Start/Pause - Pauses the game.

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B. Basic Moves

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- Bomb Throw: Set down a bomb. Press "A" again and pick up the bomb, if you hold down "A" you can move with the bomb. When you release "A" you will throw the bomb in the direction bomberman is facing.
- Big Bomb: Pick up a bomb and continue holding "A" when the bomb is larger the process is complete.
- Bomb Kick: Run into a dropped bomb, the bomb will travel along the ground in the direction bomberman is facing when he hits the bomb.
- Bomb Drop: Pick up a bomb and hold down "A" press "X" and then release "A" to drop the bomb in front of you.
- Bomb Barrier: Pick up a bomb and hold down "A" press "X" don't drop the bomb, bomberman cannot move while using this.

3. Items

Fire Up: (Looks like a small, smiling flame) The size of your bomb blasts becomes greater. You can power up your bomb blast a maximum of 5 times.

Speed Up: (Looks like a roller skate) Bomberman becomes a little faster. You can speed up a maximum of 6 times.

Bomb Up: (Looks like a bomb) The amount of bombs that can be set up will be increased by 1. A maximum of 6 bombs can be attained.

Heart Recovery: (Looks like a big smiling heart) 1 heart worth of life is recovered.

Heart/Medium Recovery: (Looks like 2 small hearts) 1/2 Heart is recovered.

Heart/Small Recovery: (Looks like 1 small heart) 1/4 Heart is recovered.

Heart Container: (Looks like Heart Recovery except with no smiling face, and it is lighter) The maximum life value increases by 1 Heart.

Lightning Card: (Looks like a card with a lightning streak on it) When all lightning cards have been gathered from a world, Max will appear to help Bomberman when fighting a boss character.

Charabom Feed:

Offense Up: (Looks like a sword) Raises offensive ability by one.

Defense Up: (Looks like a shield) Raises defensive ability by one.

Special Attack Up: (Looks like a star) Raises special attack power by one.

Agility Up: (Looks like a small wing) Raises agility by one.

Every Ability Up: (Looks like a bottle with liquid inside) Raises every ability by one.

4. Guide

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A. World 1 - Tentasia

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1-1 OctopiWoods

Blow up all vases in the first area and collect the power ups, you can kill the enemies if you want to but it is not required. When you get to the giant boulder blocking your path do as the professor tells you, drop a bomb, pick it up, and when it is done charging (rings are gone and bomb is now larger) throw it at the boulder. Continue on the path, blowing up the vase and collecting the power ups as you go. When you arrive at a single tree in front of a river, place a bomb next to the tree to blow it up and then go across the tree to reach the other side. Continue along the path until the professor stops you, do as he says again and throw the big bomb across the

river, and then go along the tree to the other side. Here you will encounter a new enemy a Hige Hige henchman type guy, just drop a bomb and kick it into him, the bomb will stun him at first, then when it blows up it will kill him, you'll be seeing a lot of these guys during this game. Go into the first tree stump to your right and blow up the vases to get some more power-ups. See those vases on the other side of the tree? You can't get to them yet, so don't bother trying. Go back into the tree stump from whence you came. Keep following the path, if you need a heart container go into the next tree stump to your right, if not keep going along the path to the tree stump with the flowers around it, go into it. In this next area kill the little annoying enemies and then throw a big bomb next to the lone boulder. Now that the river is drained go down the steps, down the chasm that the river used to flow through and up the next steps. In this portal you meet your first charabomb, andlar, equip him immediately. [Remember that part when I asked if you could see the vases behind the tree, and said you couldn't get them? Well now with andlar you can, just backtrack to the first tree stump after the fallen tree-bridge, and enter it. Equip andlar, charge up a big bomb and throw it between those two palm trees, now that the large tree has fallen and created a bridge just go to it, cross it, and collect the charabomb feed and your first lightning card! Now continue back to the area you were in before these brackets interrupted you] in this area blow up the vases, enter the first tree stump on your right. Here you will see 3 flowers floating above holes, kick bombs into the holes to make the flowers land and expose the vases they were holding. Exit using the only available tree stump and continue down the path, enter the last tree stump, the one right at the end of the path. Go left a little bit and throw a bomb across the river to knock down the tree on the other side, cross and collect the charabomb feed then return to where you entered. Go to the tree stump at the end of the path. Collect any power ups, to defeat the blue dinosaur/bird type things, just make a bomb stand under the bird and release "A" without pushing any direction on the control stick, he'll throw the bomb straight up and hopefully hit the bird. When you get to the bridge, stay on the log and let it carry you down stream so you can get the power ups, then go back and cross it. Beat the minigame, and place a big bomb next to the boulder blocking the river. Go down stream to get the power ups and your first heart container. Go back, cross the bridge and continue down the path killing enemies along the way. Follow the path between two palm trees to encounter the mini-boss. Here's how to beat him: get a bomb, wait for him to stop fanning air toward you, then run up and throw the bomb at him. Do this three times, and he's dead, continue toward the arrow to clear this stage. Now that you have beaten the first stage you should have a basic understanding of how to play the game, so now I will not be spelling everything out for you, you should know to blow up all vases in sight. The format will be changing too, unless the particular level is very hard, then it will more like this one.

1-2 Lake Mensor

Just follow the little yellow path and cross the water using lily pads, pretty straightforward.

NEW ENEMIES: -Slapping Plant: Be wary around these, 1 regular bomb will stun them, 1 big bomb will kill them.

-Fireball Flower: Stay away from trees when you see these, 2 regular bombs or 1 big bomb will kill them.

-Venus Fly Trap: Just avoid these, 1 regular bomb will slow them down.

TIPS: -Throw bombs onto lily pads covered with vines to make them move.

-Throw bombs onto lily pads with flowers to enable rising lily pads.

TRICKS: -When you come to your first 2 lily pads covered with vines, ride straight across the water to a little island. Use andlar and throw a bomb into the floating flower hole, and throw a bomb onto the lily pad with a flower on it.

-When you come to the first Fireball Flower go to the riverbank by the 2 vases, equip andlar and throw a bomb at the tree across the river. Cross it and enter the portal for a new charabom.

-When you see a flame, go into the portal near it to get the water bomb.

-Near the bomb merge portal is a lily to the left, ride it to the flower, you lowered earlier, and collect the lightning card.

-Don't worry about the water fountain yet.

-Throw water bombs into the mouths of the 3 monkey heads that have water flowing out of them to drain the little pit under them. Destroy the vase in the drained pit to get a card.

--MINIBOSS-- Just avoid its water spurt, and throw big water bombs at him, 2 will take him down. Run across his back to get to the exit.

1-3 OctoStone **CRUSH BOMBER BOSS FIGHT**

STRATEGY: Just keep moving, avoid his attacks, and toss big bombs at him, easy.

ATTACKS: -Rush Attack: He runs at you, so move.

-Mace Spin: He yells "take this!" before executing; he'll swing his mace around his head, pushing any bombs away from him.

-Bomb Throw: simply move away from the bombs.

-Mace Shot: he shoots his mace straight out towards you, just move, easily avoidable.

-Megaton Crush: He'll yell the name of the move, then he'll jump into the air and land hard, causing any bombs to explode, stay away and keep moving.

1-4 Octomanion

Follow the main path; gets a little bit tricky near the end.

NEW ENEMIES: -Native: harmless, just kick a bomb at them.

-Spear Native: watch out for the spears they throw.

-Fireball Lizard: Throw big bombs from a distance, do not be near them when you throw the bomb.

TIPS: -Use big bombs to break open big pots.

-Stand on the green switches, place big bombs next to the boulders on top, then jump off, and let the boulders fall.

-Place big bombs by totem poles that are next to stilt houses to stop enemies from respawning.

-Look for stilt chairs to blow up.

TRICKS: -Watch out for falling totem poles.

-Use timing to get by the swinging logs.

-Blow up the three big pots to get a lightning card.

-After getting through the first large gate with a boulder puzzle, look to the right (behind a little) and blow up the native on a stilt chair, follow the path, and blow up the other native on a stilt chair, and make the boulder fall. Then go through the newly opened gate, just follow the path and blow up the next boulder, then continue through the last gate to the north.

--MINIBOSS-- Avoid it boomerang type projectile and throw bombs at him.

-Right near the exit arrow go left and blow up the boulder in the way. Then use water bombs to put out the flames; the middle pot has a lightning card.

1-5 SukkorHills

Just go up the mountain in a switchback (zigzag) pattern and straight into the arena at the top to complete, but there's a lot of extra stuff along the way.

TIPS: -Throw big bombs into the cave where the boulders come from to stop more from coming.

-Blow up rocks near wooden trolley's to activate the trolleys.

-When you battle marine eel, you may want to beat the level, go to an earlier level to level up andlar, and then come back to battle marine eel.

-Blow up all of the bridges and drop down them to get good things, such as charabom feed, and even a new charabom.

TRICKS: -Blow up the bridge that is closest to the top and drop down the right side, go down the stream and you'll come to a charabom portal.

-To kill the native inside the fence and also activate the trolley near it, equip marine eel, go to the opening on the right and throw a bomb inside. Ride the trolley across, equip andlar, and throw a big bomb near the boulder, cross the gap and collect the card.

-When you get to the top, go right instead of straight, put out the flame below and drop down, go a little right and blow up the pot to get a card.

--MINIBOSS-- First set bombs near all of the little holes that the natives are coming out of. Then kill the remaining spear natives. When the leader on top of the boulder comes out just throw a big bomb in front or behind the boulder to kill him.

1-6 PaonStadium **BOSS FIGHT**

STRATEGY: Throw a big bomb in front of him, but not close to him, then lead him into it. Also watch out for his legs, which will kick any bombs near him away. Make sure that you're moving at all times (pausing for bomb throwing is ok) Another good time to attack is during his cannon move. If you lose a lot of health and the boss has at least 1 full heart max will show up and help you.

ATTACKS: -Charge: Just move out of his way.

-Belly-flop: he jumps up and land on the ground hard making any bombs explode, not really a problem if you're moving

-Cannon: he shoots bombs at you using his trunk; simply move out of his line of fire. This only occurs if you stand still for a while.

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B. World 2 - OctoOcean

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2-1 OctoShoals

Just follow the little stone path through this one; there are several small puzzles and a new charabom along the way.

NEW ENEMIES: -Scuba Bandits: same as the ones you encountered in the previous world, but now underwater!

-Eel: kick bombs at them, and run past when they're in their holes. Or set off a bomb near them.

-Jellyfish: Kick bombs from a distance, they make a big explosion when hit, like the fireball lizards equip marine eel.

-One-eyed little ghost thing: Kick bombs from a distance also, use marine eel.

-Crabs: use marine eel charabom on them.

TIPS: -Your new marine eel charabom comes in handy for defeating enemies remember to equip it.

-For the charabom battle use a water type charabom, and don't worry about losing.

-When on bubble streams, press forward when bomberman is at the top of it, also try listening to the sound of "boing" make it so that the two sound effects are right after each other.

-When there are fish in front of the jet streams on the spike strips, time your jump so that you go over them.

-Set bombs near clams with switches in them to get across the wheels.

TRICKS: -After you cross the third spike strip, blow up the boulder on your right, use the jet stream to get on the platform to find a lightning card.

-After your first encounter with fish on the spike strips follow the path (watch out for enemies) and blow up the boulder to find a jet stream.

-Before blowing up the switch by the wheel (first one you come to) drop down the ledge and traverse the big spike field using jet streams to get some charabom feed.

- To get across the second wheel, drop down the ledge, follow the little path and put a bomb near the clam, then run back and get on the jet stream, then go across the wheel.

-When you come to two spinning wheels with one clam right in the middle, bomb the first clam and go across the wheel. Then wait for the wheel to spin in the direction you came from. Now place a bomb next to the clam in the middle and ride the wheel you came on back, quickly place a bomb next to the first clam. The two bombs should go off in succession and the wheels should both be spinning the way you want to go. Now go across both of them, this way the bomb won't explode on you when you're trying to get across.

-After you cross under the bridge, and get to the part where fish are blocking the bubble streams, throw a bomb onto the red switch in the little house to stop the fish from coming.

2-2 Blakinc Trench

Travel along the dirt path, use bubble streams, and bubble jets to progress.

NEW ENEMIES: -Ghosts: These don't attack, they just annoy, throw a bomb over to them.

-Coins; Use marine eel to kill these.

TIPS: -When ghosts hold doors to ships shut; throw a bomb over to them.

-Blow up wooden poles on ships.

TRICKS: -When you get on top of the first sunken ship, use a big bomb to blow up the mast, go across it and put a regular bomb near the wooden pole, go down the pole and enter the portal. Use marine eel, or andlar, whoever is stronger.

-After you get off the first sunken ship follow the dirt path into the bubble stream, once your on top of the bubble jet press the control stick towards the barrel that is behind the bubble stream to get a lightning card.

-Use that bubble jet to jump onto the platform across from it. Drop down into the bubble stream and ride it around, when you're on the bubble jet, jump back to the four bubble stream area, when you land on the platform in the center blow up the barrel to get a lightning card, the other barrels around this area contain charabom feed.

-When you get to the next sunken ship, kill the hermit crab, and get on the platform he was on, kill the ghost on the ship and then get on the ship yourself (use a big bomb to knock down the large pole so you can get across).

-When you get off the second sunken ship throw a bomb up to the boulder that's above the jet stream to block it, allowing you to get across.
-Blow up the wooden logs that are behind the next ship, go around the ship to get some charabom feed in the barrels.
-Once you get on the third ship step on the green switch to get it moving, when it stops kill the 4 ghosts that are behind it, and step on the switch again to get it moving.
-When the ship stops travel across the pole in the back, and then go all the way back to where the moving ship used to be, you'll find a little hole with 2 barrels and a coin, inside one of the barrels is a heart container.
--MINIBOSS-- Equip marine eel, keep moving, 7 regular bombs will kill him.

2-3 Curreina Fields **CRUSH BOMBER BOSS FIGHT**

Start out by putting big bombs in her way, when her shield disappears, put another big bomb in her path. A good time to hit her is when she does the laser attack. Another good time to hit her but a little more difficult is when she does gorgeous showtime, use andlar and throw a bomb in between the little spotlights, do this right after she says gorgeous showtime.

ATTACKS: -Bomb Throw: she hits a bomb and it bounces around towards you.
-Laser Attack: two of the flying things will come after you and will try to hit you with lasers. Just move and be cautious.
-Lure Of Elegant Flash: two lasers will be on the sides of her, avoid them, then she will say the name of the attack and the three lasers will try to hit you, move away from them, when they meet an explosion will go off.
-Gorgeous Showtime: she'll say the name, and then the three floating things will make little spotlights and spin around her, move to one of the little outlets on the sides.

2-4 Bigbu Iceberg

Follow the path, use seesaws and icebergs to travel, see below for solutions to any obstacles you may encounter.

NEW ENEMIES: -Penguin: They will shoot a bomb at you if you're not careful, marine eel works nicely.
-Seal: These will throw bombs back at you, use marine eel, or throw the bombs next to them, not directly at them.

TIPS: -If an iceberg is green around the edges, put a bomb on it.
-Use bombs and big bombs to move across seesaws
-kick bombs into igloos to stop skating guys from respawning.

TRICKS: -Ride the iceberg furthest from you (as you follow the path) Then put a bomb on the see-saw, when the see-saw is pointing up, run up it and into the minigame portal. Just do as the instructions say and you shouldn't have much trouble, it can be tricky the first few times through.
-To get the charabom feed by the water fountain (after riding the first iceberg in the first area and the one to the right in the next area) you need an ice bomb so don't worry about it your first time through
-After you kill all of the seals (like 6) and the platform you're on raises, go back down the slope and turn around the barrel in the alcove contains a card.
-When you get to the part where one water fountain is holding up a seesaw, place a bomb on the lowered end of the seesaw to expose another water fountain, now you can cross it.
-Don't worry about the lightning card on top of the platform, you can't get it yet
-When you get to a seesaw with a barrel directly across from it, put a big

bomb on the side of the seesaw closest to the barrel, now run down the seesaw and up the slope, the barrel on the side without the drop-slide has a lightning card.

-At the part with two seesaws right next to each other, go down the steps and put bombs on both of the green circles to get the seesaws operating.

-Use marine eel to hit the two seals that are sitting on raised ice. (make sure you throw the bomb)

-Then just go up the steps to the exit.

2-5 Bigbu Cavern

This level has a little more advanced puzzles but nothing too tough, also it contains the charabom pommy and the ice bomb merger.

NEW ENEMIES:

TIPS: -Put big bombs on the sides of the green boxes so that they slide across the pink ice.

-Put bombs in front of ice doors to get through.

-Put big bombs on sides of large ice blocks to make them slide.

-Use big bombs on big ice doors.

TRICKS: -Put a big bomb on the side of the green box so it slides out of your way, be careful when you go into the room there are two enemies on the sides of the entrance.

-Go through the second purple ice door you come to, and put a big bomb next to the green block go through the doorway and into the portal for a charabom battle use Ligon for this battle. This new charabom pommy is the greatest charabom of all IMO no more waiting around for bombs to explode!

-To move the large yellow ice block and get to the barrel beside it, go into the doorway and put a big bomb behind the ice block to slide it away. To get past it and continue through the level put a big bomb on the other side of it.

-To the left after you are past the first big ice block, is a room with two wooden planks on the ground, blow up the two green circles to release two water fountains, come here when you have pommy and ice bombs, when you have them, put a bomb next to each fountain, and detonate them when they are going straight from the stairs to the platform, and run across the planks to a lightning card.

-Don't worry about the room near this with the gap, you can't do anything yet.

-When you go right and the next big block is in your way, put a bomb next to it, and when it slides, run around to the other side of it and go through the doorway, then go up the stairs, and across the ice block, a card is in one of the barrels.

--After you get the second lightning card, and there is a green block blocking your path, run around to the side of it, and toss a bomb next to it so it slides across the pink ice. If you go past the green block and down the stairs there are some barrels.

-Now put a big bomb on the other side of the yellow ice block, then run around to the other side, equip pommy and put a big bomb on the side of yellow ice block, now go into the doorway inside the ice block and detonate the bomb.

-Use a big bomb on the big purple ice door, and equip marine eel, start throwing bombs to kill the penguins.

-Go through the next purple doors and kill the seal using marine eel. Put a big bomb in front of the green blocks to make them and the large purple ice block to slide out of your way.

-Go past the two icebergs with green around them and equip pommy, put a bomb on the diagonally floating iceberg, detonate it when it is near the stuck

one, and ride the new iceberg across in one of the four barrels is a lightning card.

-Go back to the two stuck icebergs and equip andlar, throw a bomb onto the farther iceberg and place one on the closest iceberg, and then ride them across.

-When you come to the big purple ice door by the floating iceberg, equip pommy, then put a big bomb on the iceberg and detonate it when it is near the ice door. Now ride the iceberg, go through the door and into the portal.

-Now that you have the ice bomb backtrack through the level to the water fountain room (near where you got pommy) mentioned earlier and use the strategy there to get the remaining lightning card.

-Now continue through the level until you get to a seal on top of some green blocks, equip marine eel and kill it. Put a big bomb in front of the blocks that it was on, and then run around to the other side go all the way up the side and put a big bomb on the other side of the 'caution wet floor' type sign and blow it up. The blocks should slide out of your way and now you can continue on the path.

-When you get to the 2 seals on top of the ice block use marine eel and throw bombs at them, when the block rises run through the tunnel and to the exit.

2-6 Bigbu Cavity ****BOSS FIGHT****

STRATEGY: This boss has two forms, for the first form, I advise equipping Kai-man, avoid the penguins and throw big bombs next to the cannons on the side of the ship. Also when avoiding cannon shots, try to make the ship hit the penguins, by running behind them. Watch out for the tentacles, they will stun you if you get too close. After you take out the three side cannons you have to kill the turret on top, you should also try to make this thing kill the penguins, when the penguins die they will leave health sometimes so if you need some health take some time to kill the penguins. To kill the turret you should use andlar, and move to the left side of the tentacles so you can get a good shot. After you kill the ship it will come back as this weird squid. Re-equip Kai-man and avoid or kill the baby squids, throw a big bomb at the thing, it will shudder. Then when it raises its shark tentacles, throw a big bomb near its mouth, it will scoop in the bomb and be damaged. Keep doing this to eventually kill it, if you're damaged enough and have gotten some of the lightning cards in this world max will help you.

ATTACKS: -Cannon Shot (first form): It will shoot bombs at you from the three cannons, watch out.

-Turret shot (first form): it will shoot a fireball from the turret on top (after the 3 side cannons are gone) this move has a pretty large area of effect so watch out.

-Baby Squid Shot (second form): It will shoot out baby squids that will attack you, you should throw a big bomb at them right away when they are all huddled together.

-Fireball Squid Shot (second form): It fires off many bomb-squids very fast, run to the back of the monster to avoid it. (It uses this attack after it's been taken down to 2 hearts)

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C. World 3 - Tako Desert
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3-1 Tako Desert

Simple level with one charabom. From now on since you have pommy, always have him equipped unless it says otherwise in the guide :)

NEW ENEMIES: -Ghosts: use pommy, and put some bombs near where he is appearing detonate them when he appears.

-Cactus Spike guys: kick a bomb at them and then detonate it, don't get too close, they swing spikes at you.

TIPS: -Put bombs on the side of the worm type things and detonate them to make the worms jump through walls.

-Enter quicksand to travel.

-Put bombs in quicksand to make the sand reverse its direction.

TRICKS: -Put a bomb on the side of the worm next to the two walls, and detonate it when he turns to face the wall blocking two vases. Then make him jump through the other wall.

-Kick a bomb through the hole in the wall to make the worm jump through it, but before entering the portal, make the worm jump through the other wall, follow the path around and inside the vase is a lightning card. Now go back and enter the portal, use a water type charabom, but the opposing charabom is very weak so almost any charabom will beat him.

-Travel through the quicksand, and kick bombs into any and all holes you come across. Kick a bomb into the hole with the skull above it to open up the skull to the next area. But first go around the rocks and kick a bomb into the hole under the bones that are closed, go to the newly opened skull and blow open the pot, inside is a card.

-Now go through the other cattle skull in the area and travel across the sand until you get to a pole by a pot, blow up both, and continue traveling straight on the bricks (don't cross the pole yet) extinguish the flames using water bombs and collect the card in the pot.

-Go back and travel across the pole, knock down the next one and keep going until you see a ghost, kill it and go up the little stairs, throw a bomb over to the pole and detonate it when it is near the pole, then cross the pole.

-Go down the stairs and through the quicksand, go across the next sand and knock down the pole.

-Go across the pole until you come to a ghost, kill it, and then knock down the post across the sand using a big bomb, cross it and kill the next ghost.

-Drop a bomb so it goes through the hole in the wall and into the quicksand, when the sand reverses go through the quicksand.

-Drop down the ledge and blow open the door near you.

-Travel along the path until you get to an area with a lot of quicksand holes, go down the one furthest to the left to get a charabom feed, to get back throw a bomb into the quicksand hole. Then go through the rightmost one, and then right again to get the island with grass.

--MINIBOSS-- Equip marine eel and hit the camels when they're sitting, watch out for the bombs they shoot at you too.

-When they are finished exit.

3-2 Tako Temple

Pretty short level with your first charabom merge.

NEW ENEMIES: -Stone Head (with laser): These will turn to where you are and shoot a laser at you. You cannot kill these, just a run around them.

-Bomb Eaters: These little purple guys will eat bombs that you lay down, so use pommy and detonate the bomb before they eat it.

TIPS: -Make the stone heads shoot their lasers at the glowing yellow lights.

-Kick bombs into the holes of the little dome things.

-Explore this stage thoroughly there are many pots in the level.

TRICKS: -Enter the temple (use the tips above) and get all of the items in

the first area, then put a bomb on the yellow switch (near the two stairs) and then run over to the green switch, run back across the yellow switch and across the newly lowered platform.

-Run across the narrow walkway, past the stairs and turn left to enter a charabom portal. Use a good water type, to win.

-Now equip your new charabom and walk to the edge of the slide thing (the thing you use to drop down) drop a bomb down in between the two platforms, and slide down. You should have bounced onto the other platform now, walk up the stairs, and drop a big bomb into the next space, bounce off of it and get the lightning card.

-Now re-enter the temple and go down the stairs you passed earlier. Go to your left and kick a bomb into the small opening of the little dome thing, keep doing this and then step on the green switch once you've opened the area up.

-Run over to the newly lowered dome, and kick a bomb into the opening, step on the green switch.

-Make the stone head hit the now lowered yellow light, and continue into the next area.

-Go onto the sand and drop a bomb so that it goes under the space in the wall and into the sand pit (remember, you should have Pommy equipped) now go into the sand pit and out the other side.

-In this next area, go through and kill all of the enemies, and check the vases, there's a lot of charabom feed here.

-Go behind the stone head that is in between the other two and is also facing the opposite direction of the other two. Run past the two heads that are shooting in an "X" go past the leaf and into the portal to get pomyugar, your first merged charabom. Don't worry about the card in the vase you can't get it yet.

-Go back out past the two heads shooting in an "X" and past the single head, then turn left and make the stone head hit the yellow light, then go into the newly opened area. Time your moves and stay to away from the center of the room as you make your way to the other side of the room, hit the green switch behind the stone head, and then exit this room.

-Now go over to the stone head that is on the other side of the area with the three stone heads, and go onto the platform that the head is on. Kick a bomb into the hole of the small dome and hit the green switch.

-Run in front of the now lowered light to make the stone head hit it, then go into the newly opened room. Once inside get the items within the vases and put a bomb on the yellow switch, run across the platform and quickly move to the side. Hit the green switch behind the stone head and the exit this room.

-Now kick bombs into the holes on the small domes, starting with the one you just lowered until you come to a green switch, guess what? Step on it. Now run in front of the newly lowered light and exit the level.

3-3 Takos' Coliseum **CRUSH BOMBER BOSS FIGHT**

STRATEGY: Don't run under his fire when you're pumping up a bomb, and hit him when he lands after doing an attack. An especially good time to hit him is when he lands after his spinning headbash move, when he floats very slowly.

ATTACKS: -Spinning Headbash: Just move away from him, it's good to attack him after this move.

-Twister: He'll yell twister before he does this move, just try to stay away from him and rotate your view so you can see where he's going.

-Bomb Drop: When he flies away laughing that means he's going to do this attack, try to move to one side because his bombs usually tend to stay near the middle of the arena. You'll hear a weird noise right before he drops the bombs; he'll do 2 or 3 sweeps.

-Piledriver: He'll start to do this move when he's almost dead, he flies around the arena and then piledrives you, it looks cool but is very hard to avoid.

-Fire Blast: he flies around and tries to hit you with the flames that come out from his feet, just keep moving away from him.

3-4 Takos' Storm

Lot's of puzzles in this level, a somewhat hard minigame, and a new charabom.

NEW ENEMIES: -Jumping Horse: These things hop around, and are very easily avoidable, 1 regular bomb will kill them.

TIPS: -Kick bombs into the mouths of frog heads to make them turn around so you can use the stairs on their backs.

TRICKS: -Put a bomb on the first switch you come to and go through the gate, at the second gate throw a bomb over it and make sure it lands on top of the switch on the other side. Throw a bomb onto the switch on the side of the third gate.

-Kick a bomb into the frog's mouth and go up the stairs on its back.

-As you walk on the path stay to the side because there is a stone head coming up, don't bother going past it, the only thing behind it is a speed up item.

-Go down the stairs and then go as far as you can right, kick a bomb under the wall and into the small dome, then go through the new path you just opened up.

-When the path turns left, go ahead and make a right. Put a big bomb into the little holder and walk across, enter the portal to merge another charabom, remember when I said to have pommy equipped unless I say otherwise? Well now have pommy dragon equipped unless said otherwise.

-Go back and continue following the path, when you come to a yellow switch throw a bomb onto it and then kick a bomb under the wall and into the dome.

-Follow the path and don't worry about the yellow switch, or the three vases inside the gate. Just kick a bomb into the frog's mouth and go up the stairs.

-Continue along the walk way all the way over the bridge and to the end then go down the stairs there, is charabom feed inside the vases, go back and turn right before the bridge. Keep going forward and make sure that you stay to the side, continue past the stairs and past the stone head and into the portal. For the minigame: press "B" as fast as you can and drop the bomb as soon as you get it, make one lap around and drop the second bomb you get on the yellow switch. Don't worry if you get frustrated this one can be tough, and really just takes practice.

-Go back and go down the stairs you passed just before the stone head.

-Go along the path and when you come to a stone head, have it hit the yellow light to your right. Then go down that path and kill the bomb eater, you can just put a bomb next the wall on your side and detonate it when he comes near. Then throw a bomb over the wall so it lands on the yellow switch. And kick a bomb into the dome. Go along the path until you come to a stone head.

-Go behind the head and kick a bomb onto the yellow switch, then make the stone head hit the now lowered light, and go into the room to get a lightning card.

-Now have the head hit the other light and continue down the path, when the path is blocked by a dome, kill the bomb eater, put a bomb on the yellow switch, now throw one over the wall where the gate just lowered so it lands on a switch, move over to where the gate lowered and kick a bomb into the dome.

-When you get to the two stone heads and the frog/steps in the middle, go off to the side, (the lasers aren't shooting anymore) equip stegodon and kick the bomb into the frogs mouth, wait until the frog stops with its mouth open and then kick the bomb.

-Go up the steps, turn right, turn right again, and drop down the ledge, now exit the level.

3-5 Octo Tower

A strange level with many floors, a new bomb, and a new charabom.

NEW ENEMIES: Fire Shooters: These little guys shoot out three lines of fire, be careful around them, 2 regular bombs or 1 big one will kill them.

TIPS: -Explore this level thoroughly go all the way to the walls to get items.

-Watch out for spikes, make them come up and then run across when they go back down if you want to play it safe.

TRICKS: -Go across the spikes and to the left. Go all the way to the wall and into the portal, Pomyugar is good for this battle.

-Go back over to the spikes and down into the pit, kick a bomb into the hole in the red thing, stand on the little face behind it and detonate.

-Go to the hole with a spike in front of it, you should now equip pommy dragon and drop a big bomb down the chute, and then drop down. Hopefully you have bounced off of the bomb and onto the platform, blow up the vase and get the card.

-Return back to the second floor and go near the hole you just went down, but instead of falling down, put a bomb on the wobbly thing that sort of looks like this |_|_ once the bomb blows up and the spinning floor flattens out, run across it and step on the green switch. Then run back over it.

-Now go over to the red thing (lets call these "elevators" from now on) and go up to the next floor.

-Turn right at the elevator and go over to the spinning floor, equip pommy dragon and throw a bomb onto the spinning floor, then run around to its side and detonate the bomb.

-Run across the floor and step on the green switch. Watch out for the fire guy.

-Go back to the elevator you passed on this floor and ride it up. Hit the green switch in the open, and carefully hit the one surrounded by spikes.

-Go past the chute and throw a big bomb at the big red block. Then go down the chute.

-Return to the spinning floor that looks like this -| (where you saw the first red flame guy) and go across it, keep going down the path and cross the spinning floor you come to, kick a bomb into the elevator and ride it up.

-Be careful of the flame guy and hit the last green switch.

-Put a bomb on each of the spinning floors and detonate them at the same time, run across them, kill the flame guy and drop down the chute. Get all of the charabom feed and then drop down again, get the heart container and break all the vases too, then drop down the chute.

-Now go through all of the levels and collect all the items you can get. Make sure that you get the third lightning card near the area with the 6 spikes surrounding the green switch.

-After you've gotten everything go to the second floor, and cross the spinning floor, then cross the little bridge, go past the elevator and into the portal to get wind bombs.

-Now return to the elevator, ride it up, and quickly kick a bomb into the next elevator and move to the side. Now ride this elevator up, and the next.

-Go around and get all the items, then put a bomb on the yellow switch, kick

a bomb into the little hole near the switch. Put another bomb on the switch (make sure pommy or pommy dragon is equipped) and then go up the stairs to the top and out the exit.

3-6 Cursed Temple **BOSS FIGHT**

STRATEGY: This boss has two forms, and there are fire guys that try to hurt you. Make sure you're almost always moving so he doesn't get you with his lasers. Start by taking out the fire guys, this will make the battle easier, the boss will bring them back, when he does kill them immediately. To kill the first form you must throw a big bomb into his ring base when he lifts up to do his stomp attack, you have to be pretty close to get it in. In his second form the boss will be a mummy and will have two hands, which will come after you and put spells on you. For the second form always run in circles around the edge of the arena, this will prevent the boss from doing any damage to you. Throw big bombs at his front side, a good time to throw one is when he does his purple vomit attack.

ATTACKS: -Stomp (1st form) He raises up and stomps on the ground, the shockwave will not damage you, but the attack will make your bombs explode, this is when you have to damage him in his first form.

-Laser Eyes: if you get in front of him he'll shoot you with lasers, if you keep moving this isn't a problem.

-Slow Spell: He will put a spell on you that makes you run slower and bombs will drop behind you, just keep running in a circle, and this shouldn't be a problem, you'll drop bombs six times before the spell wears off, this attack is unavoidable.

-Slow Spell 2: He will do the regular slow spell but now the bombs will fly after you, just keep moving to avoid them, also try rotating the camera so you can see when they are coming. Three strings of bombs will come after you; he starts using this move when he gets down to 3 hearts.

-Purple Vomit: This will hurt you a lot, just stand clear of his mouth, he usually does this after a spell attack, he usually does this after a slow spell attack.

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D. World 4 - Nekki Moon
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4-1 Holsigen Base

Pretty long level with a miniboss that can be troublesome, also contains a charabom merge, and a minigame that can be tough.

NEW ENEMIES: -Drill Monsters: These little guys have drills on their faces and drill into the ground, not very hard to defeat, just kick a bomb near them and detonate. They come out of purple meteors.

-Spiked Caterpillars: To kill the green, spiked, rolling caterpillars. Wait until they unroll and then hit them with a bomb, you can usually hit these guys from above.

TIPS: -Be very careful around meteors.

- When a purple meteor falls kill 2 of the 3 drill guys that come out and then kick a bomb into the mouth of the meteor to stop them from respawning.

TRICKS: -Go down the path and watch out for the meteor, when you get to a gap, use pommy dragon and bomb jump across.

-When the purple meteor falls kill 2 of the 3 drill guys that come out and then kick a bomb into the mouth of the meteor to stop them from respawning.

-Only go off the path to the left if you need one of the following: a bomb

up item, speed up, or a heart recovery.

-Continue along the path; go right before the meteor to get some charabom feed by bomb jumping over the gap. Go back and continue along the path, bomb jumping over the gap you'll get to.

-When you get to the laser area, go past the first lasers when they stop, then drop a bomb into the gap and jump across when the lasers disappear, now go right and place a bomb onto the yellow switch. Jump across the gap near the switch, detonate your bombs and then throw one into the hole of the large box, detonate it. Now step on the green switch near the dome.

-Go to newly accessible green switch and press it.

-You can now get into the pen with the hige hige guy that was blocked by lasers and get some charabom feed if you like.

-Turn left at the second green switch and cross the gap using bomb jump.

-Go past the green switch (ignore the mine cart for now) and around the gate inside the item pod is a lightning card.

-Go around the other side of the fence to get some charabom feed.

-Now go into the mine cart. After you get out hop into the next mine cart.

-After you land, go into the mine cart that the path leads you to.

-When you get out, go into the other mine cart off to the side for some charabom feed, then return and put a bomb near the lever and hop into the mine cart (not the one that goes to the charabom feed).

-When you get out follow the right path and get the lightning card in the item pod.

-Now, go to where the portal is, throw a big bomb into the gap (make sure it's near the middle) and bomb jump across the gap.

-Go past the mine cart and throw a bomb onto the platform with the lever. Once the lever has been thrown, hop into the mine cart.

-Go down the stairs and turn right, keep going and go under the tracks, turn left and get the lightning card.

-You can go under the other set of tracks for some charabom feed.

-Make sure you blow up bombs near the two red switches before going back up to the platform with the mine cart.

-Freeze the waterspout near the next switch first, then go across and throw the switch.

-Then freeze the other spout and go across, ride the cart and when you fall in the gap, place a big bomb where you landed (remember you should have pommy dragon equipped at all times unless stated otherwise). Now ride the cart back, and ride it again to the big bomb, you should have bounced off and landed near the minigame portal. For the minigame: Throw bombs near the levers and rocks, after you throw a bomb let go of the control stick to slow down, after the bomb blast has either thrown the switch or destroyed the rock, press all the way forward on the control stick. This minigame can be very difficult your first time through, but after you get the hang of the controls it's easy.

-Go all the way back to where those 2 waterspouts were and ride the mine cart there.

-Get the charabomb feed and then ride it back, go down the steps, go left and throw a bomb on the ledge to make the boulder block the track, now get back into the mine cart.

-Once you're inside the building, traverse the maze like corridors until you get to a weird machine, throw a bomb into the hole on its back. It's miniboss time.

--MINIBOSS--

To kill this thing you have to throw 2 big bombs into the hole on its back. When he shakes the floor any bombs you are holding will explode, you should throw the bomb at him when he shakes the floor. Move out of the bouncing things way, and don't be behind it when it drives backwards. Below is a somewhat crude overhead map of the area you will fight the boss in, see below it for a key. After you defeat him, check the building for heart recovery items and then exit.

- Set off a bomb near the red switch and get on the lift, use an ice bomb to freeze the waterspout and collect the charabom feed on the other side.
- Go to the big red pipe on the side, travel along it and enter the charabom portal. After you have the charabom set off a big bomb near the box and return to the hall that you came into the pipe room from.
- Go all the way forward and out into the area with the flames.
- Kill the lava monsters using big water bombs. Then put a bomb on the side of the box on the left so that it goes into the lava hole.
- Ride the lift up, ride the other lift down and put out all of the fires.
- Now, ride the lift back up and bomb jump across the gap to the charabom merge portal.
- Big bomb jump onto the next platform and big bomb jump down when you get to the end.
- Bomb jump onto the platform directly across from you to get a lightning card.
- Continue along the path, past the yellow switch, go the chute, equip fire horn, and make a bomb line to the platform, jump across the bombs and inside the box is a lightning card.
- Now go all the back to the yellow switch.
- Put a bomb on the switch and ride the lift down, now make the box slide into the lava hole, and kill the lava monster, and put out all of the fires on the floor.
- Put a bomb onto the yellow switch, and ride the next lift up, detonate the bomb once the lift is up, now equip fire horn, and make a line straight across from the lift, bounce over and get the charabom feed.
- Get back on the lift, go down the narrow walkway and down the lift, avoid the spotlight, and hit the red switch in the next room.
- Go back over to the yellow lift, and bomb jump across the platforms using fire horn often, until you get to a platform with a lowered lift.
- Put a bomb on the switch that is on the floor off to the side of the platform, ride the lift down.
- Kill the lava monster, and then throw a bomb onto the yellow switch that is near a lift, ride the lift up and go near the chute. Equip fire horn and line up a shot to the platform diagonal from the platform you're on. Inside you'll get the light bomb, which turns those translucent objects into solid objects.
- Get off the platform and go past the box (try out your light bomb if you like) and ride the lift up to get another lightning card.
- Ride the nearest lift up, equip fire horn and bomb jump across the gap over to the next platform.
- Throw a bomb onto the switch off to the right and ride the lift down.
- In this area kill the lava monsters and make the boxes go into the lava holes.
- Walk across the boxes and into the next area.
- Throw a bomb onto the yellow switch and ride the lift up.
- Freeze the waterspout and walk across it.
- Put out the flames and go across to where the leaf is.
- Set off a wind bomb near the leaf, when it lands on the ground, put a bomb near it, get on the leaf, and then detonate it when you're on, ride the leaf up and exit.

 4-4 Construction Site ***BOSS FIGHT***

STRATEGY: This is my favorite boss of the game, it's so hilarious, the music, the transformation, the death pose, and when he yells, Constuctooooor X. Anyways, to defeat him just keep moving, he's so slow you should be able to run circles around him, and put a little bit of distance between you and him. You have to throw a bomb near him when he stops and smoke comes out of him (usually after he attacks) then detonate it immediately, pommy or pommy dragon are highly recommended for this battle. The real key to winning this

fight is to recognize what he says before his attacks and moving accordingly. Overall this is a pretty easy and fun battle, one of the highlights of the game.

ATTACKS: -Drill Throw: This is very easily avoidable; he yells drill something before he does it, just don't be directly in front of him.
-Dynamite Throw; He'll throw little sticks of dynamite in a circle around him, just stay away from them, they explode eventually.
-Goo Spray: I don't know what he says exactly before this, but you'll recognize it when he says it, so you can move the next time you hear it, the only way this could hurt you is if you are standing right next to him.
-Laser Blade: He says "I will destroy you ... with my laser blade!" before doing this one; just move to the edge of the arena, far away from him to avoid the blasts.

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E. World 5 - Majestar
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5-1 Megadeth Bypass

This level has a new charabom, and two charabom mergers.

TIPS: -Be very careful around cannons, use bomb barriers to get by. -
Try not to get lost.

TRICKS: -Go right, and when professor ein tells you to use a bomb barrier do it. Pick up a bomb, and press "X" to make a bomb barrier. Walk down the path making a bomb shield in front of each cannon.

-Go around and step on the green switch.
-Collect any items and continue forward.
-Turn at your first right, enter the portal, Fire Horn can be useful in this battle.
-Back out of this little nook, and go to bomberman's right, watch out for the canons, go up the stairs that you come to and destroy the cannons, now go back down the stairs and place a bomb onto the yellow switch and go into the room that opened up, kill the coin, and ride the leaf up. Grab the lightning card and then return to where you destroyed the cannons.
-Return up the stairs, and go across the bridge, continue along, until the path opens up.
-Turn left, hit the red switch, and go up the lift, make sure you have pommy dragon equipped, big bomb jump across the gap, and go around and enter the portal. Then drop down the chute.
-Go up the stairs, you'll have to kill the bomb eater, which can be difficult, now put a bomb on the yellow switch and go through the door, step on the green switch and keep going.
-Turn right, and go past the cannons, put a big bomb into the bomb holder when you get to it, and go across.
-Step on the green switch, continue forward, and go up the first stairs on your right. Of course, kill the enemies, and destroy the cannons (sweet sweet revenge) then use a light bomb on the transparent bridge, cross it, and drop a wind bomb down onto the leaf below.
-Ride the leaf down, cross the two bomb platforms when you get to them, and use bomb barrier to get past the cannons.
-Ride the leaf on bomberman's left, and go around the path to get a lightning card at the end.
-Return down by putting a wind bomb on the leaf, and riding it back, if you go up the other leaf there is some charabom feed.
-When you're ready to move on kick a bomb into the hole under the switch, and step on it.

-Go into the gate to your left, and get ready for a miniboss of sorts.

--MINIBOSS--

-Avoid the cannons on their front sides, kick a bomb into the hole under the floating green switch and step on the switch, this will make one of the cannons vulnerable to big bomb attacks. Kill that cannon and then move on to the next, put a bomb onto the yellow switch nearest the remaining cannon, then run to the newly lowered green switch and step on it. Now the last cannon is vulnerable. Kill it and then put bombs on the two yellow switches that are where the cannons used to be.

-Go through the gate, and ride the leaf up, go forward and kill the cannons, keep going and get the lightning card.

-Now equip pox and guide the bombs over to the two red switches on the floor to the left.

-Drop down the chute and go to bomberman's left, kill the bomb eater, go up the stairs, and get rid of the cannons, now put a bomb on the yellow switch, and go through the gate.

-Ride the lifts and go around to the portal, after you get Lai Eel exit the level

5-2 Psycho Elevator ***CRUSH BOMBER BOSS FIGHT***

STRATEGY: This battle can be very difficult your first time through, make sure you have all of the available heart containers up to this point. Start by hitting her with big bombs when she's disappearing and reappearing, wait until she stops. Then when she starts throwing bombs, remember where they land and stay away from them. Hit her when she stands still after her hidden bomb attack. Also hit her when she stops after her orb of destruction attack. Keep hitting her, avoid her attacks (see below) and you should eventually get through the battle.

ATTACKS: -Hidden Bomb Throw: The bombs that she throws sink into the floor, remember where they are and stay away from them.

-Split Image: When she splits into 3, go in the middle of them and avoid the spinning disks they throw. When they all turn around, go to the bottom and go in between the spinning disks to avoid them.

-Orb Of Destruction: After her hidden bomb attack, she'll say "Be Careful" and pull out a little blue orb that you'll naturally gravitate towards. Run in the opposite direction to avoid being pulled in, the blue orb will eventually explode, when it does attack her.

-Energy Domes: She'll say angrily: "Now I'll be serious" and she'll start making these pink little domes of energy. Move as close to her as you can, and you'll be protected.

5-3 Mechanikal

Complicated level with a heart container, the last charabom, and a pretty challenging miniboss. This is also the last real level in the game.

NEW ENEMIES: -Robot Computer: These flying things will zap your bomb, so equip marine eel or lai eel and throw a bomb, to get them.

TIPS: The arrows in front of transporters tell you a little about them. -A single arrow means the transporter is one-way. A double arrow also means that the transporter always take you back to an earlier part of the level. -A double arrow means that you can come back to it. -A left and right arrow means that you'll have a choice of where to go when you come to the other end.

TRICKS: -Go around the corner and throw a bomb onto the yellow switch, go across the box.

-Blow up the red switch, go into then next room and into the only transporter.

-Go into the next transporter. Jump into the room with the metal bug. Use fire horn to get across the gap. Use shelks to drive a bomb through the hole and onto the red switch, go out, and into the transporter you just used.

-Jump out into the room that you haven't been in yet, use angol to throw a bomb through the hole in the wall and onto the switch, go out the gate.

-Kill the robot, using lai eel, DO NOT go into the transporter with a one-way arrow, unless you need to go back for some reason. Put a bomb on the switch and cross over the box. Go into the transporter.

-Go down the conveyor belt, stay between the lasers, and only continue down the belt when the lasers have stopped.

-Drop a bomb on the next conveyor belt and go into the transport part of it when the belt reverses.

-Pick up a bomb and when you get on the belt, toss it onto the yellow switch. Go through the door.

-Go into the 2-way transporter, kill the robot, put a bomb on the switch and bomb jump over the gap. (Better have pommy dragon equipped) And go into the left - right transporter.

-Jump into the room with the floating transparent box. Use a light bomb on the box. And put a bomb on the switch when the box is in between the two floors. Get the lightning card and go into the transporter.

-Go back into the left-right transporter and jump into the room with the metal bug.

-Put a bomb on the switch when the box is in between the 2 platforms, cross it and enter the 2-way transporter.

-Bomb the red switch and run across the conveyor belt.

-Go over the next 2 conveyor belts and kill the bomb eater (put a big bomb near the edge and detonate) then use unicorns to get over the bomb holders. Get the heart container and go back to the first conveyor belt.

-Equip angol and you have to throw a big bomb so that the blast zone will trigger the red switch.

-Then go into the gate for the last charabom.

-After you get Big Ox, go back out to the conveyor belts. Go to the second one and use the same strategy you used before to trigger the red switch. Go through the gate.

-Use the same strategy you used on the last 2 belts, but try to time it so that the bomb goes off when the 2 boxes are side-by-side. It's mostly just luck.

-The left transporter will take you to the last lightning card, you will have to replay some of the level to make it back here.

-The right transporter just takes you back to an earlier part of the level, don't go into it.

-The middle transporter takes you to a miniboss.

---MINIBOSS---

-1st side - Laser: Run to the side to avoid the lasers, when they stop, place a bomb on the yellow switch, and go into the transporter.

-2nd side - Mace: Every time the mace hits the ground you will be stunned, so be careful with your bombs. You have to put a bomb somewhere where the mace will strike it. When the mace is stunned, put a bomb on the switch, and go into the transporter.

-3rd side - Enemy Dispenser: Kill the coins, when the floating box is between the ramp and the switch, put a bomb on the yellow switch. Then run up the ramp and hit the green switch.

-Final Phase: First of all this next part is easier if you stun the mace. Go to the laser side, equip shelks and drive a bomb into one of the holes that are opening and closing.

-Go into the transporter.

STRATEGY: Hit him with pumped bombs and avoid his attacks. Since this boss doesn't really move at all you don't need to detonate bombs, so go ahead and equip Kai-man. Move from side to side to keep him off guard.

ATTACKS: -Tail swipe/Slam: The eye on the star will open prior to the attack. The tail swipe will knock bombs away from the boss, and the slam will make them explode. Just have some distance between you and the boss, and be careful with your bombs.

-Firestarter: He'll shoot out fireballs, which will make little fires. To put out the fires use water bombs. Watch out when they are falling from the sky.

-Bouncing Fireballs: These fireballs bounce across the arena, stay clear of them. Each head will shoot them, the middle shoots first, then the one on Bomberman's left, and then the one on the right.

-Barrier: Use water bombs to put out parts of the barrier, and then move in to attack.

-Fan: The boss uses its wings to create gusts of wind. This will push bombs away from the boss, it will also push you around a little too.

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F. World 6 - Armor Joe
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For the first part of this level you have to stop the battleship.

-Equip Lai Eel and use him to take out the first 2 turrets.

-Watch out for the big cannon, and use 2 big bombs to kill him.

-Kill the turrets on the sides and then go up the ramp and kill the cannon.

-Go up the next ramp and using Lai Eel kill the robots and turrets, then go onto one of the wings.

-Kill the turret that pops up and the two rocket things, then throw one big bomb into the orange-glowing circles on the jets.

-Repeat for the other wing.

-Go to the center of the ship.

-Go down the 2 ramps and through one of the charred areas on the side.

-Use Lai Eel to kill the enemies, grab the 2 heart refills and go up one of the steps.

-Go down each side and kill the turrets, grab the heart refill at the end of each.

-Go to the middle and up the ramp. Go past all 3 cannons and throw 2 big bombs in between the last 2 cannons to destroy them. Kill the last cannon, if you move far enough to the side (where the other 2 cannons used to be) it'll stop moving.

Now for the final boss.

STRATEGY: You have to use light bombs to do any damage to him. Throw big light bombs in between the orbs that encircle him, and detonate them. Keep moving around the arena and watch out for the bomb element crystals. When he creates a fire barrier, open up an area wide enough for you to attack in, by using water bombs to put out the flames. After a while he'll start using a spread fireball/laser attack. You should hit him during the laser attack, and when he pauses afterwards. Once he's dead all that's left to do is sit back and enjoy the ending. (not to mention the music during the credits)

ATTACKS: -Ring of Fire: He creates a barrier of flames around him, use water bombs to put them out.

-Fireball: Very easily avoidable, just keep moving around the arena.
-Spread Fireball/Laser: The fireballs will spread once they hit the ground, when he's done with fireballs he'll try to hit you with lasers from his eyes. Keep moving, quickly! A great time to hit him is during the laser attack and when he pauses afterwards.

5. Charaboms

No.1 Stegadon

*FOUND: 3-1

*ATTRIBUTE: Fire

*EFFECT: Bomb Kick - Kicked bombs slide farther distances. Stop sliding bombs by pressing the "Y" button.

*HOW TO ACQUIRE: Complete 3-1 you can't miss it.

No.2 Dorako

*FOUND: 1-2

*ATTRIBUTE: Fire

*EFFECT: Full Fire - Bomb blasts are now at maximum firepower.

*HOW TO ACQUIRE: When you come to the first Fireball Flower go to the riverbank by the 2 vases, equip andlar and throw a bomb at the tree across the river. Cross it and enter the portal for a new charabom.

No.3 Pteradon

*FOUND: 3-2

*ATTRIBUTE: Fire

*EFFECT: Bomb Jump - Your character will jump when it lands on a bomb. He can jump higher with Big Bombs.

*HOW TO ACQUIRE: Run across the narrow walkway (after the first yellow switch puzzle, see guide), past the stairs and turn left to enter a charabom portal. Use a good water type to win.

No.4 Andlar

*FOUND: 1-1

*ATTRIBUTE: Water

*EFFECT: Power Glove - Greater height and distance of thrown bombs. Adjust throw by the Control Stick.

*HOW TO ACQUIRE: Just complete 1-1 it's impossible to miss.

No.5 Marine Eel

*FOUND: 1-5

*ATTRIBUTE: Water

*EFFECT: Homing - Thrown (and kicked) bombs will follow foes until they explode.

*HOW TO ACQUIRE: Blow up the bridge that is closest to the top and drop down the right side, go down the stream and you'll come to a charabom portal

No.6 Kai-man

*FOUND: 2-1

*ATTRIBUTE: Water

*EFFECT: Shield - All damages received by foes are cut in half.

*HOW TO ACQUIRE: Just complete 2-1, it's right on the main path.

No.7 Beast P.

*FOUND: 3-5

*ATTRIBUTE: Electric

*EFFECT: Full Speed - Maximum speed of your character is now possible.

*HOW TO ACQUIRE: Go across the spikes in the beginning of the level and to the left. Go all the way to the wall and into the portal, Pomyugar is good for this battle.

No.8 Pox

*FOUND: 5-1

*ATTRIBUTE: Electric

*EFFECT: Radio Control - Bombs can be moved freely by using the Control Stick while pressing the "A" button.

*HOW TO ACQUIRE: After you get past the first large dome that was blocking your path, turn at your first right and enter the portal.

No.9 Pommy

*FOUND: 2-5

*ATTRIBUTE: Electric

*EFFECT: Remote Control - Pressing the "B" button can detonate bombs that have been setup.

*HOW TO ACQUIRE: Go through the second purple ice door you come to, and put a big bomb next to the green block, go through the doorway and into the portal for a charabom battle, use Ligon for this battle.

No.10 Ligon

*FOUND: 2-2

*ATTRIBUTE: Earth

*EFFECT: Full Bomb - Setting up the maximum amount of bombs becomes possible.

*HOW TO ACQUIRE: When you get on top of the first sunken ship, use a big bomb to blow up the mast, go across it and put a regular bomb near the wooden pole, go down the pole and enter the portal. Use marine eel, or andlar, whoever is stronger.

No.11 Unicornos

*FOUND: 4-3

*ATTRIBUTE: Earth

*EFFECT: Line Bomb - Straight lines of bombs are setup when the "A" button is continuously pressed.

*HOW TO ACQUIRE: Near the beginning get into the pipe room and go along the biggest pipe to come to the portal. See the guide section if you don't know how to enter the pipe room.

No.12 Big Ox

*FOUND: 5-3

*ATTRIBUTE: Earth

*EFFECT: Land Mine - Bombs become landmines and detonate if stepped on by foes or if the "B" button is pressed.

*HOW TO ACQUIRE: When you get to 2 conveyor belts, one right after the other, go to the first belt (the one with gate "HG 05" next to it.) Equip angol and you have to throw a big bomb so that the blast zone will trigger the red switch. Then go into the gate for the last charabom.

No.13 Angol

*MERGED: 4-1

*ATTRIBUTE: Fire/Water

*EFFECT: Power Glove + Bomb Kick - Bomb throwing and kicking are powered up.

*HOW TO ACQUIRE: After you turn the first lever and get out of the mine cart, go right, throw a big bomb into the middle of the gap and bomb jump across into the portal.

No.14 P.Dragon

*MERGED: 3-4

*ATTRIBUTE: Electric/Fire

*EFFECT: Remote Control + Bomb Jump - Remote Control and Bomb Jump can be used together, making repeated jumps easier.

*HOW TO ACQUIRE: Follow the path through the level, it's near the beginning by the room with 3 water vases and 2 jumping horses. Kick a bomb under the wall and into the dome, go around and follow the path. Turn at your first

right and bomb jump across the gap.

No.15 Pomyugar

*MERGED: 3-2

*ATTRIBUTE: Electric/Earth

*EFFECT: Remote Control + Full Bomb - Setting up the maximum amount of Remote Controlled Bombs becomes possible.

*HOW TO ACQUIRE: First get to the end of the level. Then go behind the stone head that is in between the other two and is also facing the opposite direction of the other two. Run past the two heads that are shooting in an "X" go past the leaf and into the portal to get pomyugar, your first merged charabom.

No.16 Shelks

*MERGED: 5-1

*ATTRIBUTE: Water/Electric

*EFFECT: Shield + Radio Control - When radio controlling bombs, it is harder to get damaged than with the normal shield.

*HOW TO ACQUIRE: When you get to gate "HG 02" hit the red switch, and go up the lift, make sure you have pommy dragon equipped, big bomb jump across the gap, and go around and enter the portal

No.17 Lai Eel

*MERGED: 5-1

*ATTRIBUTE: Water/Earth

*EFFECT: Homing + Full Bomb - The maximum amount of Homing Bombs can be setup.

*HOW TO ACQUIRE: Right at the exit ride the leaf up, go forward and kill the cannons. Now equip pox and guide the bombs over to the two red switches on the floor to the left. Drop down the chute and go to bomberman's left, kill the bomb eater, go up the stairs, and get rid of the cannons, now put a bomb on the yellow switch, and go through the gate. Ride the lifts and go around to the portal.

No. 18 Fire Horn

*MERGED: 4-3

*ATTRIBUTE: Earth/Fire

*EFFECT: Line Bomb + Bomb Jump - While pressing the "A" button, use the Control Stick to line up bombs in the desired angle.

*HOW TO ACQUIRE: When you get to the area with your first two lava monsters, ride the lift up and go straight along the metal grates, the portal it to the right, you have to bomb jump to get it.

6. Heart Container Locations

1-1 OctopiWoods

When you come to the second stream you cross using logs, let the log carry you down the stream, blow up the vases and get the heart.

2-2 Blackinc Trench

When the ship stops travel across the pole in the back, and then go all the way back to where the moving ship used to be, you'll find a little hole with 2 barrels and a coin, inside one of the barrels is a heart container.

3-5 Octo Tower

Go to the area where you hit the last green switch (by the big red block) Put a bomb on each of the spinning floors and detonate them at the same time, run across them, kill the flame guy and drop down the chute. Get all of the charabom feed and then drop down again, get the heart container and break all the vases too, then drop down the chute.

4-1 Holsigen Base

After you get off of the first mine cart, go left at the second, use light bombs to make the bomb holders solid, then use unicornos or fire horn to get across.

5-3 Mechanikal

When you get to 2 conveyor belts that are one right after the other, and gates "HG 05" and "HG 06" on their sides. Go over the 2 conveyor belts and kill the bomb eater (put a big bomb near the edge and detonate) then use unicornos to get over the bomb holders. Get the heart container and go back to the first conveyor belt.

7. Attribute Bombs

-Aqua Bomb-

Merge Item required: Water Balloon
Merge Item found in: 1-1 after completing the Bomjy Jump minigame.
Merge Portal found in: 1-2
Effect: Puts out flames.

-Ice Bomb-

Merge Item required: Shaved Ice
Merge Item found in: 2-4 after completing the MotorBomber minigame.
Merge Portal found in: 2-5
Effect: Freezes waterspouts.

-Wind Bomb-

Merge Item required: Fan
Merge Item found in: 3-4 after completing the Bomber Marathon minigame.
Merge Portal found in: 3-5
Effect: Makes large leaves float.

-Light Bomb-

Merge Item required: Strobe

Merge Item found in: 4-1 after completing the Rail Bomber minigame.

Merge Portal found in: 4-3

Effect: Makes translucent objects into solid objects.

8. Minigames

Bomjy Jump in 1-1

Wait until the leaf is all the way to the right for the first time and press "A" Then slow down when needed by holding "A" You should drop as soon as possible, the time should be about 59.65

MotorBomber in 2-4

Hold down "A" whenever you see ice, let go of "A" and move out of the way. Then continue holding "A"

Bomber Marathon in 3-4

Press "B" as fast as you can and drop the bomb as soon as you get it, make one lap around, make sure that you step on the green switch. And drop the second bomb you get on the yellow switch, you may want to slow down just a bit when dropping the bomb on the yellow switch, just to make sure that you get it on there. If you are really having trouble, just make a few laps, use some bombs to slow down the boulder, you don't have to hit the switch on your second lap. Don't worry if you get frustrated this one can be tough, and it really just takes practice.

Rail Bomber in 4-1

Throw bombs near the levers and rocks, after you throw a bomb let go of the control stick to slow down, after the bomb blast has either thrown the switch or destroyed the rock, press all the way forward on the control stick. If you're still having trouble, make absolutely sure that you're completely letting go of the control stick after throwing a bomb, DO NOT pull back on the control stick. This minigame can be very difficult your first time through, but after you get the hang of the controls it's easy.

9. Lightning Cards

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World 1 - Tentasia

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1-1 OctopiWoods

#1 - Go past the mini-boss area, and freeze the water spout holding the log, so that you can move past it, the card is in one of the containers.

#2 - After you cross the second "tree-bridge" that you made go into the first tree stump on your right. You'll have to equip andlar or angol and throw a big bomb between the two palm trees to knock down the large tree in the other area. Go to where the tree has fallen, and cross it, the card is in the vase.

#3 - Cross the first river, and the second, then come back to the first

river, and blow up the boulder again. Now blow up the boulder that is blocking the second river, cross the second river then re-cross it like before, then go back to the first river, you should see a vase in the empty river, blow it up and collect the card.

1-2 Lake Mensor

#1 - When you come to your first 2 lily pads covered with vines, ride straight across the water to a little island. Use andlar and throw a bomb into the floating flower hole. Near the bomb merge portal is a lily to the left, ride it to the flower, you lowered earlier, and collect the lightning card.

#2 - Using Ice bombs, freeze the waterspout near the lone giant monkey head. Cross the frozen spout, and blow up the vase on the island.

#3 - Throw water bombs into the mouths of the 3 monkey heads that have water flowing out of them to drain the little pit under them. Destroy the vase in the drained pit to get a card.

1-3 OctoStone

#1 - Defeat him in under 4 minutes.

#2 - Here are two different strategies for this elusive card, the 1st is how I did it, but I think the second will work. This one might take you a while, but keep trying. 1: Hit him with a bomb when he's doing the mace shot attack, when he turns it should blow up, (I think he was about to do the charge attack when he turned) and you should get the card. 2: Either time a bomb, or use pommy to make the bomb explode when he is charging at you. Good Luck!

#3 - Damage him with a big fire bomb. (doesn't matter if the bomb stuns him or not.)

#4 - Damage him with a big water bomb. (doesn't matter if the bomb stuns him or not.)

#5 - Using andlar damage him with a big water bomb, but make sure that the bomb does not actually touch him when you throw it.

1-4 Octomanion

#1 - Right near the exit arrow go left and blow up the boulder in the way. Then use water bombs to put out the flames; the middle pot has a lightning card.

#2 - Blow up the three big pots near the beginning of the level to get a lightning card.

#3 - After you cross you first gap using a big bomb, use Fire Horn (charabom) to get to the green path across the pit, go a ways along the path and blow up the big pot to get a card.

1-5 SukkorHills

#1 - Kill the native inside the fence and also activate the trolley near it, equip marine eel, go to the opening on the right and throw a bomb inside. Ride the trolley across, equip andlar, and throw a big bomb near the boulder, cross the gap and collect the card.

#2 - Drop down the furthest bridge to the right, and blow up the rock wall. Go through the tunnel and use a wind bomb near the leaf (while you're on it) to make it lift you up. Go on the cliff it takes you to and the card is in the center pot.

#3 - When you get to the top, go right instead of straight, put out the flame below and drop down, go a little right and blow up the pot to get a card.

=====
World 2 - OctoOcean
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2-1 OctoShoals

#1 - After you cross the third spike strip, blow up the boulder on your right, use the jet stream to get on the platform to find a lightning card.

#2 - After you cross the two red wheels that are right in succession, drop down the ledge and go to your left, use a light bomb on the box to get a card.

#3 - After you cross the second red wheel go to the right and use a bomb-jump charabom to get across the gap, for the next gap just use a big bomb to jump.

2-2 Blakinc Trench

#1 - Just before the miniboss, use a light bomb on the transparent bubble stream, ride it up and inside the barrel on the platform is the card.

#2 - After you get off the first sunken ship follow the dirt path into the bubble stream, once your on top of the bubble jet press the control stick towards the barrel that is behind the bubble stream.

#3 - Use the bubble jet mentioned in the how to get card #2 (above) to jump onto the platform across from it. Drop down into the bubble stream and ride it around, when you're on the bubble jet, jump back to the four bubble stream area, when you land on the platform in the center blow up the barrel

2-3 Curreina Fields

#1 - Beat her within 3 minutes.

#2 - Stun her with a big bomb. (Be close, so close that the blast may hurt you)

#3 - Stun her with a big water bomb. (Be close, the blast may hurt you)

#4 - Stun her with a big bomb when she's standing still while doing Lure Of Elegant Flash.

#5 - Throw a big wind bomb at her when she does gorgeous showtime, if one of the three lights hits the bomb you'll get the card.

2-4 Bigbu Iceberg

#1 - When you come to the part where there is a seal next to a platform kill the seal and then very quickly drop down to where it was sitting. When the

platform you're on raises, use a big bomb and a bomb jump charabom to get to the other platform with the card.

#2 - When you get to a see-saw with a barrel directly across from it, put a big bomb on the side of the see-saw closest to the barrel, now run down the see-saw and up the slope, the barrel on the side without the drop-slide has a lightning card

#3 - After you kill all of the seals (like 6) and the platform you're on raises, go back down the slope and turn around the barrel in the alcove contains a card.

2-5 Bigbu Cavern

#1 - To the left after you are past the first big ice block, is a room with two wooden planks on the ground, blow up the two green circles to release two water fountains, come here when you have pommy and ice bombs, when you have them, put a bomb next to each fountain, and detonate them when they are going straight from the stairs to the platform, and run across the planks to a lightning card.

#2 - When you come to the second big block that is in your way, put a bomb next to it, and when it slides, run around to the other side of it and go through the doorway, then go up the stairs, and across the ice block, a card is in one of the barrels.

#3 - Go past the two icebergs with green around them and equip pommy, put a bomb on the diagonally floating iceberg, detonate it when it is near the stuck one, and ride the new iceberg across in one of the four barrels is a lightning card.

=====
World 3 - Tako Desert
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3-1 Balley Valley

#1 - Kick a bomb through the hole in the wall to make the worm jump through it, but before entering the portal, make the worm jump through the other wall, follow the path around and inside the vase is a lightning card.

#2 - When you get to the area where the professor tells you to kick bombs into the holes, go around the rocks and kick a bomb into the hole under the bones that are closed, go to the newly opened skull and blow open the pot, inside is a card.

#3 - Go through the other cattle skull in the area (mentioned above #2) and travel across the sand until you get to a pole by a pot, blow up both, and continue traveling straight on the bricks (don't cross the pole yet) extinguish the flames using water bombs and collect the card in the pot.

3-2 Tako Temple

#1 - First you have to get on the platform to the left of the entrance (as you enter the temple, go to where you got Pteradon, which is past the stairs with the 2 water vases.) Equip Pteradon and walk to the edge of the slide thing (the thing you use to drop down) drop a bomb down in between the two platforms, and slide down. You should have bounced onto the other platform now, walk up the stairs, and drop a big bomb into the next space, bounce off

of it and get the lightning card.

#2 - Go to where you got the fan (at the end of the level, past the two stone heads that are shooting in an "X" put a wind bomb next to the leaf and blow it up, the card is in the vase on the platform.

#3 - When you come to the area with two stone heads after you come down the stairs blocked by two water vases, make the head on the right hit the yellow switch with his laser, then go into the area that opened up, go up the stairs, and detonate a light bomb on the transparent bridge, when it materializes go across the bridge and get the card out of the vase.

3-3 Takos' Coliseum

#1 - Defeat him within 4 minutes.

#2 - Stun him with a big bomb after he lands from his bomb drop attack.

#3 - Stun him with a big bomb after his spinning headbash move.

#4 - Stun him with a big bomb right before he does twister (when he says twister) have the bomb pumped and ready, follow him as he hovers and hit him when he stops.

#5 - Put a big ice bomb on the edge of the arena, when he's flying around the arena before his piledriver attack, detonate it when he's within the bomb's blast area.

3-4 Takos' Storm

#1 - Go along the main path in the level and stop when you come to a very high platform with a yellow switch on top of it. Equip angol and throw a bomb on the switch, when the gate lowers quickly kick a bomb into the dome, once the dome is blown up go through the opening. The card is one of the vases.

#2 - You must first be in a room with two leaves and a platform in between them (it's near the end of the level) use a wind bomb on the leaf that has no path leading to it and when the leaf is high enough kick a bomb into the dome. Now go around and ride the other leaf up, get on the platform and get the card.

#3 - Go towards the end of the level by the stone head statue that has a raised light, a normal light, and a yellow switch by it. Go behind the head and kick a bomb onto the yellow switch, then make the stone head hit the now lowered light, and go into the room to get a lightning card.

3-5 Octo Tower

#1 - First ride the first block that shoots you up a level. Then go to the hole with a spike in front of it, you should now equip pommy dragon and drop a big bomb down the chute, and then drop down. Hopefully you have bounced off of the bomb and onto the platform, blow up the vase and get the card.

#2 - Put a light bomb next to the transparent bomb holder on the first floor. Go to the second floor equip pommy dragon and drop a big bomb down the hole that's by the two spikes, drop down the hole. You should have bounced off of the bomb and onto the platform, the bomb is in the vase.

#3 - After you have hit all the switches go back to the area with 6 spikes surrounding a green switch, it's by the wall.

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World 4 - Nekki Moon
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4-1 Holsigen Base

#1 - After you get through the laser part, do not go into the mine cart yet, instead go right and around the fence, the lightning card is inside the item pod.

#2 - After you throw the second lever you come to (the one on the platform, near card #3) and ride the mine cart nearest it. Go down the stairs and turn right, keep going and go under the tracks, turn left and get the lightning card.

#3 - After you throw the first lever you come to and get out of the mine cart, follow the right path. The card is in an item pod.

4-2 Armz Gate

#1 - Damage him with a big bomb when his torso starts to fly around and drop bombs on you.

#2 - Set a big bomb (water) down so he sucks it in when he does his vacuum attack. (just set it down after he shoots at you)

#3 - Set a big bomb (ice) down so he sucks it in when he does his vacuum attack. (just set it down after he shoots at you)

#4 - Set a big bomb (wind) down so he sucks it in when he does his vacuum attack. (just set it down after he shoots at you)

#5 - When he shoots the fireballs out of the cannon above his head, use the bomb barrier, and when one of the bombs hits you, you'll get the card.

4-3 Beneath Holsigen

#1 - Near the bomb merge portal, go past the translucent box and ride the lift up, the card is in the box.

#2 - After card #3, go past the yellow switch, go all the way down the path to a chute, equip fire horn and make a bomb line to the other platform, inside the box is a lightning card.

#3 - Pretty hard to miss, go through the level like you normally would, after the area where the professor tells you to put out the flames, and right before the yellow switch and yellow lift. You have to bomb jump over to it.

=====
World 5 - Majestar
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5-1 Megadeth Bypass

#1 - Go past the bridge that says Hige 04 on it, get into the room with the yellow switch outside of it, and ride the leaf inside up, the card up there.

#2 - When you come to a floating green switch that has a hole under it, ride the left leaf up and go around to the lightning card.

#3 - Right at the exit, ride the leaf up, go forward and kill the cannons, keep going and get the lightning card.

5-2 Psycho Elevator

#1 - Beat her within 4 minutes.

#2 - When she's disappearing stun her with a big light bomb when she's standing still.

#3 - Stun her with a big light bomb when she's standing still after her hidden bomb attack.

#4 - Stun her with a big light bomb when she's standing still after her orb of destruction attack.

#5 - During her split image attack phase, keep an eye on the real elite bomber, and damage her with a big light bomb.

5-3 Mechanikal

#1 - At gate "HG 02" use the left and right arrow transporter and jump into the room with the metal bug. Use fire horn to get across the gap, and get the card.

#2 - When you're on a left-right transporter and you see a floating transparent box to the side, go there. Use a light bomb on the box. And put a bomb on the switch when the box is in between the two floors. Get the lightning card.

#3 - At the end when you're at the 3 transporters with ?'s, go into the left one.

10. Other Stuff

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A. Extras
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-If you collect all of the Lightning Cards in the game you will unlock Max to be used in battle mode. (He doesn't really do anything, he just looks cooler :)

-To get the Minigame option at the title screen, which lets you play all of the minigames, just get all of the charaboms.

-To get A/B item select for battle mode, just complete the game once; this will appear when you're selecting a stage.

=====
B. Legal
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=====

C. Thanks/Credit

=====

- A big thanks to CJayC for putting this on his awesome site (www.gamefaqs.com)

- Thanks to Majesco and Hudson Soft for making this well-rounded game

- Thanks to everyone at the Bomberman Generation board at GameFAQs for posting hundreds of various "I need help" topics, inspiring me to create this FAQ, and for their help. (Quit making the damn topics and check the FAQ)

- Special thanks to Shohei Bando for creating the great music in this game. :)

- Credit to the instruction manual for controls, items and introduction. A lot of charabom/attribute bomb information is out of the actual game too.

- Credit and thanks to OzzyRush53808715@aol.com (man, that's a lot of numbers) for correcting my mistake on lightning card #1 for 2-1.

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D. Update History

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-Version 0.5: (6/24/02) Started FAQ, finished world 1, lots more to come!

-Version 0.6: (6/26/02) Finished World 2, started on World 3, corrected some grammatical errors, tried to fix some format errors, added controls section, added attributes to charabom list, added an important message and changed the intro, still more to come.

-Version 0.7: (6/28/02) Finished World 3, and world 4, corrected some various small errors, added new sites to the legal section, my fix on the format worked! More to come.

-Version 1.0: (7/1/02) guide, charabomb, heart container locations and lightning cards sections all complete. Added Minigames, and items sections. Only small updates to follow.

-Version FINAL: (7/6/02) Revised and edited for your enjoyment. :) Also added a few non-important sections. **NO MORE UPDATES TO FOLLOW** (At least I hope not)

-Version FINAL (again...): (7/12/02) Fixed the error on lightning card 1-3 #2. Sorry for the mistake, when I got the card it all happened so fast, so my results weren't too conclusive. I have 2 strategies for the card, I hope they work. I'm done with this game now, so even if I find another mistake it wont be corrected. It's been a long, wild ride

- (5/16/04) Fixed some things I thought were stupid. Z.B.

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