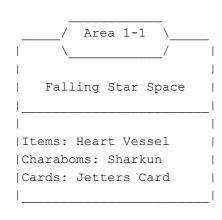
Bomberman Jetters FAQ/Walkthrough

by WishingTikal

Updated to v1.0 on Sep 29, 2007

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Bomberman Jetters
For Nintendo Gamecube
FAQ/Walkthrough by WishingTikal
version 1 (03/17/05)
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some bad reviews about Jet it. I finally got it, and how good Generation is. But lot. I must admit the Charathe game. Some of them are walkthrough for the game, a	e of my favorite games on Gamecube, but having read ters, it took me a very long time before getting I must admit I was a bit disappointed, considering t Jetters is still pretty good and I enjoy it a aboms are one of the things I like the most about so cute:) Anyhow, since there was only one other and it's for the Japanese version, I decided to make make it better and more detailed.	
WishingTikal https://www.youtube.com/WishingTikal	shingTikal	
Section 2 \/		
	Walkthrough	1
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Follow the path and blow up the star containers on your way to collect items if you want to raise your stats. You'll come to a meteorite blocking the way, so throw it a bomb to blow it up. Cross the river and keep following the path until the path stops at a river. Throw a bomb on the other side of the river next to the meteorite. It will explode and make a bridge so you can cross. Continue to follow the path and at the end of the path, blow up the meteorite to reveal a shaft. Jump in to reach the area above.

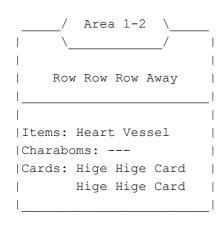
Here you'll need to blow up the big container at the right of the house with a Big Bomb (set a bomb, lift it with A, and hold A until it's big) to make a bridge. You can now cross to the next area. Follow the path to a spaceship. Kick a bomb on the ramp of the spaceship to make it explode inside and clear the way. Keep following the path and at the end there will be two shafts. Go in the one at the end of the small passage.

In the next area, blow up the meteorite to make it fall on the water spout below. Go down and grab Sharkun, your first charabom! It allows you to swim in the water from specific areas. Head down to the river and use Sharkun. Swim to the left until you arrive at the end of the river. Go on the land here and jump in the shaft at the right to reach another area. Blow up the star container here to get a Heart Vessel.

Go back to the river and this time, swim to the right. Go on the land behind the waterfall, then up the slope in this area and into the shaft at the left. You should now be on a frozen river. Follow the path up until you see a meteorite on the ledge at the left of the path. Throw a Big Bomb at it to make it fall and crush the ice blocks in the river below. Go back to the shaft to return to the river and swim to the right. Now that the ice is gone, you can go further down the river. Watch for a waterfall at the end and climb it up with Sharkun Level 2 or higher. In the alcove at the top you'll find a Jetters Card.

Go back to the frozen river once you have the card. As you go up the path, you'll notice a water spout at the right. Grow a Big Bomb and throw it on top of the water spout. If timed correctly, the bomb should explode and make the meteorite move. Then, keep following the path to reach the top of the frozen river. Go at the end and blow up the small meteorite in the ground to reveal a water spout. Do as before, throw a Big Bomb on the water spout to make the meteorite above explode. This will clear the path so you can go face a boss.

He can be defeated easily, simply avoid his attacks and set bombs near him each occasion you have. The Big Bombs make more damage so you can defeat him with 4 hits. After the fight, you can leave the area.



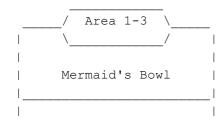
Start by going in the river with Sharkun, then on the next land and jump in the shaft to reach another area. Follow the path here to reach another shaft. Then, step on the green switch here and a bridge will appear. Cross the bridge, then throw a bomb on the yellow switch on the other side to raise the bridge. Cross it, then there will be several paths you can take.

Start by jumping in the shaft here and once in the next area, go in the water with Sharkun and swim to the left in the passage to reach another area with an iceberg in the center and water spouts. Go on the iceberg and blow up the star container to get a yellow Hige Hige Card. Then, go back in the water and swim to the central area where the boat is. Go on the land behind the boat and jump in the shaft here.

You should now be on top of the boat. Blow up the red switch here to raise a bridge. Then, go back down to the water and go on the boat where the enemies are. Blow up the spaceship on it by kicking a bomb into it, then go on the land on the other side and jump in the shaft here. You'll end up on the tower next to the boat. Cross the bridge and blow up the container to get a Heart Vessel.

Then, go back in the water again and go on the land at the right of the tower. Blow up the big boulder here with a Big Bomb. It will reveal the path at the right. Follow it and behind the spaceship, go up the slope and go right to see an igloo with a yellow switch inside. In the last world of the game, you'll receive the charabom Youno (Unicornos) which you'll need here. Once you have it, come back here later and use the remote control to move the bomb between the crates and place it on the switch to raise a bridge leading to a red Hige Hige Card. You'll need to use Youno at Level 3.

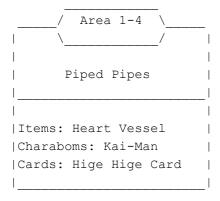
Then, go back to the area with the boat and go on the land at the right of the boat (behind). There are 2 shafts here. Go in the second one at the left to reach an area with a water spout. Throw a Big Bomb on top of it to make the bomb press the red switch above when it explodes. Half of the bridge will raise. Go on that part of the bridge and throw a Big Bomb on the red switch on the iceberg below. The other half of the bridge will raise. Cross the bridge and jump in the shaft to end up on the iceberg. Go in the water using Sharkun and pass under the bridge to leave the level.



To defeat Mermaid Bomber, first run around the arena to avoid the small enemies and drop bombs around to get rid of them. When Mermaid Bomber goes in the center of the arena, throw her a Big Bomb. You can also stun her before/after her attacks with Big Bombs. Repeat until she is defeated. You will receive the Charabom Sparkun at the end of the fight.

Lightning Card 1: Defeat her within 3 minutes.

Lightning Card 2: Hit her with a Big Bomb while she's in the center.



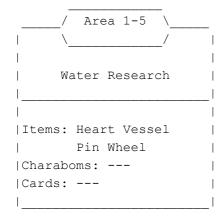
Follow the first pipe until you arrive in a room with 2 enemies and a green switch on the floor. Step on the switch to open the door and go in with Sharkun. Ride up the current to reach the next room. Once there, walk to the next room with a spinning fan in the center. Let the current carry you into the pipe at the right and step on the green switch. Then, use Sharkun to ride up the current to the top of the pipe and blow up the container here to get a red Hige Hige Card.

Then, ride down the current to be back in a room near the beginning. Go up the pipe in this room and in the next room, kick a bomb in the hole in the wall the farther you can to make it explode on the red switch. This will open the door so go in the pipe and blow up the container here for a Heart Vessel.

Go back down the 2 pipes to be back in the room from before and backtrack to the room with the green switch at the beginning of the level. Go up in the pipe here to be back in the room just before the one with the spinning fan. Grow a Big Bomb and throw it in the room with the fan to make it stop. Cross the room and go in the pipe on the opposite wall. You'll find Kai-Man!

Follow the pipe until you arrive in a room with another spinning fan. When in the small pipe, throw a Big Bomb to the fan to make it stop. Then, cross the room and go in the next pipe. Go up the pipe and destroy the fans with Big Bombs when they are stopped. Once in the room at the top of the pipe, step on the green switch to open the door and go in the pipe to reach the next room. Continue to the next room to face a boss.

Try to avoid him when he starts spinning, then throw a Big Bomb behind him to catch him off guard. Repeat until he is defeated. Then, blow up the fan blocking the exit with a Big Bomb and leave the level.



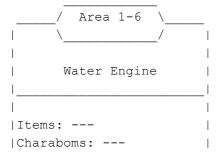
Go left in the first room and step on the green switch to open the door. Go in the pipe with Sharkun and half-way through the pipe, go right through a small passageway to find a room with a Heart Vessel.

Then, go up the pipe to the next room. Go straight and ride down the waterfall to end up in a large room with many enemies. Go at the other side of the room and throw a bomb at the lever to lower a platform in another room. Then, go where the water spouts are and in the next room, blow up the red switch. Then, press Y to switch to Max and hold B to gather energy. Release it on the big metal door to blow it open. Behind it you'll find the Pin Wheel.

Then, jump in the shaft to reach another room. Here, go in the Bomb Merge Device to get the Hurricane Bomb. Then, go straight and follow the path to the end. Go in the next path with the water spouts and get past them to reach a room with water. In this room, throw a bomb at the lever to lower another platform. Then, go in the path with the water and throw a Big Bomb at the fan to stop it. Blow up the red switch in this room with a bomb.

Then, go back through the previous path and go in the other one near the water spouts. Go in the small room at the right and hit the lever with a bomb. Then, go past that platform you just lowered and at the end of the path, throw a bomb at the lever on the side to lower the platform. Go on that platform and throw a bomb at the same lever again. Drop from the platform you are on to fall on the other one and go in the path with the red floor.

At the end of the path is a red switch so blow it up with a bomb. Go back to the other path with the blue floor and step on the green switch at the end to open the door. Go in the pipe to reach the area above. Here, go on the water spout to get launched in another area with a red switch. Blow it up, then go back down the waterfall and enter the elevator, which should now be functional, to exit the level.



Cards:		
1		

To defeat this boss, you'll need to throw a Big Hurricane Bomb at his head four times. Simply avoid his attacks by running around the arena, and throw him the bombs when you get the chance. He's pretty easy to defeat.

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////// Green World	
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/ Area 2-1 \			
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Mechanical Garden			
I			
Items: Heart Vessel			
Charaboms: Pommy			
Cards: Hige Hige Card			
1			

In the first area, go where there's 1 red bolt and 2 blue bolts. Blow up the boulder on the red bolt, then stand on it to go up, and stand on the blue bolt to go down. In this new area, kick a bomb in the hole at the foot of the tree to make a tree fall. Use it as a bridge to cross. Defeat the enemies here to free Pommy.

Then, blow up the red switch here twice to raise the purple bolt. Blow it up then to make it fall and cross to the other side. Put down a bomb on the yellow switch here, then stand on the orange bolt to go up to the area above. Go to the other side and throw a bomb on the yellow switch below, then stand on the orange bolt to go down.

In the area here, there is a big fountain with a card on top, but you'll need to level-up Pommy to level 3 before being able to jump to the top. Once you can do this, blow up the container at the top of the fountain for a blue Hige Hige Card.

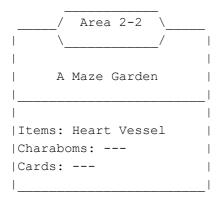
Then, cross the area until you arrive at a lake where you'll need to use Pommy in order to cross. Jump on the wooden platforms and go straight until you're near a small island with a red switch. Stand on the platform near the switch and throw 2 bombs at it to raise the purple bolt. Don't worry about it now, we'll come back here later.

Go back to where the platforms path splits and go in that other path. In the area here, kick a bomb in the tree hole when the canon is pointing left to blow up the tree at the left. Now kick a bomb in the other tree hole while the canon is pointing at the tree on the other side of the lake.

Then, go to the left where the purple bolt is and throw 2 bombs at the red switch on the other side of the lake to raise it. Then, blow it up and cross to the other side. Go straight, then left, get past the electric wire and in the area here, blow up the purple bolt from before to make it fall and cross to the small island. Blow up the container here to get a Heart Vessel.

Go back to the previous area, past the electric wire, and cross the small footbridge. Go straight and throw 2 Big Bombs at the red switch on the other side of the river to raise the purple bolt. Blow it up to cross. Then, kick a bomb in the tree here when the canon is facing the large tree to clear the way and access the boss area.

Either stun him with a Big Bomb or throw him a Big Bomb after his tail attack. Four hits with a Big Bomb and he's gone. Exit the level after the fight.



After crossing the gaps at the start of the level, go left, then step on the green switch to rotate the wall. Then, blow up the red switch twice and throw a bomb at the purple bolt on the other side to make it fall and cross. There are containers behind the reversible wall, but don't mind them for now, we will come back for them.

Once on the other side of the river, go straight, then left and step on the green switch to rotate the wall. Then, step on the other green switch in the other corner to rotate the other wall. Now you can continue to the next area with 2 trees. Kick bombs in both trees to make them fall.

If you want to go back to get the containers you couldn't get before, cross the right log and follow the path until you're back near the entrance. Go where the containers are and step on the green switch to re place the wall like it was before. Then, go back from where you came all the way to where you took down the 2 trees. Go to the area just before this one, the one with the 2 reversible walls and the green switches. Step on the switch in farthest corner to rotate the wall so you can pass and cross back the purple bolt. You should be back behind the reversible wall, where the containers are. Blow them up to find a Heart Vessel.

Go back to the 2 logs and this time, cross the left one. Go to the end of the path and step on the green switch next to the fence to rotate the wall. Go in the new path and go straight. Kick a bomb in the tree when the canon is facing the tree on the other side to take it down. Cross the log and go right. Kick a bomb in the tree here too to take down the tree on the other side and cross.

Go left and put down a bomb next to the pole where the raft is tied up to. The raft will start riding down the river, so follow it until you notice a wooden

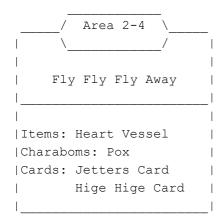
dock along the shore. Go on it and wait for the raft. When the raft passes next to you, get on it and cross to the other side of the river. Then, go left and jump over the platforms on the river with Pommy. Follow the path until you reach the exit.



To defeat Thunder Bomber, throw him bombs or Big Bombs after each of his attacks. He's pretty tough, you'll probably need some practice. Use Kai-Man at Level 3 to raise your defense. Make sure you have obtained all the Heart Vessels from the previous levels and that you are at full health. At the end of the fight, you will receive Pommy Dragon (PomyuDragon).

Lightning Card 1: Defeat him within 3 minutes.

Lightning Card 2: Stun him after his thunder attack.



Use PomyuDragon to jump over the platforms. There will be 2 paths you can take. Start by going in the right one and you'll arrive in a grass area. Go on the vine here and follow it. Blow up all the containers on your way to find a Jetters Card in one of them. Then, keep going and you'll be back at the beginning of the level.

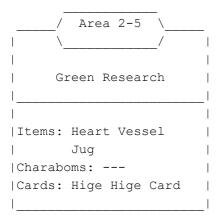
This time, go in the left path. Keep following the yellow bolts to arrive in the area at the leftmost side of the level. Blow up the red switch here, then go on the blue spring to reach another area. Here, blow up the 2 red switches, then go on the blue spring to be back in the previous area next to a spring. Go on that spring to reach yet another area. Do the same here to reach the last area with the charabom Pox.

Then, blow up the red switch here to raise a purple bolt nearby. Use Pox to

cross the purple rope and you'll be back in the first area. Follow the vine here to go back to where the paths splits and take the other path this time. Jump on the purple bolt to reach a new area. Go right and you'll notice some platforms below. Throw a bomb at the yellow switch on the lowest platform to raise the purple bolt. Get on it to go down and blow up the container here to find a Heart Vessel.

Then, go back up and blow up the red switch. Go on the spring to reach the next area and go to the end of this area. Cross using the red and blue bolts and go right. Use Pommy at Level 3 to jump over the gap here. Blow up the containers to get a red Hige Card.

Then, cross back and go to the end of the area. Cross using the red and blue bolts again, then use Pox to cross using the ropes. Blow up the red switch here, then go on the spring to reach the boss area. Throw him four Big Bombs after each of his dash attacks and exit the level.

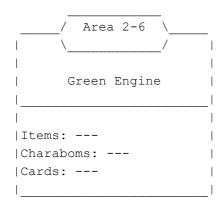


Go straight and use Pox to cross the rope when the tentacles withdraw. Then, go in teleporter 1 to reach the next area. Go in teleporter 3 here. Then, go straight and go in teleporter 5 to reach a grass area with many teleporters. Start by going in the teleporter with no number in the corner behind the electric wire. Blow up the container in the next area to get a Heart Vessel. Then, go back to the grass area and go in teleporter 7 to reach a desert area.

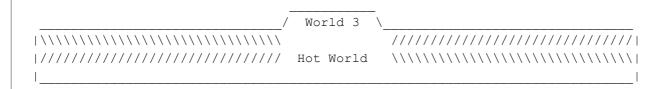
Switch to Max and blow up the big door. Get the Jug in the container behind. Then, go back to the desert area and go in the teleporter to go back to the grass area. This time, go in teleporter 9 on the other side of the water. Go in teleporter 11 here, then in teleporter 13 to reach the next area. Here, go to the other side of the room and defeat all the enemies by blowing up the 2 telescope things first. Then, go in teleporter 15.

Use Sharkun to cross the water, then at the other side you'll see a purple bolt. At the end of the game when you'll have the charabom Youno, come back here and use the remote control to maneuver a bomb in the small passage in the wall at the right and blow up the red switch at the left to raise the bolt. Do this twice, then blow up the purple bolt and cross. You'll find a yellow Hige Hige Card in the container on the other side.

Then, go in teleporter 17 to reach the next area. Here, go on the ropes at the left with Pox and go left to enter the Bomb Merge Device. You'll get the Aqua Bomb. Then, go on the rope again to exit the level.



To defeat this boss, use Kai-Man and the Aqua Bombs. Throw Big Bombs near the green pipes in the walls where the serpent will come out (marked by a "!") to hurt him. Repeat this process several times, until he is defeated.



____/ Area 3-1 ____/
| Origin of Fire Spa | _____|
| Items: Heart Vessel | Charaboms: Ceedrun | Cards: Hige Hige Card | _____|

Go straight and cross the gap by walking on the moving blocks, then go right and cross on the other moving blocks. Go straight again, cross the moving blocks again, and go past the trees. Go left then and walk around the volcano until you see a green switch. Step on it to stop the volcano, then go back and cross the small footbridge.

Here, place a bomb on the north extremity of the see-saw and stand on the other extremity. When the bombs explodes, you'll be launched on the mountain with some fruits. Then, go back down and cross the moving blocks to reach an area with a house. Cross again, and again until you are in an area with some trees and a mountain.

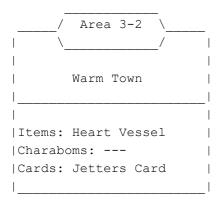
Blow up the weird looking tree at the right to make a passage and go behind the house at the right here. You'll have to come back here later in the game once you have the charabom Battra at Level 2. Blow up the weird tree behind the house and go in the corner of the area. You'll notice a red switch on the wooden bridge. Use Battra to set a line of bombs in direction of the switch from the edge and the bombs should explode on the switch, making a platform come out from below so you can cross and get the blue Hige Hige Card in the

barrel at the right.

Back next to the house, go right past the house and cross on the moving blocks to reach the next area. Step on the green switch in the small house here to stop the volcano. Then, go on the blocks with a wooden platform and a red switch on nearby. Throw a bomb on the switch to stop the other volcano.

Then, cross on the hardened magma and you'll be back near the starting area. Follow the path going straight and left and cross on the moving blocks. Then, cross on the magma and defeat the enemies here to free Ceedrun at the right. Then, go right and cross on the moving blocks here too, then go straight and left, cross the wooden bridge, go left and use the see-saw to get on the mountain. Use the other see-saw to get on top of the mountain and step on the green switch to stop another volcano.

Then, use the other see-saw to go up again. Here, use PomyuDragon on the small ledge at the left to fly up to another mountain with a Heart Vessel on. Then, go back down and go back to where you were. Cross the bridge, then use the see-saw to go up to the top of the mountain and use PomyuDragon to fly to the boss area. Throw him Big Bombs and avoid his attacks, then leave the level.



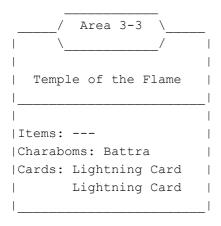
Start by going to the other side of the first part of the town and throw a bomb at the red switch on the other side of the pit to lower the bridge. Cross it, then right and cross the long footbridge. Look around the house in this area to find a breakable door. Blow it up with a bomb, then use the see-saw to get on the roof of the house. Use Pox to get on the rope and follow the leftmost rope to end up on the other rooftop. Drop down in the center and blow up the containers here to get a Heart Vessel.

Then, go back up on the roof, cross back the rope, and drop down in the previous area. Go to the north extremity of this part of the town and go behind the house here. Continue to the place with the trees and blow up the weird looking tree to clear a passage. Use the see-saw here to get on the ledge with the grass at the right. Drop down in the middle and step on the green switch to raise some platforms further ahead.

Now, go back to the main street of the town where you lowered the bridge and at the end of the street, you can now cross using the platforms and place a bomb on the yellow switch here to raise more platforms. Quickly cross to the house and cross the spa to exit the level.

If you're wondering about the Jetters Card in this level, come back here later on when you have the charabom Youno. Go in the north-west corner of the town to see a small maze. Use Youno to control a bomb through that maze and blow up the red switch at the end to raise platforms. Cross using these

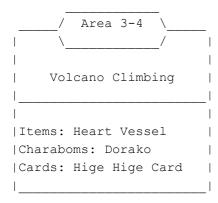
platforms to reach the container with the Jetters Card inside.



To defeat Flame Bomber, run around the arena to avoid his attacks and try to stun him with a Big Aqua Bomb once you get an opening. He is quite hard to hit because he moves a lot, but try to have of the water balls from the Aqua Bomb hit him. You can also use Kai-Man for more defense.

Lightning Card 1: Defeat him within 3 minutes.

Lightning Card 2: Hit him with an Ice Bomb (once you have it).



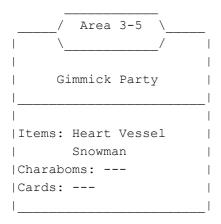
Go on the first level of the mountain and go right. Go around the mountain until you reach the back where you'll find Dorako. Then, go back to the beginning and this time go around the mountain by the left side. At the back you'll find a see-saw, use it to reach the second level of the mountain.

Follow the path to the right until you come to a another see-saw. Use it to go up to the third level. Then, follow the path to the left until you find a green switch at the end. Step on it to raise some blocks. Go back up to the ledge above and cross using these blocks.

Follow the path and use the see-saw to go up. Then, go right and down the slope to cross the orange bridge. Here, blow up the walls of the mountain's side at the left where the enemies are coming from to reveal an opening with a container. Blow it up to get a Heart Vessel.

Then, go back to the top of the mountain and use PomyuDragon on the ledge next to the slope leading to the bridge to fly up to a platform with a container on. Blow it up to get a green Hige Hige Card. Then, go back to the mountain top and enter the house here. Defeat all the enemies inside using

the Big Aqua Bomb, then exit the level.



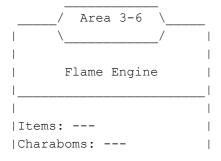
Start by going left and step on the green switch, then go up the purple stairs to go to the second floor. Go in the passage to the room with the blue panels and blow up all the walls to reveal stairs going down. Go down these stairs and once on the floor below, follow the passage until you reach the other side and go up the stairs here. In this room, blow up the door with Max and pick up the Snowman in the container behind. Watch out for the fake floor.

Then, go down the red stairs to reach the basement. Go up the other stairs at the end and follow the passage to the end where you'll see that the floor looks fake. Use Pommy to jump over it. On the other side, blow up the barrel to get a Heart Vessel.

Then, step on the fake floor to fall down in a previous room. Go back to the stairs and climb them up to be back in the room with the blue wallpaper. Go down the red stairs here, then go up the next stairs to enter the Bomb Merge Device. You'll get the Ice Bombs.

Then, go back to where you found the Snowman and step on the fake floor in this room to fall down to another room below. Step on the green switch here, then go up the stairs. In the room here, throw a Big Bomb at the right of the golden statue to move it and reveal a secret stairway. Go down and step on the 2 green switches in the room below. Then, go through the door at the left of the stairs and defeat all the enemies in the room here by blowing up the panels in the walls. Then, go up the stairs and throw a Big Bomb at the red switch in this room.

Go back downstairs and go through the door, then up the stairs in the room here and you'll be in a room with a spa. Cross the spa and step on the green switch to open the door. Go through the door and step on the other green switch, then go through the other door and go left to exit the level.



Cards:		
1		

This boss can be a bit tricky to defeat. First, equip Kai-Man, then using the Ice Bombs, throw Big Bombs under him when he stops. Avoid his attacks and try to stay away from him by running around and after each of his attacks, he will usually stop so quickly throw him a Big Bomb. You can also stun him when he lands on the ground. He'll loose 1 heart each time you hit him, so repeat until he is defeated.

	World 4 \	·
1//////////////////////////////////////		///////////////////////////////////////
1//////////////////////////////////////	UnderWorld	



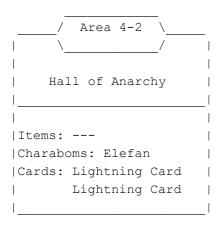
Go straight and blow up the crystals to pass, then throw a Big Bomb at the big crystal at the left to blow it up. Go in the new passage and throw a Big Bomb at the big boulder. Continue to follow the path until you arrive at a pit. Throw a Big Bomb next to the boulder on the other side and the boulder will fall in the pit so you can cross. Then, blow up the crystals at the right to pass and throw a Big Bomb at the big boulder on the green platform. It will crush the big crystal below.

Then, go in the path at the left with the 2 small houses and throw a Big Bomb at the boulder on the other side of the pit. Then, kick a bomb in the left house to move the boulder to the right. Use it to cross and follow the path until you arrive in an area where your partner will tell you "If only ToughGuy was here...". You can't do anything for now, but in a few levels when you'll have the charabom ToughGuy at Level 3, come back here and from the highest edge, throw a Big Bomb at the boulder on the other side of the gap to make it fall in the pit. Then, cross using that boulder and blow up the container on the other side to get a green Hige Hige Card.

Then, keep following the path and blow up the boulder, then continue and blow up the other boulder at the left. When you'll have ToughGuy at Level 3, go at the edge of this area at the right and use Pommy to jump over the pits. Then, go at the end and jump over the other pit. Use ToughGuy here to throw a Big Bomb at the other side of the pit to make the boulder fall. Use Pommy to jump to the boulder and blow up the container here to get a yellow Hige Hige Card.

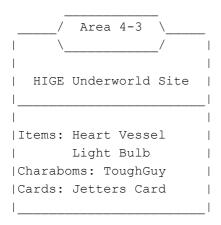
Then, go back to the area you were in before jumping over the first pits and on the other side of this area, throw a Big Bomb at the boulder to make it fall in the pit, then throw a Big Bomb at the other boulder. Cross and throw a Big Bomb at the boulder at the end of the path. Then, use Pox to cross the narrow ice beams. Then, go on the moveable platform.

Kick 2 bombs in the right (red) hole to move the platform left, then kick 2 bombs in the top (blue) hole to go down. Blow up the container in the igloo here to find a Heart Vessel. Then, move the platform to the exit and leave the level.



To defeat the Grand Bomber, wait for him to attack, then quickly throw him a Big Bomb. After his rolling attack, he will stand still in a corner of the arena, so this is the best time to strike. You can also stun him with a Big Bomb while he is walking, but it's harder. Use Kai-Man for more defense as this is a pretty hard boss.

Lightning Card 1: Defeat him within 3 minutes. Lightning Card 2: Hit him with a Hurricane Bomb.



Go up the slope at the left, then stand on the platform and throw a bomb in the hole to get launched in another area. Go on the platform here and throw a bomb in the hole to reach the next area. Go down and drop down in the area below. Go left and step on the green switch to raise the wall, then follow the path and go up the slope at the end.

Go down to the area below on the other side and go up the slope at the left.

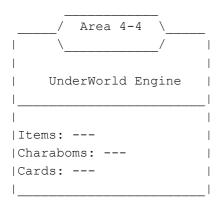
Go on the platform and throw a Big Bomb in the hole to go up to the ledge above. Blow up the container here to get a Heart Vessel. Then, go back down to the area below and go back up the first slope. Go on the platform here and throw a Big Bomb in the hole to reach the highest ledge above. Go to the right at the end to find the charabom ToughGuy.

Go back down to the area below and go around until you find another slope to go up in a corner of the area. Go straight and defeat all the enemies in the room here. Then, go up the slope and blow up the boulder here to crush the door below. Go in the next area and stand on the platform here. Throw a Big Bomb in the hole to get launched to another area. Here, use Max to blow up the metal door. Behind you'll find the Light Bulb. Then, go up and use PomyuDragon to fly from the edge to the next area. Here, go up the slope at the right and blow up the boulder to crush the door below.

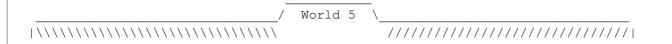
Then, go back left and step on the green switch. Go down and go around the area until you find another green switch. Step on it twice to lift the wall, then go straight and you'll arrive in an area with a boulder up a slope. Keep going straight and defeat all the enemies in the room here, then use Pommy at Level 3 to jump on top of the ledge in the corner. Blow up the container for a Jetters Card.

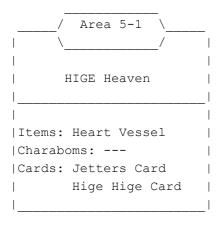
Then, go back up and blow up the boulder with a Big Bomb at the top of the slope. It will crush the door below. Go down to the new area and move the platform here by kicking bombs into the holes. Move the platform to the Bomb Merge Device to get the Thunder Bombs, then move the platform to the opposite side of the room, just in front of the other rock door.

Leave the platform there and get off it. Go up the slope nearby and blow up the boulder again to crush the other door below. Then, go down the slope and enter the boss area. To defeat him, throw Big Bombs in the chimneys on his back. Throw one in each to defeat him. Once you're done, leave the area.



To defeat this boss, use the Thunder Bombs and Kai-Man. I found it easier to kill him with normal small bombs instead of the Big Bombs because he never really stands still. Drop a bomb near him every time you can and avoid his attacks. Don't really wait for any special moment, just drop the bombs whenever you can.





Go right and place a bomb next to the bell to open the door. Go through and head left where you'll need to step on the green switch to raise the bridge. Cross the bridge and follow the path. At the end, ring the bell and go through the door. Step on the green switch here and cross the bridge. Use Sharkun to cross the water and you'll come to a statue. If you stand in front of the statue, it'll start laughing and will tell you commands. You must do what it says by kicking bombs into the holes (red or white). Kicking a bomb a bomb in the white hole will either raise or lower the white flag, and same thing with the red hole with the red flag. The statue will tell some of these commands in a different order each time:

```
"White Flag Up"

"Red Flad Up"

"White Flag Down"

"Red Flag Down"

"White Flag Not Up"

"Red Flag Not Up"

"White Flag Not Down"

"Red Flag Not Down"
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If the flag is already down and the statue tells you Flag Down, just stand still and wait. You'll hear a confirmation sound. If the flag is up and the statue tells you Flag Not Up, lower it. You get the idea.

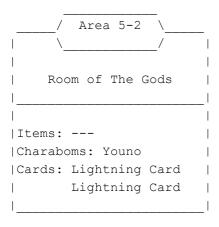
After this little mini-game, the statue will ask you which way you'll choose. Start by choosing the left way by kicking a bomb in the left hole and the statue will raise its arm so you can pass. Go on and cross using Pommy to jump over the gaps. Then, go to the other side of this area to see a yellow switch at the other side of a gap. Use ToughGuy to throw a bomb on the switch to raise the bridge more. After this, find the path to go down and follow it to find a vase containing a blue Hige Hige Card behind the bridge you raised.

Go back to the statue and play the mini-game a second time. At the end, choose the right path this time. Follow the path and step on the two green switches here twice to raise the bridges. Then, go down the path and pass under the 2 bridges, then step on the other green switch at the end once and cross the bridge above. Blow up the vase here to get a Heart Vessel.

Go back to the path above and step on the green switches once. Then, cross the bridges and go right. Use ToughGuy to throw a bomb on the red switch on the

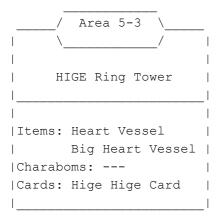
other side of the pit. Then, go left and use Sharkun to cross the water. Go straight and ring the bell. Go through the door and there will be another statue here. Play the mini-game, then choose the right way.

Follow that path and go right around the structure here. Step twice on the 2 green switches, then go up the first slope and step on the green switch here twice. Then, go down the slope and go up at the top of the structure. Blow up the vase in the middle to get a Jetters Card. Then, go back down and on the other side of the area, use Max to blow up the door. Place a bomb near the bell here and start running in direction of the exit before the bomb explodes and rings the bell. You should have enough time to reach the door before it closes.



To defeat the Dark Bomber, start by avoiding his dark energy balls by hiding behind a pillar, then quickly throw him a Big Bomb to stun him. He'll also go in the center and attack you with lightning bolts, so throw Big Bombs under him when he is in the center. Then, he will start bouncing around. This is the hardest time to hit him since he always jumps. You can either try to stun him with a bomb, or drop bombs around and hope that one will explode when he is near. Then, he will become big and you won't be able to hold your bombs. Wait for him to stop jumping and as soon as he charges for his next attack, grow a Big Bomb and throw it at him. Repeat until he is defeated.

Lightning Card 1: Defeat him within 3 minutes (use Youno to speed things up). Lightning Card 2: Hit him with ToughGuy as your active charabom.



This level is hard to make a walkthrough for, but I'll give you some pointers. The goal in this level is to reach the top of each tower and press the switch

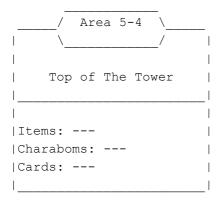
at the top of each. There are four switches to press. To go up and down between the floors, you'll have to use the elevators. To use the elevators, you'll need to use Youno and control a bomb through the passages near the elevator to place the bomb on the switch of your choice. A switch with a Up arrow means the elevator will go up and a Down arrow will go down. Another very important thing to note is that you can rotate the walls with the yellow switches, but you can also rotate the walls while you are not in the room. To do so, stand in the passageway between 2 rooms and use the bomb control of Youno to place a bomb on the switch and rotate the walls.

Make sure you understand well the above pointers as the walkthrough I'll make for this level is very simplistic. On the first floor, go in the west tower and go up in the elevator. On the 2nd floor, go up again using the elevator still in the west tower. On the 3rd floor, go in the south tower and rotate the wall while you're not in the room until you can reach 2 vases. One of them has the green Hige Hige Card.

Go back to the 2nd floor and go in the east tower. Go up in the elevator. On the third floor, go in the north tower and rotate the wall while you're not in the room until you can reach a vase with the Heart Vessel in. Then, go in the elevator of this tower to reach the fourth floor and press the switch after killing all the enemies.

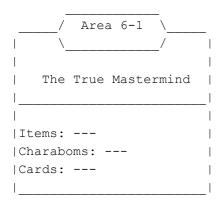
Go back to the 2nd floor and go in the west tower. Go up in the elevator to reach the 3rd floor. Go up to the fourth floor and press the switch here after killing the enemies. Go back to the 3rd floor and go in the south tower. Go up to the fourth floor and press the switch.

All the switches should now be pressed so enter the boss area to face the Mujoe statue. Avoid his attack and throw him Big Bombs until he is defeated. Then, use Pommy to jump on the pillar in the corner at the left of the exit and blow up the vase to get a Big Heart Vessel. Leave the level then.



To defeat this boss, drop Big Bombs behind him when he bends to attack you with the lighting bolts. His back head should swallow the bomb and loose some health. Do this until he has only half of his hearts left. Start dropping bombs around the arena then and use Youno to detonate the bombs when the boss passes next to them until you defeat him. It's a pretty easy boss.

If you collected all the Lightning Cards, World 6 will be available after the credits in the level selection.



This is the real final boss. At first, all you'll have to do is to hit him with 4 Big Bombs while he hovers above the ground after avoiding his attacks. Then, he will come back for phase two. Now, you'll need to throw the elemental bombs in the right spots of his spaceship.

When he fires a missile from his nose, throw a Big Ice Bomb into the hole.

When he hammers the ground, throw a Big Thunder Bomb in his right ear, then in his left ear.

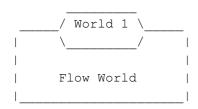
When he spins around, throw a Big Water Bomb in his back engines after he stops spinning.

When he drops Hige Hige Bandits and go at the edge of the area, throw a Big Hurricane Bomb in his front engines using ToughGuy.

Once you've hit all these spots, he will start to attack you again like previously so just hit him with Big Bombs like you did before to defeat him.

/			
	Cards	Locations	
			1

* Use the walkthrough for more specific details



Area 1-1:

Jetters Card - In the river, use Sharkn Lv2 to swim until you see a waterfall you can climb up. The card is in the alcove at the top. You must crush the ice block in the river with a meteorite above before.

Area 1-2:

Hige Higer Card (red) - Use Youno to control a bomb and place it on the yellow switch inside the igloo to raise a bridge. Cross the bridge to find the card.

Hige Hige Card (yellow) - On an iceberg with water spouts. Use Sharkun to go there.

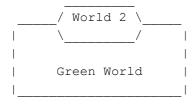
Area 1-3:

Lightning Card 1 - Defeat her within 3 minutes.

Lightning Card 2 - Hit her with a Big Bomb while she's in the center.

Area 1-4:

Hige Hige Card (red) - In the room with the first spinning fan, go in the pipe at the right and press the switch, then go up the pipe for the card.



Area 2-1:

Hige Hige Card (blue) - Use Pommy Lv3 to jump to the top of the big fountain where you'll find the card.

Area 2-3:

Lightning Card 1 - Defeat him within 3 minutes.

Lightning Card 2 - Stun him after his thunder attack.

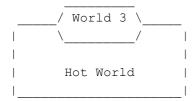
Area 2-4:

Jetters Card - At the start, follow the right path and on the vine, blow up the containers until you find the card.

Hige Hige Card (red) - Use Pommy to jump over a gap with the card on the other side.

Area 2-5:

Hige Hige Card (yellow) - After the water you need to cross with Sharkun, use Youno to control a bomb into the passage in the wall and blow up the red switch behind. Do this twice to raise the bolt, then blow up the bolt and cross to get the card.



Area 3-1:

Hige Hige Card (blue) - Use Battra Lv2 where the unreachable red switch on the bridge is to set down a line of bombs and blow up the switch. Cross and go right for the card.

Area 3-2:

Jetters Card - With Youno, go to the north west corner of the town and control a bomb through the small maze to hit the red switch at the end. Cross on the new bridge at the right then to get the card.

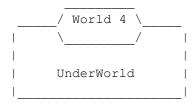
Area 3-3:

Lightning Card 1 - Defeat him within 3 minutes.

Lightning Card 2 - Hit him with an Ice Bomb (once you have it).

Area 3-4:

Hige Hige Card (green) - Use Pommy Dragon at the very top of the mountain to fly up to a platform with the card on.



Area 4-1:

Hige Hige Card (green) - Use ToughGuy Lv3 to throw a Big Bomb at the boulder on the other side of a gap, then cross to get the card.

Hige Hige Card (yellow) - After using Pommy to jump over gaps, use ToughGuy Lv3 to throw a Big Bomb at the boulder on the other side. Use Pommy then to jump and get the card.

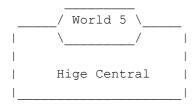
Area 4-2:

Lightning Card 1 - Defeat him within 3 minutes.

Lightning Card 2 - Hit him with a Hurricane Bomb

Area 4-3:

Jetters Card - In one of the room is a ledge in the corner where you need to use Pommy to jump to and get the card.



Area 5-1:

Hige Hige Card (blue) - After the first statue, go in the left path and in the next area, throw a bomb with ToughGuy at the yellow switch twice to raise the bridges, then follow the path below to get the card at the end.

Jetters Card - At the top of the structure after the second statue. Press the switches to raise the bridges and go at the top where the card is.

Area 5-2:

Lightning Card 1 - Defeat him within 3 minutes (use Youno to speed things up). Lightning Card 2 - Hit him with ToughGuy as your active charabom.

Area 5-3:

Hige Hige Card (green) - On the first floor, go in the west tower and go up in the elevator. On the 2nd floor, go up again using the elevator still in the west tower. On the 3rd floor, go in the south tower and rotate the wall while you're not in the room until you can reach 2 vases. One of them has the card.

Section 4 _	
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	F. A . Q.
l	

- Q: Is there a time limit in the game?? Time is counted on my file.
- A: No, it's only a way to let you know how much of the game is done.
- Q: How do I unlock the bonus world?
- A: World 6 is unlocked by collecting all the Lightning Cards and defeating the boss of World 5. The "bonus world" is only a boss though.
- Q: I can't pass the Hige Ring Tower level!! Help me.
- A: Use Youno to rotate the rooms while you're in the passage between them. This should help you.

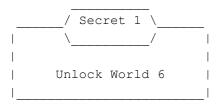
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|Section 5
                         Game Basics
       Basic 1
      Controls
L/R Button-----Move camera right or left
Z Button-----Display Player/Special Bomb Selection
Y Button-----Switch between Bomberman and Max
X Button-----Switch active Charabom
A Button-----Place bombs (hold A for Big Bombs)
B Button-----Activate the active charabom's special ability (hold B
                  when playing as Max for the Hyper-Plazma Bomb)
C Stick-----Change the Special Bomb
START/PAUSE-----Bring the Pause Menu
Control Pad-----Change view (up/down) Bring area map (right/left)
Control Stick------Move character or select items in menu
       Basic 2
        Items
Fire-Up-----Extends the bomb's blast area (size of the blast).
                   The maximum blasting area is 5.
Bomb-Up-----Increases the number of bombs you can set at once by 1.
                   A maximum of 5 bombs can be set at once.
Speed-Up-----The player's running speed goes up by 1 level.
                   The maximum speed is 5.
Big Heart-----Adds an amount of life equal to one big heart.
Small Heart-----Adds an amount of life equal to 1/4 big heart.
Big Heart Vessel-----Increases maximum life by 1 big heart.
Small Heart Vessel---Increases maximum life by 1 small heart.
                   There is one small heart vessel hidden in every area.
      Basic 3 \
    Special Bombs
```

Fire Bomb-----This is a regular bomb. You can make it into a Special Bomb by combining it with the special items.

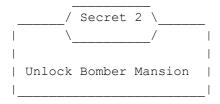
Hurricane Bomb-----This bomb explodes into a Tornado and moves in a straight path, defeating even distant enemies. Bomb Synthesis Item needed: Pin Wheel Aqua Bomb-----This bomb breaks into several water balls that fly after the enemy. Bomb Synthesis Item needed: Jug Ice Bomb------When this bomb explodes, a tall mass of ice forms, defeating airborne enemies. Bomb Synthesis Item needed: Snowman Thunder Bomb-----When this bomb goes off, lightning will strike over a very wide area, defeating many enemies at once. Bomb Synthesis Item needed: Light Bulb / Basic 4 \ Charaboms Sharkun----You can swim in water and climb waterfalls. Found in: Area 1-1 Sparkun-----You can knock off enemies in the bomb blast's area. Found in: Area 1-3 Kai-Man-----Reduces the damage received from opponents. Found in: Area 1-4 Pommy-----You can jump at specific places. Found in: Area 2-1 Pox-----You can go through narrow passages. Found in: Area 2-4 PomyuDragon-----You can fly from specific places. Found in: Area 2-3 Ceedrun-----Puts a shield around you to block attacks. Found in: Area 3-1 Battra----You can line up bombs. Found in: Area 3-3 Dorako-----Your basic abilities go up. Found in: Area 3-4 Elfan-----Stops movement of foes with an earthquake. Found in: Area 4-2 ToughGuy----You can throw bombs further and stop kicked bombs. Found in: Area 4-3

Youno-----You can utilize the remote controlled bombs.

Section 6 \	
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	Unlockables/Secrets
1	



To unlock Planet Bomber, collect all 10 Lightning Cards, the defeat the final boss.



To unlock this mini-game, choose "No" at the Continue screen after killing yourself in a level. It will be available at the title screen.

```
_____/ Secret 3 \_____/ |
| \______/ |
| Multiplayer Characters |
```

To unlock:

```
Mighty: Collect all 5 Jetters cards
Mujoe: Collect all 3 Yellow Hige Hige cards
Hige Bandit 2: Collect all 3 Red Hige Hige cards
Hige Bandit 3: Collect all 3 Blue Hige Hige cards
Hige Bandit 4: Collect all 3 Green Hige Hige cards
```

Section 7 \/ / Disclaimer	
Contact Info	
Notice:	
- Include name of game in subject line this is not my only FAQ - Do not call me dude, man, bloke, or whatever I am not.	
wishingtikal(at)gmail(dot)com	
<pre>Visit me on Youtube! :) https://www.youtube.com/WishingTikal</pre>	

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