

# Bomberman Jettters (Import) FAQ

by Eastman

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Bomberman Jettters Japanese Version FAQ V1.1

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Contents:

1. Introduction
2. Version history
3. Menu translation
4. Controls
5. Characters
6. Charaboms
7. Normal Game items
8. Normal Game walkthrough
9. Normal Game enemies
10. Battle Game menu translation & explanation
11. Battle Game super moves
12. Battle Game items
13. How to play the Minigame
14. How to play Bomberkan (the main menu's extra mode)
15. Secrets
16. Introduction theme song lyrics
17. Special thanks
18. Links
19. Contact information

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## 1. Introduction

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Bomberman Jettters is the sequel to Bomberman Generation on GameCube and the first videogame based on the Bomberman Jettters anime. The anime (which has not been officially released in America) revolves around Shiro Bomb, a young Bomberman whose brother Mighty disappeared while fighting Mujoe and the Hige Hige Clan. Shiro joins the Jettters, an group dedicated to protecting the precious items of the universe from evil hands. The object of the game is preventing the Hige Hige Clan from steering the Dark Star, an artificial comet, into Shiro's homeworld, Planet Bomber.

Incidentilly, I'll be updating the FAQ to reflect the American version's name changes and stuff, but this version should have everything you need for now.

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## 2. Version history

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- 1/13/04 Version 1.0 FAQ created.
- 3/16/04 Version 1.1 update. Most sections rearranged, with several new sections created. Normal Game Walkthrough completed. Controls and Characters sections updated.

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## 3. Menu translation

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Title Screen:

1-Normal Game

1a-Load Game/New Game: Choose an existing save file or start a new game on a blank one.

1b-Delete Game: The bottom option of the load screen allows you to select a save file and delete it. After choosing a file, the left option deletes and the right one cancels.

Pause Menu: The first option is resume, the second option exits to the map screen, and the third option exits to the title screen. Choosing the map or title screen option brings up a submenu where selecting the left option confirms and the right option cancels.

2-Battle Game: See section 10 for translation.

3-Bomberkan: This appears after you've unlocked it in the Normal Game. See section 14 for translation.

4-Options

3a-BGM: Stereo or Monaural (Mono has a second character that looks like a single slash)

3b-Screen Rotation: Change whether the screen rotates right or left when you press the right shoulder button.

3c-Vibration: Nashi (ends with a backwards J) is off, Ari is on.

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4. Controls  
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GameCube Controls:

Normal Game and Menus:

Left Analog stick: Move.

D-pad Up: Zoom in the camera

D-pad Down: Zoom out the camera

D-pad Right: Display map

D-pad Left: Hide map

C-stick: Cycle between elemental bombs

A button: Lay bombs/Pick up and throw bombs/Confirm menu selections

B button: Charge Max's Hyper Plasma Bomb/Use Charabom abilities/Cancel menu selections

Y button: Switch between Shiro Bomb and Max

X button: Switch between Charaboms

Z Button: Bring up the Charabom and the bomb attribute menu

L button: Turn the camera/Switch menus in the Charabomb/  
bomb attribute menu

R button: Turn the camera/Switch menus in the Charabomb/  
bomb attribute menu

Start: Pause/Exit to title screen from the map screen

Bomb Kick: Walk into a bomb to kick it away from you. Kicking a bomb into most enemies stuns them.

Bomb Throw: Lay a bomb, and without moving away from it, press and hold the lay bombs button. Release it to throw the bomb.  
Throwing a bomb onto most enemies stuns them.

Charged Bomb: When you pick up a bomb to throw it, hold on to it for a while and it becomes a charged bomb. Charged bombs have a

greater blast radius and do twice as much damage to enemies.

Hyper Plasma Bomb: Max can use the Hyper Plasma Bomb by charging for several seconds. The Hyper Plasma Bomb explodes on contact and blast does not hurt you, so you can do it while close to an enemy.

Battle Game:

Left Analog Stick: Move

D-pad: Move

A button: Lay bombs/Pick up and throw bombs/Charge super throw bombs/Confirm menu selections

B button: Detonate remote bombs/Cancel menu selections

X button: Punch bombs

Y button: Stop kicked bombs

L button: Scroll left in Rules menu

R button: Stop kicked bombs/Scroll right in Rules menu

L + R button: Super move

Battle Minigame:

Left analog stick: Move

D-pad: Move

A button: Stop item roulette/Dig holes (must be pressed rapidly)/  
Confirm menu selections

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## 5. Characters

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Shiro Bomb (White Bomb) AKA Bomberman

Japanese Voice Actor: Tomoko Kanada

Description:

The younger brother of Mighty. He joins the Jetters to follow in his brother's footsteps. He's a bit unreliable and childish, but he has a strong heart and never gives up. What, you've never seen an anime character like this? Shiro is sillier than most, though. He is the main character of the Normal Game and the only one who can ride Charaboms.

Shout

Japanese Voice Actor: Mizuno something

Description: The leader and only female member of the Jetters.

She is a serious person and very impatient with Shiro Bomb's antics.

She uses a boomerang to fight. Shout normally helps out at her parents' noodle house. She offers advice in the Normal Game and is the announcer in the Battle Game.

Birdy

Japanese Voice Actor: Iwasaki Masami

Description: The Jetters' pilot. He was close friends with Mighty. He is a pessimistic loner, but he can always be depended on in times of crisis. He can fly in bird form. Birdy drives a taxi for a living.

Bongo

Description: A big, hungry guy. He loves curried rice and has an excellent sense of smell. He ends every sentence with the word "bongo", which gets old fast. Bongo is a mechanic who can fix anything, and frequently modifies Gangu to suit the group's needs. Bongo describes Charabom abilities in the game.

Gangu

Description: Gangu was designed by Dr. Ein. He has information about

all the planets the Jettters visit. Bongo is always modifying Gangu to give him new functions, such as being an alarm clock or tea kettle. Gangu's suffering is the source of much comic relief in the TV series. He helps with bomb synthesis in the game.

Max

Japanese Voice Actor: Takahashi Koki

Description: Max is a soldier of the Hige Hige group, who often steals treasures while Mujoe and the Jettters are busy fighting. His bombing abilities are unsurpassed and reminiscent of Mighty's. It's unclear where his loyalties lie. Is he a friend of the Jettters or a foe? He is the alternate playable character of the Normal Game and has a special Hyper Plasma Bomb attack.

Dr. Ein

The genius scientist who founded the Jettters and created Gangu. Besides sending the group out, he is not usually involved in their adventures. In the game he offers advice.

Mujoe

Description: Mujoe is the second-in-command of the Hige Hige Clan, under Master Bagara. He leads the Hige Hige Bandits into battle. The Jettters often foil his plans, a source of much frustration for him. Mujoe spends his free time at a bar, where he has a crush on the bartender.

Dr. Mechadoc

Description: Dr. Mechadoc is the evil scientist of the Hige Hige Clan. He designs all of their tools, including the Combined Bomberman Machine, which created the Elemental Bombers. Dr. Mechadoc looks out only for himself, and has secretly betrayed Mujoe on occasion.

Hige Hige Bandits

Description: Diminutive robots created by Master Bagara, the Hige Hige Bandits are similar to the Putties in Mighty Morphin' Power Rangers. They do all the dirty work under Mujoe's direction. They can only say "hige" but Mujoe understands them. They're cute and loveable - you almost feel guilty for blowing them up. The word "Hige" means humility.

The Elemental Bombers: Mermaid Bomber, Flame Bomber, Thunder Bomber,  
and Ground Bomber

Description: The Elemental Bombers were created by Mujoe's fusing the data of Bombermen with Charabombs. They are extremely powerful rivals for the Jettters. Defeating them frees the Charabombs they were formed from.

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## 6. Charaboms

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Raising Charaboms:

Feed each Charabom enough fruit and it will level up and become more powerful. Level 3 is the highest level.

Sharkun

Ability: Allows you to swim in water. Level 2 brings faster movement.

At level 3 it can swim over waterfalls, letting you enter new areas.

Superkun

Ability: When standing in shallow water, your bombs are electrified and

stun nearby enemies. The stun range increases with each level.

Shell (AKA Kai-Man)

Ability: Reduces the damage you take from enemies. At level 3, you take one small heart of damage per hit.

Pommy

Ability: Allows you to jump at certain places. Each level makes its jumps higher, giving you access to new areas.

Pommy Dragon

Ability: Jumps farther than Pommy (at different spots). Raising his level lets him jump farther.

Pocks

Ability: Walks up and down ropes. Higher levels make him go faster and control better.

Seadoran (AKA Ceedrun)

Ability: Press the Charabom ability button to raise a rotating shield. The shield lasts longer at each level.

Patora

Ability: Press and hold the bomb button to use Line Bombs. At Level 3, press and hold the bomb button then press left or right to aim the bombs.

Doraku

Ability: Increases your number of Bomb Ups, Fire Ups, and Speed Ups by 1 for each level, if you don't have 5 of those items already.

Elefan

Ability: Press the Charabom ability button to stomp the ground, stunning enemies and making all bombs explode. At higher levels it stuns enemies longer.

Strong

Ability: Lets you kick and throw bombs farther. The distance increases with level.

Unicornos

Ability: He has Remote Control bombs. Press and hold the lay bombs button then use the direction pad to steer your bomb. Release the button and it will explode. At level 2 the bombs move faster. Level 3 allows you to detonate the bombs with the Charabom Ability button.

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## 7. Normal Game items

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Fire Up: Makes your explosions a little bigger. 5 is the maximum you can have.

Bomb Up: Allows you to lay one extra bomb. 5 is the maximum you can have.

Speed Up: Makes you walk a little faster. 5 is the most you can have.

Big Heart: Refills four small hearts' worth of life.

Small Heart: Refills one small heart of life.

Gold Heart: Adds one big heart to your life meter.

Gold Heart Piece: Adds one small heart to your life meter.

Pinwheel: Allows you to make Hurricane Bombs.

Watering Can: Allows you to make Aqua Bombs.  
Snowman: Allows you to make Ice Bombs.  
Lightbulb: Allows you to make Thunder Bombs.  
Melon: Raises Charabom stats by a large amount.  
Strawberry: Raises Charabom stats by a medium amount.  
Banana: Raises Charabom stats by a small amount.  
Cards: There are 6 types of cards you can find throughout the game.  
Collect them all to unlock great secrets!

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## 8. Normal Game walkthrough

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### World 1: Stream World

#### Area 1-1: Falling Star Universe

Items: Charabom: Sharkun, Gold Heart Piece, Jetters Card

Destroy the star-shaped rocks to find items. Use bombs to destroy the meteors that block your path. When you reach the river and Shout calls you, throw a bomb at the meteor across the river to create a bridge. Use the octagonal transporters to reach different areas. Use a charged bomb on the orange container next to the crane to create another bridge. Throw a bomb into the Blue Hige Hige Station to clear another path. Standing near the waterspouts will knock you back and stun you, so avoid them. Avoid the Orange Hige Hige Stations and head for the transporters.

Take the right transporter as the left one is blocked on the other side. Knock the meteor down next to the Charabom Sharkun, then go down and meet it. Equip Sharkun and enter the water and head south.

Take the transporter next to the Hige Hige station at the southeast corner of the map to find the Gold Heart Piece.

Get back in the water and head to the island at the northeast. Walk up the ramp and hop in the transporter. Throw a charged bomb onto the waterspout where a Hige Hige Bandit is floating by a meteor to knock the meteor back. Destroy the partially exposed meteor a bit farther on to reveal another waterspout. Lay a bomb on it to open the pathway to the Area Boss.

Return to the level after completing it to get the Jetters card. After you make the first bridge from a meteor, enter the water nearby. Swim into the waterfall to find the card. Finish the level to keep the card.

Enemies: Hige Hige Spacesuit, Jellyfish, Rock Dog, Orange Hige Hige Station, Blue Hige Hige Station

#### Area Boss: M Fish

When the M Fish breaks through the ice, lay bombs next to it. If it leaps into the air, avoid its projectiles and lay bombs near it. If you don't hit it for a while it will dash at you, so keep attacking.

#### Area 1-2: Row the Boat

Items: Gold Heart Piece, Yellow Hige Hige Card, Red Hige Hige Card

Swim to the first transporter. Take the next transporter and stand on the green switch to create a bridge. There are some items up high

that you can only get if you come back to this area with the Charabom Pommy. Throw a bomb onto the yellow switch to reveal a bridge, and run across before the bomb blows up and the bridge closes.

Swim behind the island in the center to find a transporter that takes you to the top of the island. Throw a bomb on the red switch to extend a bridge. Go back down to the front of the island and destroy the Blue Hige Hige Station to create a bridge to another transporter. Ride it to get the Gold Heart Piece at the top of the building.

Swim to the island with 4 waterspouts in the northwest to find a Yellow Hige Hige Card. Kick a bomb into the star, then run past a waterspout while it's down to get the card.

Take the northeast path from the central island and enter the transporter on the left. Throw a bomb onto the waterspout to open part of a bridge. Get on it and toss a bomb onto the red switch to open the other part. Swim north to exit the level.

Return to 1-2 when you have the Charabom Strong and swim east of the central island. Use a charged bomb on the rock to move it out of the way, then hop in the transporter for some items. Return to the rock and use a charged bomb on it again to open a new pathway. Use Strong's ability to throw a bomb onto the yellow switch. It's hard to line it up right, but it can be done. Wait and use Unicornos instead if you want an easier time getting it. Run across the bridge for the Red Hige Hige Card.

Enemies: Hige Hige Spacesuit, Rock Dog, Orange Hige Hige Station, Blue Hige Hige Station, Chomper Fish

#### Area 1-3: Doll's Reflection

Items: Charabom: Superkun, two Lightning Cards

Boss: Mermaid Bomber

Mermaid Bomber swims in circles while firing fish at you. Lay bombs in her pathway and use Max's Hyper Plasma Bomb when she perches in the center of the Area. Eventually she swims around making ice spikes. Find a safe spot and charge a Hyper Plasma Bomb to hit her when she perches. After the battle you'll receive the Charabom Superkun.

Lightning Cards: Defeat Mermaid Bomber in under 3 minutes to get one lightning card. Throw a charged bomb and hit her to get the other card.

#### Area 1-4: Pipe to Pipe

Items: Charabom: Shell, Gold Heart Piece, Red Hige Hige Card

You'll want to equip Superkun here to make the enemies easier to defeat. This is a big maze. In the southern middle room you'll need to kick a bomb through a hole onto a switch in order to open the eastern door. Inside is a Gold Heart Piece.

In the fan room, you'll be spun around and land on the northern exit. Go down to where the switch is, equip Sharkun, step on the switch, and go left to find the Red Hige Hige Card.

Go back up and throw a charged bomb at the fan to stop it

temporarily. Take the west exit to find Charabom Shell. Proceed and you'll enter another fan room where the same strategy applies. You'll then come to a hallway where you have to blow up small fans when they momentarily stop spinning to progress.

Enemies: Chomper Fish, Jellyfish

Area Boss: Battle Crab

The Battle Crab mainly uses a drill attack that protects him from harm and knocks bombs out of the way. Switch to Shell and bomb him when he comes out of his shell, since Superkun's ability doesn't work here. Throw bombs on top of the crab to stun him. Stay away from his claws, as he'll grab and hit you when his life gets low. Switch to Max at that point and Hyper Plasma Bomb the sucker.

Area 1-5: Water Research

Items: Pinwheel, Gold Heart Piece

Use Sharkun's Level 3 ability to ride up and down waterfalls here. You'll want to take advantage of Superkun's powers when you return to shallow water again. Immediately ride up the waterfall to the north for a few items. Before you enter the west tunnel, switch to Sharkun and go into the green room for a Gold Heart Piece.

Take the west pathway and toss a bomb on the red lever. From that room, run east while avoiding the 2 waterspouts. Lay a bomb on the red switch, then change to Max and use the Hyper Plasma Bomb to destroy the south wall and retrieve the Pinwheel. Take the transporter and enter the Bomb Combination Chamber to get Hurricane Bombs.

Destroy the Hige Hige-producing trapdoor by throwing a bomb on it. Go down to the fan room, bombing the lever and charge bombing the fan. Run back up and east. Throw a bomb on the lever to the east. Further on you'll come to 2 floating platforms. Toss a bomb on the lever, get on the first platform, then hit the lever again. Head to the orange room and bomb the switch to lower the elevator.

In the southernmost orange room, be careful not to let the waterspout hit you as you bomb the green switch, but use it to exit the room. Bomb the switch where you land. The platform in front of the elevator should be lowered now and you can ride it to exit the level.

Enemies: Hige Hige Scientist, Jellyfish, Chomper Fish

Area 1-6: Water Engine

Boss: Genbuun

Equip Shell here. To hit this boss, use Hurricane Bombs on his head. You can throw them or plant them underneath it. When his yellow head disappears, lay a bomb in front of the purple head. It should eat it and get hit. He fires projectiles which are easily dodged by moving left or right, but he also flies around the room, which is harder to dodge. Defeat Genbuun and one of Dark Star's engines goes out.

World 2: Green World

Area 2-1: Pride Garden

Items: Charabom: Pommy, Gold Heart Piece, Blue Hige Hige Card



Don't feed your Charabombs any fruit - you'll want to save it for Pommy. When you come to a hill with a blue screw and a rock next to it, blow up the rock to reveal a red screw. The red one takes you up while the blue ones take you down. At the center of the map there is a tree with a hole in the base. Kick a bomb into it to create a bridge across the river. You'll find 2 Hige Hige Farmers abusing Pommy on the other side. Dispatch them to rescue everyone's favorite Charabom.

When you see a purple screw that has a red switch near it, bomb the switch twice to raise the screw. Then bomb the screw and it will fall over, making another bridge. Stand on the orange screw and toss a bomb onto the yellow switch to get up to the next section. There you'll find a lowered orange screw which you must raise in the same way to go down. Watch out for the electrical cords up ahead - you've got to run by right when they stop shocking.

Use Pommy to jump over the wooden bridge sections in the water. Go west and you'll find several sections circling an island with a switch. Throw bombs at the switch to raise the purple screw. Go back and north to find 2 trees with holes in their bases. Their guns rotate, so you need a bit of timing to get your bomb to shoot out where you want it. Use the first tree to clear the hole on the second tree, then have the 2nd tree clear the hole on a tree across the river.

Raise the screw to the west. You can now reach the purple screw you raised earlier, which leads to a Gold Heart Piece. Aah!

To the northwest there is a small bridge you can jump on to find a melon for Pommy. Then go east and raise another screw bridge. I have one of those at home, you know. There is also a switch across the river you need to hit, and only a charged bomb will do it. The bridge it makes is the one to take. Kick a bomb into the cannon tree to clear a path to the Area Boss. Don't fight it just yet...

If you managed to level Pommy up by backtracking and getting all the fruits, you can now raise a bridge and head east to the fountain. Otherwise, you'll need to replay the level and come to it. Use Pommy's Level 2 or higher jumping ability to climb the fountain, then switch to Sharkun and grab the Blue Hige Hige Card at the top.

Enemies: Hige Hige Farmer, Potted Plant Robo, Hige Hige Periscope,  
Scarecrow

Area Boss: Metal Snake

The Snake attacks by whipping its tail around. Shiro Bomb can hit it by laying bombs in front of it. It eats some of them, but a group should score a hit. Max's Hyper Plasma Bomb is slower but much safer, since you can stay back and hit the Snake easily.

Area 2-2: Lost Elm

Items: Gold Heart Piece

Equip Pommy to jump over the holes, of course. Take the west route unless you're looking for Charabom food. Stand on the green switch to open a pathway, then raise a screw bridge to cross the river. Use the cannon tree to make 2 bridges from smaller trees.

Go back to the first green switch at the south center of the map and

hit it, closing the west path. Walk north and circle around to the southwest corner of the map. Step on the eastern green switch to open the east pathway. Cross the bridge to the room with 5 items, 1 of which is a Gold Heart Piece.

Go north west and use the cannon trees you find to make more bridges. Take the north route across the river. You'll find a raft tied to a post. Bomb the post to free the raft, then run down the river and run across the wooden bridge while the raft passes by. Go north and stand on the Hige Hige platform to exit.

Enemies: Hige Hige Farmer, Scarecrow, Potted Plant Robo, Red Flower, Gun Fish

Area 2-3: Electrical Ring

Boss: Thunder Bomber

Items: Charabom: Pommy Dragon, two Lightning Cards

The walls here damage you! The electric dude's Thunder Attack shoots lightning into the walls of the ring, causing 3 lightning blasts to erupt from it. You can stand between them if you're careful and watch what direction he's facing. When he lands, kick bombs into him to score hits. After you've kicked 3 bombs into him, use nothing but charged bombs. He also runs around and shoots Thunder Bombs whenever he sees you - a great time to attack. Eventually Thunder Bomber starts dashing around the Area. Run back and forth at the edge of the ring and be prepared to hit him when he comes out of it.

Lightning Cards: Defeat Thunder Bomber in less than 3 minutes to get one Lightning Card. Charged bombs will do it. Kick a bomb into him 3 times to get the other.

Area 2-4: Jump again Jump

Items: Charabom: Pocks, Gold Heart Piece, Red Hige Hige Card, Jetters Card

Pommy Dragon can make the leaps from screw to screw here. Take the east pathway and go south along the vine to find a Jetters Card on one of its leaves.

Use the blue spring boards to jump from place to place. If a board is up, there should be a red switch nearby to lower it. On one of the western islands, you should pass an island that is connected by purple ropes. Use the springboard on the right, then you'll find one to launch you south to get to the roped island. There you'll meet the Charabom Pocks. Bomb the red switch near him to raise a screw on another island.

Now return to the grey screw near the center of the map and jump to the purple screw you just raised. Walk to the east edge of the island and toss a bomb onto the yellow switch down below. Quickly ride the screw that comes up to collect a Gold Heart Piece. Mmm!

Proceed east and you will come to a point where electricity guards some planks to the south. Run past it and use Pommy to jump over the planks. The island they lead to hosts a Red Hige Hige Card guarded by 2 enemies. Work your way northwest to the center, where a Area Boss awaits.

Enemies: Vulture, Hige Hige Farmer, Hige Hige Perescope

Area Boss: Crobo Magnon

A robotic caveman? What won't they think of next? Well, he runs into you or throws stone wheels. Anything works against him so you should have an easy time. He starts spinning and throwing the wheels when his life gets low, but it's easy to hit him then, too.

Area 2-5: Green Study

Items: Watering Can, Gold Heart Piece, Yellow Hige Hige Card

Transporter 1 takes you to Transporter 2 then breaks, so there's no going back. Take the east transporter from there, then transporter 5 to the central room. Go into the northwest transporter to find the Gold Heart Piece.

Take 7 and use Max's Hyper Plasma Bomb to destroy the south wall. You'll find the Watering Can inside. Take the south exit to score some hearts, but watch out for the Hige Hige Farmer.

Return to the center room and take transporters 9, 11, 13, and 15. You have to defeat all the enemies in the room to enter 15. Return to the area next to transporter 17 when you have the Charabom Strong. Throw charged bombs at the red switch to raise the screw, then bomb it to get to the Yellow Hige Hige Card.

Take 17 and have Pocks carry you to the Jetters insignia, where you'll receive the Aqua Bomb. You're ready to leave now.

Enemies: Vine, Potted Plant Robo, Scarecrow, Red Flower, Gun Fish

Area 2-6: Green Engine

Boss: Blue Dragon

Switch to Aqua Bombs for this fight. The Blue Dragon fires green shots which follow you. Run away for a while and they will disappear. He can also shoot lightning or fire as well as stretch out at you. You can tell which holes he'll stretch from as exclamation marks appear in the holes in the order he'll stretch from. When he fires projectiles, drop charged Aqua Bombs on the computers underneath him to score hits.

World 3: Hot (Ouch! Ouch!) World

Area 3-1: Fire Springs

Items: Charabom: Seadoran, Gold Heart Piece, Blue Hige Hige Card

Use Max's Hyper Plasma Bomb to kill rooftop enemies here. Near the center of the Area is a green switch which cools some of the lava. Go to the southeast island where you'll encounter a seesaw. Stand on one end while a bomb is on the other to launch yourself upward. You can just bomb the thin tree nearby if you prefer to skip it. You'll find a switch in one of the buildings which cools the lava near the Charabom Seadoran. Get on the moving blocks east of that switch and throw a bomb at the red switch to cool the lava near you.

Return to this spot with the Charabom Strong. Throw a bomb on the red switch south of the volcano. Bomb the thin tree to get to the

bridge it creates. A Blue Hige Hige Card awaits.

Proceed to the Seadoran and rescue him.

Get on the mountain on the west that connects to the wooden bridge. Equip Pommy Dragon and jump south to land on a peak that contains a Gold Heart Piece.

Make your way to the top of the mountain at the northwest point on the map and use Pommy Dragon to jump to the Atea Boss.

Enemies: Volcano, Hige Hige Ninja Red, Hige Hige Ninja Blue, Hige Hige Ninja Green, Hige Hige Bathing

Area Boss: White Fox

The white fox jumps at you and shoots fireballs. Lay lots of bombs or use Max's special attack to hit it. If you get hit by a fireball, you turn into a mouse briefly! After a while it gets bigger and its jumps shakes you into the air. Keep laying bombs to score the remaining hits.

Area 3-2: The Ancient Town

Items: Gold Heart Piece, Jetters Card

If you want to jump from rooftop to rooftop, Pommy can do it at certain places. After you've snagged some items that way, throw a bomb at the switch across the lava river to lower the bridge.

The building on the west side of the island has an explodeable wall marked by the Hige Hige symbol. Don't go in unless you have the Unicornos Charabom. Inside, you can blow up a thin tree to get to the items between the trees, or just go up on the seesaw. Go northwest and blow up the thin tree. Hit the switch to get to a Jetters Card.

A bit northeast of the bridge is a building you can enter, but the exit is blocked by a Hige Hige wall. Head southeast and blow up the Hige Hige wall. Get on the roof and blast the mice, then use Pocks to cross the ropes by getting on at the wooden posts. Drop down in the middle of the building to nab a Gold Heart Piece. You could then drop down near the moving grey stones and go southwest on them to find 5 pieces of fruit. We all like fruit, don't we? I thought so.

Go all the way northeast and blow up the thin tree. Get on the north part of the seesaw and use it to get to the green switch. This raises some stones which lead to a yellow switch in the center of the area. Lay a bomb on it and cross to the bath house, where Max's Hyper Plasma Bomb clears the room in 2 shots.

Enemies: Hige Hige Ninja Green, Hot Spring Frog, Wind-up Mouse, Hige Hige Bathing

Area 3-3: Temple of Flames

Boss: Flame Bomber

Items: Charabom: Patora, two Lightning Cards

Flame Bomber is much easier than Thunder Bomber. He attacks with the Flame Fire, a spinning flamethrower, or Fire Knuckle, where he jumps into the air and lands, sending fire out in a circle. Lay bombs near

him and he'll usually set them off with the Flame Fire, getting hit. He can split into 4, but even then it's not hard to hit him. You should beat him in 3 minutes on the first try.

Lightning Cards: Beat the boss in 3 minutes. Return when you have Ice Bombs to hit him and score the other card.

#### Area 3-4: Climbing Keno

Items: Charabom: Doraku, Gold Heart Piece, Green Hige Hige Card

You probably need a heart after the boss fight, so head east first and cross the moving stones to pick one up. Go all the way northeast and you'll find 3 Hige Higes guarding Charabom Doraku.

Watch out for the houses as many have enemies inside instead of items. On a hill that's just southeast of the center of the map you'll find a green switch that raises stone steps. Cross them and drop down south to find another green switch. Go north, use seesaws to go up two levels. Next to the castle entrance, equip Pommy Dragon and fly south past that last switch to get a Green Hige Hige Card.

Walk down from the castle entrance and over the ornate bridge. Just east of the castle, inside the 2nd Revolving Hige Hige door is the Gold Heart Piece. Now enter the castle and prepare for a fight.

Enemies: Umbrella Girl, Hige Hige Ninja Blue, Hige Hige Ninja Green, Hige Hige Ninja Red, Dual Gears, Hige Hige Bathing, Wind-up Mouse, Revolving Hige Hige Door

#### Area Boss: Hige Hige Chefs

These 5 cooks throw kitchen utensils at you. They can also hide under their hats, which protects them from bombs. Ready a Hyper Plasma Bomb and fire when they come out. Keep hitting them and you'll win without much trouble.

#### Area 3-5: Crackly Banquet

Items: Snowman, Gold Heart Piece

Step on the green switch to open a path to the 2nd floor. Bombing the thin walls knocks them over. Take the northeast stairs. Go north to the next stairs, and prepare a Hyper Plasma Bomb for the mice on the other side. Before you open the blue door, take the stairs. Follow the path until you come to the southeast corner of the map. Equip Pommy and jump over the trapdoor to get the Gold Heart Piece. Go back up.

Max can open the blue door, but there is a trapdoor in the center of the room, so stay at the edges and grab the Snowman. Then step on the trapdoor to drop down a floor.

After falling, hit the green switch and go up. Bomb the thin walls there. Take the north exit and hit the 2 green switches. Go west and up to bomb a red switch. Come back to the starting point, go up the west stairs again, then take the stairs west from there. You'll receive the Ice Bombs at the top of the next stairs.

Return to the room with the 2 green switches next to the starting point, go west, the immediately north through the red door and go up the stairs. Hit the next 2 green switches and proceed through their

doors. Take the exit to the west.

Enemies: Hige Hige Ninja Blue, Hige Hige Ninja Green, Hige Hige Ninja Red, Wind-up Mouse, Revolving Hige Hige Door, Umbrella Girl

Area 3-6: Ha No Ono

Boss: Phoenix

Equip the Ice Bomb. The Phoenix flies in circles, stopping to shoot fire occasionally. That's when you want to lay a bomb under him. He also lands and fires heat from his tail, which melts ice bombs unless they're behind him. If he swoops down over you, move away or he'll lift and drop you from up high.

World 4: Underground World

Area 4-1: Enchanted Crevice

Items: Gold Heart Piece, Yellow Hige Hige Card, Green Hige Hige Card

Blow up the crystals blocking your path. Use a charged bomb on the big crystal and the boulder to the west. Another boulder calls for the same treatment at a nearby crevice.

Go north and use a charged bomb to blast the boulder, crushing the crystal down below. Walk back to the fork in the road. Knock the boulder down and kick bombs into the holes around the crevice to move the big rock between the 2 paths. Take the north path. Come back once you have the Charabom Strong at Level 3 and throw a bomb at the boulder in the northwest corner to create a path to the Green Hige Hige Card.

Head east over the fallen crystal. Go past the circular room and bomb the boulder to destroy another crystal patch. Bomb the 3 boulders. When you have Strong, return and take the west path. Use Pommy to jump between platforms and toss a bomb at the boulder you encounter. Pommy jump onto the boulder and get the Yellow Hige Hige Card.

Go east over the boulders you just moved. Pocks will get you over the thin paths. This brings you to a platform with 4 holes in it. Kick a bomb into the hole in the opposite direction that you want the platform to move. Take it to the southeast where you'll find a Gold Heart Piece inside a stone Hige Hige structure. Head to the center of the rails to exit.

Enemies: Crystal Man, Bat, Hige Hige Miner

Area 4-2: Anarchy's Path

Boss: Ground Bomber

Items: Charabom: Elefan, two Lightning Cards

Ground Bomber spins and shoot spikes, dashes at you, or rolls around to attack. When you see him roll up, watch the path he's going and you can avoid getting hurt. Lay a Hurricane Bomb where he dashes to and you may score that important hit. After that, get him a corner, and circle around him laying bombs. Stay ahead so he can't see you and you'll score a ton of hits. If he shouts "Earthquake!" get away or you'll be hit by the blast surrounding him. When he starts attacking frequently near the end, Max's Hyper Plasma Bomb may be the easiest way to finish

him off.

Lightning Cards: Defeat the boss in under 3 minutes. Hit him with a Hurricane Bomb for the second card.

Area 4-3: Hidden Subterranean Bomb

Items: Charabom: Strong, Lightbulb, Gold Heart Piece, Jetters Card

Go west and stand on the yellow octagon. Throw a bomb in the hatch that opens. If you throw a charged bomb in, it will send you farther. Do this at the next cannon you encounter as well. Drop down and touch the green switches to open the orange gates. Take the cannon all the way to the east, using a charged bomb, to get a Gold Heart Piece.

Throw a charged bomb in the cannon just to the west. Walk east and get the Charabom Strong. Go north and use Max's special on the door next to the Area Boss, where you'll get a Lightbulb.

Equip Pommy Dragon and jump south. Use a charged bomb on the boulder in the center, which should open the doors across from the Area Boss.

Go all the way west and use a charged bomb to make the boulder break through the door. Equip Pommy, go to the northwest corner, and get the Jetters Card. Go back to the moving platform and use it to go up and get Thunder Bombs. Park the platform in front of the Area Boss doors and use the boulder to open them.

Enemies: Hige Hige Miner, Battle Ball, Bat

Area Boss: Crazy Train

The Crazy Train drives around shooting rings from its mouth or bombs from its holes. Throw bombs into those holes to score hits. Charged bombs do twice as much damage. You may take some hits but the fight won't last long.

Area 4-4: Subterranean Engine

Boss: Rock Cat

Use Thunder Bombs here. He shoots crystals or whips his tail around, which knocks your bombs back. He can also cause rocks to fall from the ceiling. Try laying bombs, waiting until they're about to explode, then kicking them into him. If Rock Cat jumps toward you, lay a bomb and run away. Eventually he shoots a beam that's hard to avoid, but you can attack him after getting hit. If you started with lots of life, you should win.

World 5: Hige Central

Area 5-1: Hige's Paradise

Items: Gold Heart Piece, Blue Hige Hige Card, Jetters Card

Lay a charged bomb next to the bell to open the doors. Head west and step on the green switch. Hit it again if you want the item behind the bridge. Beware of falling pillars as you move on. They regenerate after a while, too. Use Pommy to get the heart in the southwest corner if you need it. Ring the next bell and run through before the doors close to continue onward. Go under the bridge to find 3 Hearts, or just go over it if your health is full.

Use Sharkun to get to the Mujoe statue. We'll call it the central statue. Stand on the platform and he will laugh. When he says something like "Shindo bongu ru", kick a bomb in the white hole. If he says something like "Bongu bongu ru", kick the bomb in the red hole. If he says either of those lines but adds a word like "noi, stand and wait for his next quote. When you've done the correct action 3 times, Mujoe will say something different and you can kick a bomb in either hole to open the corresponding pathway. Standing on the platform again resets his arms, so be careful.

The west path comes first. Pommy jump over the holes. Equip Strong and toss a bomb on the yellow switch to go north for some fruit. Hit the switch again and run under the bridge to claim a Blue Hige Hige Card.

Take the east path at the central Mujoe statue. Raise both bridges up high so you can walk under them, then go south. You'll find a Gold Heart Piece and a juicy melon. Charaboms love melons, you know.

Go back to the bridges and cross them. Use Strong to hit the red switch in the southeast corner. Pocks will be glad to help you pass over the water after that. Go north and hit the bell to open the doors. Augh! Another Mujoe statue.

Take the east path at the northeast Mujoe statue. Circle around the northeast building, hitting each switch twice so you can get on the building. Get on the south stairs of the building and hit the switch, then get on its east stairs. You'll find a Jetters Card for your efforts. Use Max's special attack to open the door to the west. Hit the bell and hurry through the north exit doors.

Enemies: Hige Hige Cleric Red, Hige Hige Cleric Blue, Hige Hige Statue

Area 5-2: The Pillars Snap

Boss: Dark Force Bomber

Items: Charabom: Unicornos, two Lightning Cards

Yes, he obviously looks like Mewto. Chalk it up to yet another Pokemon inspiration, like the Charaboms we've mostly grown to know and love.

This scary guy's Dark Bomb attack fires 3 projectiles at you. If they hit your bombs, they will float away. His Dark Thunder fires electricity in several directions, but you can stand between it. Hit him with a charged bomb when he lands.

When his life drops to 6 hearts he changes forms and jumps around. Stay at the edge of the arena and lay bombs in his path. If he fires 3 pink homing projectiles, avoid them by making lots of turns. Should he shoot flames, lay a bomb near him and run away.

When he gets down to 3 hearts the Dark Force Bomber will take his third form and fire missiles. Stay back and charge bombs when he does this. Charged bombs are all that can hurt this form.

At 1 heart he returns to his second form and runs away from you... Stay on him and finish the battle.

Lightning Cards: Kill the boss within 3 minutes. To do this, equip



Unicornos and use nothing but charged bombs. Hit him with a bomb while Strong is equipped to get the other card.

#### Area 5-3: Hige Ring Attack

Items: Gold Heart, Gold Heart Piece, Green Hige Hige Card

This level's got yellow switches concealed in glass along the walls. Have Unicornos maneuver a bomb through the holes in the walls and onto the switches to open the elevators. The arrow next to a hole indicates what direction the elevator will move when you get in. Some rooms have exposed switches which rotate the rooms. Use Unicornos' bombs to rotate a room without being in it. Clear all 3 sides of each room as you progress.

On the 2nd floor, take the western elevator up to the third. The green Hige Hige Card is in the southern portion of the 3rd floor. After you get it, go up to the fourth floor from the west elevator. Defeat all the enemies and bomb the switch there. Return to the 3rd floor and take the south elevator to floor 4. Clear the room to unlock the switch as before.

Return to the 2nd floor and take the eastern elevator to the third floor. The northern room has a Gold Heart Piece. Get it and head to the fourth floor. Go back down to 3 and use the eastern elevator to get up to 4. Hit the switch and go down again. Head back to the second floor's west elevator. Take it to 3, then the south elevator to 4. Go north to the Area Boss.

Enemies: Hige Hige Cleric Blue, Hige Hige Cleric Blue, Unicycle Dog, Hige Hige Statue

#### Area Boss: Stone Mujoe

This robotic statue runs at you, and occasionally jumps at you or punches the ground. Unicornos' Remote Control Bombs will defeat him in no time. After the battle, equip Pommy and grab the game's only complete Gold Heart from the northwestern pedestal.

#### Area 5-4: Summit Attack

Boss: War Horse

Equip Unicornos, of course. This radiant boss can shoot electricity, jump at you, or fire bombs from its tail. Whenever it stands still to shoot electricity, throw a charged bomb right behind its butt and it should stoop down and swallow it, getting hit. Don't detonate the bomb! He's briefly vulnerable after eating the bomb, so keep nailing him with regular bombs. When his life is down to less than 4 hearts, you can hit him at any time. He'll sometimes rear up in the center of the stage at that point, creating an energy wave. Hit him before he completes the attack. Otherwise, block with Seadoran or you'll take a hit.

#### World 6: Bomber Planet

Note: This world must be unlocked by collecting all Lightning Cards, then defeating War Horse.

#### Stage 6-1: Real Black Curtain

Boss 1: Mujoe

Mujoe chases after you firing a beam or trying to run into you with blades. Just lay bombs near him to score a few hits and win.

Boss 2: Dr. Mechadoc

You have to watch Mechadoc's attacks carefully and quickly use the proper bomb on whatever weak point he exposes afterwards. He sometimes asks, "How do you like this?!" and fires a beam like Mujoe had. That attack doesn't expose anything - just run away as fast as you can.

It's easy to get a Hurricane bomb in the right engine as he exposes it whenever he drops Hige Hige Spacesuits and watches you from the sideline. Equip Strong and toss it in! He doesn't attack directly until after you've defeated the whole batch of bandits. When he does a spin punch, he should slow down and an engine's fire will stop. Chuck a water bomb into it from behind. Repeat these 2 steps for the other engine after the first one is destroyed.

When his nose opens to fire a missile, throw an Ice Bomb in.

After he punches the ground, his right ear is open to attack from Thunder Bombs. You have to aim really carefully or they'll bounce off, though. Do this for the left ear after the right one is gone.

Once both engines and ears are gone, hit him with any bomb (detonating it with Unicornos) to knock his hearts out and defeat him.

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## 9. Normal Game enemies

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Hige Hige Spacesuit: To handle these floating bandits, kick a bomb or toss one on top of them. Whenever a Hige Hige Bandit of any kind hits you, it causes you to lose an item.

Jellyfish: These white jellyfish can be found on land or sea, but are minimally dangerous.

Rock Dog: These critters can only be killed while they're moving. They make sounds while they move.

Orange Hige Hige Station: This station is low to the ground and produces Hige Hige Bandits endlessly. Kick a bomb inside to destroy it, although you can often just avoid them to be safe.

Blue Hige Hige Station: These stations are elevated and act like Orange Stations. Throw a bomb inside to destroy them.

Chomper Fish: This green fish has metal jaws with which to bite you - lay a bomb near it and swim away if you know what's good for you. Charabom Superkun helps a lot against these.

Hige Hige Scientist: This dorky bandit throws clipboards and runs around frantically to attack. Try to attack from a distance to be safe.

Hige Hige Trapdoor: This pink door produces Hige Hige Scientists. Lay a bomb near it to stop the madness.

Hige Hige Farmer: These bandits toss sickles at you, but only if you get within their line of sight.

Potted Plant Robo: These robots chase after you when you get close. They're dangerous because you may not always notice them. They can also eat single bombs and shoot them back at you, but multiple bombs will score a hit. If you do see one first, kick a bomb and stun it.

Hige Hige Periscope: This blue periscope is located next to a hatch that produces Hige Hige Farmers. Blast it to stop the hatch from working.

Scarecrow: This contraption spins and dashes into you. If you get far away after it's noticed you, it will become dormant again. Try to kick bombs into it before it attacks. The scarecrow takes 2 bombs to defeat.

Red Flower: It shoots bombs around randomly and can only be hurt while open. You'll want to attack it from a distance.

Gun Fish: These fish can spot you from below and shoot at you. Stay away from river or use Max's Hyper Plasma Bomb to sink them.

Vulture: The dimwitted scavengers of the air are easy enough to defeat on the ground, as long as they don't see you. If they do, they'll sometimes dash towards you. When they're circling in the air, toss a well-timed bomb to take them down.

Vine: These reach up from below to cause harm. You can throw a bomb to stun them or wait for the right time and run past.

Volcano: These fire belchers can be stopped temporarily by throwing a bomb into their mouths. You might prefer to avoid them though.

Hige Hige Ninja Red: He turns into a bomb and chases you. Lays bombs in his path or just hit him when he returns to normal.

Hige Hige Ninja Blue: He attacks by throwing 3 spikes at you. I actually have some of those, and they are neat. Anyway, just run up and bomb him when he's throwing the spikes.

Hige Hige Ninja Green: He throws a shuriken at you. Throw a bomb directly in front of him (or on him) so the shuriken won't hit you. Max's special is another option.

Hige Hige Bathing: These dudes enjoy a hot spring, and they'll throw buckets at you for disturbing them. Max's Hyper Plasma Bomb or tossing bombs works well against them.

Hot Spring Frog: These frogs have onsen, or hot spring, marks on their backs. They eat item barrels so you may want to bomb them before you lose items.

Wind-up Mouse: They chase after you, so lay a lot of bombs attack from a distance. Let's play Chu Chu Rocket!

Umbrella Girl: She seems kind of innocent and won't attack you unless you set a bomb near her. Then she picks it up and throws it at you. The easiest way to dispatch her is kick a bomb into her while she is picking one up.

Dual Gears: These cannot be killed and should simply be avoided.

Revolving Hige Hige Door: They produce Hige Hige Ninjas, so don't get too close while attacking.

Crystal Man: The shiny blue enemy runs around and hides when you get close. Kick a bomb into him to stop his antics.

Bat: He swoops down when he sees you. Lay bombs in his path or use Max's Hyper Plasma Bomb to get rid of him.

Hige Hige Miner: He's under 18 so he can't buy cigarettes yet. Get it? Anyway, he throws pickaxes, and standard Hige Hige tactics work against it.

Battle Ball: This red ball on wheels rolls towards you and explodes, killing itself and causing you damage. Attack from a distance before it sees you, or run if you get seen.

Hige Hige Cleric Blue: The Cleric spins in a circle and shoots ice. Kick a bomb into him while he's spinning, or wait and attack after he stops firing.

Hige Hige Cleric Red: The Red Cleric shoots fire and takes 2 hits to

defeat, but is otherwise the same as blue.

Hige Hige Statue: This stone bandit attacks by punching you. 2 bombs will drop him. He leaves a Small Heart behind.

Unicycle Dog: Do not let this thing see you or it will be all over you. If that happens, lay several bombs around yourself. You'll get hit, but it stops the enemy.

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## 10. Battle Game menu translation & explanation

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1-Player Selection: Set each player to human (4 characters), computer, or off (2 characters). You can change your character here as well.

### 2-Game Type:

-Standard Battle: The object is to destroy the other players and be the last player standing.

-Race Battle: The object is to step on each number, from 1 to 9, in order. Only one player can step on the numbers at a time, so the other players try to kill whoever is stepping on the panels. If no one touches all 9 panels, the player who is actively touching panels at time up wins.

-Balloon Battle: Each player must touch as many balloons as possible and take them into the goal, which rotates randomly. The more balloons you take into the goal at a time, the more points you earn. Each balloon slows you down though, and bombs can destroy balloons. The person with the highest score at time up wins.

-Knock Off Battle: In this mode, exploding bombs push you back several spaces and you must not get knocked off the building. The last person standing wins.

### 3-Rules:

a-Time: Set the time before a match ends.

b-Rounds: Set the number of wins that will end a game.

c-Difficulty: Set the computer's difficulty to Weak (Blue), Normal (Green), or Strong (Red)

d-Teams: Green is No Teams, red is Teams.

e-Sudden Death: When on, blocks fall during the last 40 seconds of the match until only one player remains. When off, the blocks fall but not in the center of the Area. Blue is Random, Green is Off, and Red is On.

f-Random Position: Green is Off, Red is On.

g-Skulls: Green allows skulls to be destroyed, while Red does not.

h-Mini Game: Determines whether the minigame is played between games. Blue is Off, green is On.

i-Miso Bomb: Blue is Off, Green is On, Red is Super. When on, a fallen player can still cause trouble by firing bombs into the arena. Super allows you to come back to life if you manage to kill someone.

Item Select: Press the "scroll left button" to view the Item Select menu. Turning Item Select on allows you to choose what items appear in the Area, up to 50 items. The default is off.

Handicap Select: Press the "scroll right button" to view the Handicap Select menu. Turning Handicap on allows you to assign up to 8 items for each player to start with. Each player must assign their own items. The default is off.

4-Stage Select: After you've unlocked them, you can toggle between the normal "A" versions of each stage and special "B" versions by pressing up or down on the stage's name.

- Standard
- Go Go Truck
- Seesaw Park
- Changing Weather
- Rocket de Bomb
- Boi-oi-oing Ring
- Mini Mini Light
- Zoom Up Area

5-Team Select: Each person can choose to be on the left or right team by pressing left or right.

6-Start!

Pause Menu: The top option resumes, the middle option returns to the Battle Game menu, and the bottom option exits to the title screen.

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## 11. Battle Game super moves

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In Standard Battle, each player has a super meter at the top of the screen. Laying bombs fills up the meter. When it's fully charged, you can perform your character's unique super move.

**Shiro Bomb:** For a limited time, when Shiro picks up a bomb and holds it for a moment before throwing, it will turn into a skull bomb. This is similar to the Super Bomb Glove item, but you can throw several before it wears off.

**Max:** For a limited time, your bombs become full power bombs.

**Mermaid Bomber:** All bombs are encased in bubbles and float away.

**Thunder Bomber:** Lightning bolts freeze any nearby players momentarily.

**Flame Bomber:** He cannot lay bombs or be hurt by them for several seconds.

**Ground Bomber:** An earthquake freezes the other players and causes all bombs to bounce around randomly.

**Hige Hige Bandit (1-4):** All opponents are frozen in a silly pose for a few seconds.

**Mighty:** He becomes invincible for several seconds.

**Mujoe:** He dashes towards an opponent and grabs their items away from them.

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## 12. Battle Game items

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**Fire Up:** Makes your explosions one space bigger.

**Bomb Up:** Lets you lay one extra bomb.

**Speed Up:** Makes you walk a little faster.

**Bomb-proof Vest:** Makes you invulnerable to harm for a few seconds.

**Bomb Kick:** Push against a bomb and it will fly in the opposite direction. You can stop the bombs before they hit a wall.

**Bomb Glove:** Lets you pick up a bomb you have just laid and are still standing on, then throw it.

**Super Bomb Glove:** Lets you pick up a bomb and charge it by holding the button. After a moment it will turn into a skull bomb, which has a huge explosion. You can use each Super Bomb Glove only once.

**Punch:** Lets you punch a bomb out of your way.

Full Fire: Makes your explosions as big as they can get.

Line Bomb: Laws all of your bombs at once in a line.

Remote Bomb: Your bombs will not explode until you detonate them or another bomb sets them off.

Spike Bomb: Your explosions will not be stopped by soft blocks or anything else. This item cannot be assigned with Item Select.

Power Bomb: The first bomb you lay will be a large explosion, like Full Fire, but the rest will be normal.

Boi-oi-oing Bomb: These bombs bounce off walls when kicked, and bounce around randomly when thrown.

Landmine: The first bomb you lay will disappear, then explode when someone walks over it.

Heart: Allows you to take one hit without dying.

Speed Down: Makes you walk a little slower. This item cannot be assigned with Item Select.

Skull: Gives you one of 10 random negative effects. You can pass it off to others by touching them.

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### 13. How to play the Minigame

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If you set Minigame to On in the Battle Game Rules menu, whenever a game ends, the minigame will be played. The object is for the winner to try to dig up items and for everyone else to try to dig them up before the winner does. I don't really like this minigame.

A menu will ask whether you want to see the rules or not. Choose the right option for no and the left option for yes. The previous game's winner will then stop each randomly cycling item to determine what items will be buried in the sand. Now everyone will need to dig around in the sand by rapidly pressing the dig button. You're doing it right if a hold forms in the spot you're standing at. The previous game's winner could potentially find several good items, or he could be unlucky and dig up Speed Down items.

During the next game, the winner will appear gold in color so that everyone can try to defeat him first.

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### 14. How to play Bomberkan

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This is identical to the game played at Planet Bomber in the Gameboy Advance Bomberman Jetters. It's similar to the Master Mode of Saturn Bomberman, but only lasts 5 stages and there are no bosses. You're in a trial of skill at the Bomber Mansion. Your score at the end of the trial determines your rank.

When you begin this mode, you're asked if you want instructions. Choose the right option for no and the left option for yes. She then asks if you want to play. Choose the left option for yes and the right option to exit.

There are seven secrets to getting a high score:

- Knock out enemies simultaneously
- Use chain reactions to defeat the enemy
- Advance without taking excessive items
- Clear each floor as quickly as possible
- Do not fail!

-Do not waste bombs!

-Use kick and the bomb throwing to defeat enemies.

You are asked if you want to try again after clearing the mansion.  
Choose the left option for yes and the right option to exit.

Pause Menu: The top option resumes and the bottom option exits. If you  
choose to exit, you must confirm it by selecting the left  
choice, or cancel with the right choice.

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## 15. Secrets

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### Bomberkan:

Get a Game Over in the Normal Game and don't continue to unlock this  
Mode at the title screen.

### World 6:

Collect all 10 Lightning Cards, then defeat the boss at Area 5-4 to  
unlock World 6. Beat 6 to see a slightly different ending.

### Battle Game Group B Stages:

Beat the Normal Game to unlock alternate versions of each Area in  
Standard Battle.

### Battle Game Characters:

Play as Mighty: Collect all 5 Jetters Cards.

Play as Mujoe: Collect all 3 Yellow Hige Hige Cards.

Play as Hige Bandit 2: Collect all 3 Red Hige Hige Cards.

Play as Hige Bandit 3: Collect all 3 Blue Hige Hige Cards.

Play as Hige Bandit 4: Collect all 3 Green Hige Hige Cards.

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## 16. Introduction theme song lyrics

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The Bomberman Jetters theme song has been removed from the US version  
by Majesco... Curses to them! Here's the lyrics anyway:

English lyrics: I'm at the Edge

Translation by fansub group Anime Kraze and edited by me.

Ha! Ha! The bombs are bursting!  
Fire! Fire! In English it's fire!!  
Fu Fu! The bombs are increasing!  
Hey! Hey! Let's make fires of peace!

Somehow we're always involved  
All this time, being either cold or sweating  
There are many things to decide  
I'm at the edge of a cliff (Hah ha~)  
If I have to, I'll do it, regardless of how many times  
Raise the power! (Yes~!!)  
If I don't do it, who will?  
I'll answer the call for hope.  
3,2,1 - I won't forget this even when I become an adult.  
3,2,1 - Your heart is bursting because you're invincible.

Today and tomorrow

I'm at the edge of a cliff.

Ba! Ba! Babibube bombs!

Good good! Good looking fire!  
Pu! Pu! What about fractions?  
Bey! Bey! I'm learning about fire!!

Japanese lyrics: Boku Wa Gakeppuchi  
Performed by Suwa Hideo

Ha Ha - Hajikeru BOMBAA  
Hi Hi - Eigo de FAIYAA!!  
Fuu Fuu - Fuyasuze BOMBAA  
Hei Hei - Heiwa no FAIYAA!!

Nazeka maki komarete  
Itsumo hiya ose  
Mou kakugo wo kimero  
Boku wa gakeppuchi (Ha Ha~)

Yaru tokya yaruze nando demo  
PAWAA wo agete (Sou da~!!)  
Boku ga yaranakya dare ga yaru  
Kitai ni kotaemasu!

3, 2, 1 - Otona ni nattemo wasurenai  
3, 2, 1 - Moeru kokoro areba, muteki da kara

Kyou mo, soshite asu mo  
Boku wa gakeppuchi

Ba Ba - Ba Bi Bu Be BOMBAA  
Bi Bi - Bidanshi FAIYAA!!  
Puu Puu Punsuu ga nandaa  
Be Be Bengaku FAIYAA!!

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#### 17. Special thanks

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-Sensei Sarah L. for translation assistance  
-dynastywarrior4 for info regarding unlockables and Charaboms

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#### 18. Links

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Order the Japanese Region 2 Bomberman Jettters DVD Box Set 1:  
[us.yesasia.com/en/PrdDept.aspx/pid-1002842392  
/code-j/section-anime/did-4/](http://us.yesasia.com/en/PrdDept.aspx/pid-1002842392/code-j/section-anime/did-4/)

The Japanese Bomberman Jettters Game Official Site:  
[www.hudson.co.jp/gamenavi/gamedb/softinfo/b\\_jettters/index.html](http://www.hudson.co.jp/gamenavi/gamedb/softinfo/b_jettters/index.html)

The Japanese Bomberman Jettters Trading Card Game Site:  
[konami.co.jp/th/card/bomber/top.html](http://konami.co.jp/th/card/bomber/top.html)

Hudson Japan's Website  
[hudson.co.jp](http://hudson.co.jp)

Altavista's Babel Fish Translation Service (use for the Japanese links)  
[babelfish.altavista.com/babelfish/tr](http://babelfish.altavista.com/babelfish/tr)

Majesco's Bomberman Jettters Page:  
<http://www.majescogames.com/bombermanj/index.htm>



The Bomberman Message Board:  
bombermanboard.com

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19. Contact information

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If I've made any mistakes, please let me know. I would be happy to answer questions by email as well. I don't know that much Japanese so I may not be able to get any more specific than I already have.

Email: [suppliesx@dbzmail.com](mailto:suppliesx@dbzmail.com)  
Xbox Live Gamertag: EastX  
Sega Saturn Net Link Handle: Eastman

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