

# Bomberman Land 2 (Import) FAQ

by Eastman

Updated to v1.3 on Oct 6, 2007

Bomberman Land 2 FAQ V1.3

Written by Paul Acevedo

Created on: 11/27/03

Updated on: 10/06/07

Contents:

1. Introduction
2. Version history
3. Menu translation
4. How to play Bomberman Land Mode
5. Bomberman Land Piece locations
6. How to play the Epilogue
7. How to play Casino Adventure Mode
8. How to play Battle Mode
9. How to play Survival Mode
10. Minigames List
11. Special Thanks
12. Contact information

---

## 1. Introduction

---

Bomberman Land 2 is an awesome game, but the Japanese text can be daunting. Somehow I've played through the game and lived to tell the tale, and I'm passing my knowledge on to you. This guide should allow you to unlock every minigame and special feature that the game has to offer. So read up and get bombing!

Has everybody bought Bomberman Land Touch! for the Nintendo DS? It's in English!! Bomberman Land Touch! is not nearly as good as Land 2, but still worth a purchase. The Bomberman Land series continues in Japan, but I don't anticipate having time to write more FAQs. This guide took me all summer in 2003!

---

## 2. Version history

---

- 11/27/03 Version 1.0 FAQ created.
- 12/03/03 Version 1.1 update. Epilogue walkthrough completed.
- 12/17/03 Version 1.2 update. Casino Adventure walkthrough added.  
Battle mode walkthrough added. Minigames list added.  
Epilogue walkthrough updated - unlock all the minigames now!
- 10/06/07 Version 1.3 update. Been a while!  
Introduction updated, and the answers to Dr. Bomber's  
questions have finally been added.

---

## 3. Menu translation

---

Title Screen:

1-Load Game

## 2-Play Games

- a- Bomberman Land Mode: The main RPG with minigames for one player.
- b- Epilogue Mode: Second RPG with action battles and less minigames.
- c- Casino Adventure Mode: Casino mini-RPG for one player.
- d- Battle Mode: Classic Bomberman competition for up to 4 players.
- e- Bomberman Kart Mode: Racing fun for up to 4 players. Note this is not the full version of the Playstation 2 game.
- f- Panic Bomber Mode: Classic puzzle game for up to 4 players.
- g- Samegame Mode: PC-style puzzle game for 1 player.
- h- Survival Mode: Random-dungeon action/RPG for 1 player.
- i- 4 Panel Comic Strips
- j- Sound Test
- k- GameBoy Advance Linkup: Download 10 minigames to your GameBoy (GameCube version only) Advance using the GameCube to GameBoy Advance Link Cable.

## 3-Records

- a-Minigames: You can play any minigame unlocked in Bomberman Land Mode from here and try to get a better score.
- b-Bomberman Kart Records
- c-Panic Bomber Records
- d-Samegame Records

## 4-Options

- 1-BGM and SE Balance
- b-Vibration On/Off: Nashi (ends with a backwards J) is off, Ari is on.
- c-Save: Select the top option to save your settings.

---

## 4. How to play Bomberman Land Mode

---

### GameCube Controls:

Direction Pad or Left Analog stick: Move Shiro Bomb.

A button: Talk/Use/Search/Confirm Menu Selections

B button: Dash (once learned)/Cancel Menu Selections

Y button: Activate Bompad (once acquired). Also used to select certain hiragana and katakana when inputting your name.

X button: Used to select certain hiragana and katakana when inputting your name.

Z Button: Used in Bomb Dungeon mode to change the map's zoom

Start: Pause during Minigames. A menu asks if you'd like to quit. The top option will quit, while the bottom option cancels.

### Bompad Menu:

#### 1-Bombernet

- a-Email: Periodically you will receive emails, which usually trigger new events (such as being able to use the boat).
- b-Piece Verification: Tells how you acquired your pieces.

2-Pieces: Shows which pieces you have. There are 125 pieces in all.

#### 3-Items:

- a-Story Items: Shows which items you have. They are used automatically when you talk or search things.
- b-4 Panel Comics: Some of these unlock when you earn pieces, while others can be purchased at certain shops.

c-CD: Sound test. Songs must be purchased at certain shops.

4-Map: These become available after speaking to the Information desk in each area.

- a-Red Zone
- b-Blue Zone
- c-Yellow Zone
- d-Green Zone
- e-White Zone
- f-Dolphin Island

5-Options

- a-Name Entry: Select the lower-left option to toggle between hiragana, katakana, and English letters. Select the lower-right option when finished.
- b-Text Speed: Default is Slow (Futsuu). Change it to Fast (Hayai).

6-Save/End:

- a-Save: Select a file, then choose the top option to save or the bottom to cancel.
- b-End: Select the top option to quit to the title screen, or the bottom to cancel.

If you do not speak Japanese, the basic strategy you will need to employ is talk to everyone, buy every item possible, search everywhere, and play all the minigames. The Piece locations list tries to cut down on the unnecessary parts, but in a few cases I may not know exactly what makes you receive a piece.

---

## 5. Bomberman Land Piece locations

---

Red Zone

Red Piece 1:

Play the minigame at F-5.

Red Piece 2:

At D-5 lower the flag.

Red Piece 3:

Play the minigame at F-3.

Red Piece 4:

At C-4 inspect the brown patch of ground. Go to the Shop and buy the shovel. Return to C-4 and dig on the patch of ground. Face left or right or you'll talk to the guy next to it instead.

Red Piece 5:

Play the minigame at B-2.

Red Piece 6:

You must first learn the dash by speaking to the grandfather at C-5. Then go to A-2 and dash into the tree.

Red Piece 7:

Enter the Cat House at G-6. Speak to the staff and they'll tell you a cat escaped. Find the cat at B-5 and talk to it. Return to G-6 and

Speak to the staff again. Then go back to the cat and get it to follow you back to the Cat House.

Red Piece 8:

Get the Red Ticket first. To do this, speak to the mother at F-2, then the girl at C-2. Return to the Information desk at E-1. Then ride the 3 rides: Coffee Cup at C-2, Bus Ride at G-5, and Balloon Ride at F-6. Return to the Information Desk for the piece.

Red Piece 9:

Play the minigame at C-3.

Red Piece 10:

Go through the back door of the windmill at F-2. Try to talk to the bird. Then go the Shop and buy birdseed. Return and feed the bird.

Red Piece 11:

Play the minigame at D-1.

Red Piece 12:

Take the passage along the back wall all the way to A-1. There will be 3 rocks. Inspect them, then go the Shop at G-3 and buy the Power Glove. Return to the rocks and push one to find the piece.

Red Piece 13:

At D-5, speak to the person at the middle entrance to receive the Bompad. Then speak to the staff on either side of her.

Red Piece 14:

Once you have obtained Yellow Piece 1 from the Yellow Zone, Dr. Bomber will return to his office at B-1. He will ask you some questions. The answers are: 2, 2, 1, 2, 2. Answer correctly to get the piece.

Red Piece 15:

Go to E-6 and speak to the office there. Play the flag game (by quickly taking the same position he does) and win 25 times.

Red Piece 16:

Play the minigame at G-6.

Red Piece 17:

Play the minigame at G-2.

Red Piece 18:

Play the minigame at B-4.

Red Piece 19:

After speaking to Gold Bomber at H-5, you'll receive an email inviting you to Dolphin Island. Go to A-7 and ride the boat to get there. Enter the hotel and go to the fourth floor. Enter Father Gold's room and speak to everyone. Then exit the hotel and speak to Gold Bomber at D-6 of Dolphin Island.

Red Piece 20:

At G-6, there is a Quiz Bomber who has a question mark on his head. Answer his questions correctly to get the piece.

Red Piece 21:

Play the minigame at D-1.

Red Piece 22:

Play the minigame at C-3.

Red Piece 23:

Play the minigame at B-5.

Red Piece 24:

After getting the Red Ticket, the mascot at the Information Desk will hide. Look for him at B-1, then behind the sign at C-2.

Red Piece 25:

Play the minigame at G-3.

Blue Zone

10,000 Money:

Search the ground somewhere behind the shop and you'll dig up \$10,000.

Blue piece 1:

Play the minigame at A-2.

Blue piece 2:

After getting piece 21, you should eventually receive an email. Go to Information, where 2 kids will ask you to play hide and seek. They will hide at G-7 and A-5. I know, I'm spoiling it by telling you that. Then go back to Information.

Blue piece 3:

It's on the balcony on the 3rd floor of the castle. To get into the castle, talk to Kuro Bomb at E-3, then one of your friends at C-4. Enter the advisory building at G-7 and ask about getting into the castle. Then speak to Kuro Bomb and your other friend, getting them to follow you into the castle.

Blue piece 4:

Buy the treasure map at the shop at A-6. Then go to A-2 and search between the bushes along the wall.

Blue piece 5:

Play the minigame at F-7.

Blue piece 6:

Play the minigame at G-4.

Blue piece 7:

Play the minigame at A-3.

Blue piece 8:

Play the minigame at B-2.

Blue piece 9:

Play the minigame at B-3.

Blue piece 10:

At G-3, dash into a wall and inspect it.

Blue piece 11:

After speaking to the fisherman at H-3 3 times, you can buy the fishing rod for \$150 at the shop. Use it to fish at H-3.

Blue piece 12:

Talk to the salesperson at the coffee shop at B-6. Answer 1, 4, 3, 4 to her questions.

Blue piece 13:

In D-3, enter the bath house and get the bottle from the lady at the counter on the left. Take a bath at each place. There are 5 places to bathe on the second floor, 6 on the 3rd, and one of the fourth.

Blue piece 14:

Catch a fish at H-3 and give it to the whale at F-6. It should create a rainbow bridge for you, which leads to the Bomberman Kart track.

Blue piece 15:

After procuring the 3rd piece, a balloon will start to float around. Try to catch it at B-5.

Blue piece 16:

Play the minigame at B-7.

Blue piece 17:

When you try to pass the bridge at C-3, you will be interviewed. Get 5 answers right to pass and get the piece.

Blue piece 18:

At D-7, answer 4 questions correctly.

Blue piece 19:

Play the minigame at G-3.

Blue piece 20:

Play the minigame at F-2.

Blue piece 21:

Play the minigame at H-5.

Blue piece 22:

Enter the castle and dash into the wall at the back. A hole will form in the wall. Go into it, take the stairs, and talk to one of the staff members who will allow you to begin a treasure hunt. Collect 4 chests and return to the other staff member within the allotted time to win.

Blue piece 23:

Play the minigame at G-2.

Blue piece 24:

Get the blue ticket first. To do this, among other things, you must have Yellow 18, and you must have talked to Dr. Bomber in Red Zone B-1. Then ride the 3 rides: Dolphin Stunt at E-4, Bomber Cannon at H-2, and Magic Carpet at C-7 and talk to the Information desk.

Blue piece 25:

At G-7, pose and be still for the artist for 15 seconds.

Yellow Zone

Yellow piece 1:

After getting Yellow piece 11, dash into a wall anywhere in the Yellow Zone and you may find a lottery ticket. Get the right one and return to the Lottery House at B-4 with it.

Yellow piece 2:

After getting Red 14, ride the train to Yellow Zone and play the minigame at E-7.

Yellow piece 3:

Play the minigame at F-7.

Yellow piece 4:

Play the minigame at B-6.

Yellow piece 5:

Ride the UFO at A-6 and it may drop you off behind the Ferris Wheel at G-2, where you will find the piece inside a chest.

Yellow piece 6:

After receiving an email, you can go to Green Zone B-6 or B-7 and catch an enormous fish. Bring it to the cat in Yellow Zone H-6. Then answer 4, 1, 3, 5, 4 to its questions.

Yellow piece 7:

Play the minigame at B-3.

Yellow piece 8:

Play the minigame at B-7.

Yellow piece 9:

Play the minigame at B-3.

Yellow piece 10:

Play the minigame at F-3.

Yellow piece 11:

After speaking with the staff member in the Lottery House at C-3, dash into walls constantly. Eventually you should get a lottery ticket that you can exchange at the Lottery House for the 11th piece.

Yellow piece 12:

At F-5, talk to the middle statue. Then ride the train at H-1 in the Red Zone. Arriving in the Yellow Zone, go to the shop at A-7 and buy the hood for \$80. Return to the middle statue and receive the piece.

Yellow piece 13:

Play the minigame at G-6.

Yellow piece 14:

Play the minigame at E-3.

Yellow piece 15:

There is a thin path along the left of A-4. Follow it up behind the Tomato Shot, and at the top you will find the piece.

Yellow piece 16:

Play the minigame at B-7.

Yellow piece 17:

Play the minigame at D-2.

Yellow piece 18:

Talk to the little girl and Pommy at B-7

of the Blue Zone. Pommy may begin following you at this point. After that, go to Yellow Zone B-6 and speak to everyone. Pommy should leave you for a bit. You will receive an email. Return to Blue Zone B-7 and speak to the girl. Ride the train from the Red Zone at H-1, arriving in the Yellow Zone. Go into the boys' restroom at D-6.

Yellow piece 19:

Dash into the cracked wall at F-2. Open the chest inside.

Yellow piece 20:

Once you have 16 or more Yellow pieces, go to C-5 and get the piece from the building on the right.

Yellow piece 21:

Play the minigame at E-3.

Yellow piece 22:

After speaking with the teacher at C-5, you must talk to the 10 students and ride the following rides: Tomato Shot at A-3, Bomber Head at C-4, and the Ferris Wheel at G-3. Then return to B-4.

The students' locations:

- 01: A-2 road
- 02: A-6 road
- 03: A-7 road
- 04: B-3 road
- 05: B-7 road
- 06: D-4 road
- 07: E-2 road
- 08: E-7 road
- 09: In the right side building at G-7
- 10: In the left side building at G-7

Yellow piece 23:

Play the minigame at F-7.

Yellow piece 24:

Ride in the yellow gondola of the Ferris Wheel at G-3. You can do this while working on Yellow piece 22's quest to save time.

Yellow piece 25:

Play the minigame at E-4.

Green Zone

Green piece 1:

Win the Bomberman Kart race at G-2.

Green piece 2:

Play the minigame at B-2.

Green piece 3:

Get the Green Ticket by speaking to the parent and child at C-5. I'm not sure exactly how you get it though. Then talk to the person who is under the Bungee Jump at E-2.

Afterwards, get into the cannon at B-5 and it may randomly shoot you up to the Bungee Jump at E-1.

Green piece 4:



Play the minigame at C-3.

Green piece 5:

Play the minigame at F-2.

Green piece 6:

At E-3, take a quiz and answer 5 questions correctly.

Green piece 7:

After inspecting the one barrel you can't dash through at B-5, get in the ship's cannon. It may randomly fire you into the barrel.

Green piece 8:

Play the minigame at G-4.

Green piece 9:

Play the minigame at G-4.

Green piece 10:

Go to D-2. Push the rocks out of the way correctly and you will reach the chest at C-1.

Green piece 11:

Find the mascot hiding behind the building at F-2. He's not there right at first.

Green piece 12:

Play the minigame at F-4.

Green piece 13:

Complete the Bomber Puzzle at A-5.

Green piece 14:

After speaking to the staff member next to the kangaroo, you buy the melon pan (?) from the Shop in B-3. Feed it to the kangaroo.

Green piece 15:

Play the minigame at E-7.

Green piece 16:

Play the minigame at B-2.

Green piece 17:

Play the minigame at E-5.

Green piece 18:

Play the minigame at D-7.

Green piece 19:

Complete the Bomber Dungeon at D-6.

Green piece 20:

When you enter the pyramid at F-2, the piece is taken by a black Hige bandit. Go to G-5 and chase it. Right behind the Safari signboard at G-6, you can pass through a hole in the fence and continue right to catch the bandit.

Green piece 21:

Go to H-7 and ride the swan. Ride it to C-6 and pick up the bottle that floats by.

Green piece 22:

Enter the gate at D-7. Talk to the witch in the treehouse at C-6. You must return with a secret treasure from each zone. They are invisible, but make a sound so if you hear one you should start searching everywhere.

Treasure Locations:

Green Zone: Near where you caught the black Hige bandit, I think.

Blue zone: G-8 sandy beach

Red zone: H-2 flower bed

Yellow zone: D-5

White zone: F-8 lawn

Green piece 23:

Race the rat at B-4. You'll have to dash constantly without ramming into any walls in order to win.

Green piece 24:

Go to H-7 and ride the swan. Ride it up to H-6 and land on the island. Inspect the hole there.

Green piece 25:

Speak to the tree at C-7. You must return with : water (gained by riding the swan to Red Zone and going to the fountain at B-4), squid and shrimp acquired from fishing at Blue Zone H-3, and fruit from the Yellow Zone (found by dashing into the tree at D-3).

White Zone

White piece 1:

Go to the 7th floor of the tower and win the minigame "Shepherd B" from the blue staff member.

White piece 2:

After speaking to the chef at D-4, the black dog at G-6 should move, enabling you to get behind the building and open the chest.

White piece 3:

On the second floor of the tower, talk to the paint thing. It will paint you blue. Walk left, then dash up into the canvas on the left. Then get painted again, talk to the girl who is blocking your way, dash up into the middle canvas, get painted again, talk to the kid blocking the way, and dash up into the third canvas. Talk to the man standing next to you.

White piece 4:

Take the secret passage around H-6 \_it runs between the kart track and G-6. Walk up there and get the creature you meet to follow you. Go back to C-4 and talk to the Hige Bandit. Then enter the gate at B-5 and talk to the middle lady. Enjoy the stand-up comedy and get rewarded.

White piece 5:

Go to the 7th floor of the tower and win the minigame "Collect the Dots" from the blue staff member.

White piece 6:

Win the minigame Bomber Band from the blue staff member on the the tower's 5th floor.

White piece 7:

Go to F-6 and do the minigame there.

White piece 8:

On the second floor of the tower, enter the room with a treasure chest through a passage on the right side of the room. Open the chest.

White piece 9

Go to F-5 and do the minigame there.

White piece 10:

Once you have White 25, enter a building and exit. You will receive an email. Read it and talk to the staff member at C-7. Choose the top option. Defeat the Hige bandits and talk to the girl, choosing the second option. Beat the next enemy and choose the 3rd option.

White piece 11:

Play the minigame at B-5.

White Piece 12:

After riding the hot air balloon, go right and down to G-4. Enter the first building and play the minigame Thunder Bomberman.

White piece 13:

Go into the restaurant at D-3. Speak to the chef and eat his cooking. Afterwards you will get sick and need to visit the doctor in Red Land to be cured.

White Piece 14

After riding the hot air balloon, go right and down to G-4. Enter the second building and play the UFO de Bomb minigame.

White piece 15:

Play the minigame at C-5.

White piece 16:

Enter the gate at H-7, and jump on one of the 2 bombs. If you guess correctly, you get the piece. If not, you get blown into one of the other lands.

White piece 17:

Win the "Bomber Dungeon" game at B-5.

White piece 18:

After you've had your picture taken by the cameraman at G-4 and (by sticking your face in the pictures there), go to the Information desk and pick the third option.

White piece 19:

Win the Bomberman Kart race at H-7.

White piece 20:

After riding the balloon to White Land, walk left into a hidden passage. Take it all the way down to D-7, enter the building, and win the 20 question quiz.

Answers: 1, 2, 3, 3, 2, 2, 1, 1, 1, 2, 2, 2, 3, 2, 3, 1, 2, 1, 2, 2

White piece 21:

Having landed from the hot air balloon, walk right behind the castle, then down to E-3 and go left to walk through a passage within the castle. Speak to the bird at C-2. Then go to B-6 and purchase the item for \$250 from the blue shopkeeper. Return to C-2 and talk to the bird, choosing the top option both times. It will fly away. Take the hot air balloon back to the Green Zone, then ride it back again, and the bird will have returned with the piece.

#### White piece 22:

After riding the balloon to the White Zone, walk left into a hidden passage. Take it and exit to the right, where 2 Bomber people are standing. Talk to the lady and choose the first option to play the minigame: Racing from Boulders 2.

#### White piece 23:

Play the melody panel game in the upper-right corner of the first floor of the tower. The solution is Green, Red, Orange, Dark Blue, Light Blue, Pink, Yellow, or I'm a dirty liar.

#### White piece 24:

Win the Mirror minigame from the green staff member on the tower's 5th floor.

#### White piece 25

After watching the stand up comedy, enter and exit a building, then talk to the girl on the bench outside of the gate at B-5. Then go to the Green Zone and get the cannon to shoot you to the Bungee Jump area. Search the spot you land at to get the Hero Show ticket. Return to B-5, enter the gate, and watch the show.

#### 125 pieces:

If you have all 125 pieces, enter the left gate on the third floor of the tower and go up. Become the Piece King and see the credits! This unlocks the Epilogue.

#### Dolphin Island

#### VIP Ticket:

When you have 50 or more pieces, you can get the VIP ticket from a staff member at one of the desks in the casino. This allows you access to the VIP section of the casino and unlocks Casino Adventure Mode.

Hammer Game: The hammer game, located at the bottom of the casino inside of the hotel, is far and away the best place in the game to earn money. Use up and down to set your bet up to 20, then press and hold A (on GameCube) to raise the hammer. The longer you hold the button, the higher the bombs goes. If you hold it very long, though, the bomb will fly off and you automatically lose. The object is to stop the bomb on one of the payouts - they vary between 40 and 100 when you're betting \$20. If the payout has a "JP" next to it, you will receive double the payout for stopping the bomb next to it. When you are finished, press Y (on GameCube) to quit the game.

---

#### 6. How to play Epilogue Mode

---

The object of this mode is to save Pretty Bomber!

#### GameCube Controls:

Direction Pad or Left Analog stick: Move Shiro Bomb.  
A button: Talk/Use/Search/Confirm Menu Selections  
B button: Dash (disabled during battles until you get the shield)/Raise Shield (once acquired)/Cancel Menu Selections  
Y button: Activate Bompad. Also used to select certain hiragana and katakana when inputting your name.  
X button: Used to select certain hiragana and katakana when inputting your name.  
Z Button: Change the map's zoom during battles.  
L Button: Switch to the weapon to the left.  
R Button: Switch to the weapon to the right.  
Start: Pause during battles.

#### Bompad Menu:

##### 1-Bombernet

- a-Email: Check emails once you start receiving them.
- b-Piece Verification: Disabled

2-Pieces: Shows which pieces you have. That would be all 125.

##### 3-Items:

- a-Story Items: Shows which items you have. Select the HP item to view your current hit points.

##### 4-Map:

- a-Red Zone
- b-Blue Zone
- c-Yellow Zone
- d-Green Zone
- e-White Zone
- f-Dolphin Island

##### 5-Options

- a-Name Entry: Select the lower-left option to toggle between hiragana, katakana, and English letters. Select the lower-right option when finished.
- b-Text Speed: Default is Slow (Futsuu). Change it to Fast (Hayai).

##### 6-Save/End:

- a-Save: Disabled. See note on saving below.
- b-End: Select the top option to quit to the title screen, or the bottom to cancel.

Saving and Restoring HP: There is a mailman and a nurse on the right-side of the starting room. Talking to the nurse heals you. Talk to the mailman and choose the top option to cancel and the bottom option to save. After exiting the tower, they will no longer be there.

Other rest points: The Information desks at White Zone E-8, Yellow Zone B-4, Red Zone E-1, Blue Zone E-7, Blue Zone castle Interior, Green Zone G-4, on the Pirate ship at Dolphin Island.

Talk to the man with the top hat. After he goes to the elevator, talk to him again, then take the staircases to the 5th and 7th floors and

stand next to the paper on both counters. Search each one to flip a switch. The elevator will now work. Take it down, then go down the stairs.

On the third floor, 2 soldiers will attack you. 2 more soldiers await on the 2nd floor. The boss attacks when you approach the hostages on the first floor. Talk to each hostage to untie them. Speak to them again and they will follow you until you exit the tower.

After leaving the tower, talk to Gold Bomber. Go to the Bomber Dungeon at B-5 and speak to the staff member to get another bomb.

Leave the White Zone and reenter it. Go back to the tower and talk to Gold Bomber. Go to the 6th floor of the tower and talk to the man with the top hat to receive a new item.

Go to G-7 and take the long, thin passage that runs parallel to the Kart track. At the top, talk to the rabbit and choose the bottom option.

Go to the sandlot at H-7. Stand in the center and you will be prompted to enter a password. The password is "sekaiichi". With the top-left hiragana character "A" being the position 1,1 here are the positions of the characters you must enter:

Se: 4, 3      Ka: 1, 2      I: 2, 1      I: 2, 1      Chi: 2, 4

Walk away and you will see a man run by. Follow him to F-6 where he is behind the building. Talk to him twice, choosing the bottom option the second time. Return to the sandlot and talk to the mole.

Go to C-4 and talk to Gold Bomber. Return to the sandlot at H-7 and jump down the hole. Talk to Gold Bomber twice. When he leaves, talk to Kuro Bomb, then Racer Bomb, then the mole. Now you can walk down the passage.

#### Yellow Zone

Go to the Bomber Dungeon at B-7 and talk to the staff member to receive another bomb.

Go to the left building at F-7 and talk to Kuro Bomb, choosing the bottom option.

Defeat the enemies at the following locations: A-4, C-4, C-5, D-7, E-4, F-5, F-7, inside the right building at F-7, G-7.

Go to the castle at E-4 and choose the second option at the door. Talk to the lady standing in front of the Out door. Then talk to everyone else, and after speaking to the green person, your friends come in. Talk to all of them, and after speaking to Gold Bomber twice, Kuro Bomb and Racer Bomb should start speaking to each other, and they leave.

Defeat the enemy at B-7 and Kuro Bomb will email you. Then head to G-4 and fight the boss! Stay just outside of his range when he jumps and boomerang him repeatedly when he is stunned. After winning, talk to each of your friends, then activate the record player. Speak to everyone again. Then chat with Racer Bomb once more and everybody leaves.

Head to F-7 and speak to the Racer Bomb, choosing the top option. Kuro

Bomb will join you at A-5. Go to the train station at C-7 and talk to the staff member. When you walk away, Kuro and Racer should have a short conversation. This allows you to have Gold Bomber and his friends join your party at F-1.

Go back to the station at C-7 and talk to the staff member 3 times, choosing the second option each time.

Red Zone

Talk to all of your friends. Gold should leave while Kuro and Racer join your party again.

Go to the Bomber Dungeon at G-2 and receive an the shield.

Defeat the enemies at A-5, B-2, inside the doctor's office at B-2, C-2, D-3, D-4, E-2, E-7, F-6, G-2, G-5, and G-6.

Go to G-1 and speak to Aka Bomb, selecting the first option. Speak to everyone a couple of times, and perhaps try to leave, and eventually Aka Bomb and his parents will leave.

Enter the cat house at G-6. Talk to everyone and Gold Bomber will enter. Speak to Gold Bomber, then Aka Bomb's mother, then Aka Bomb, then his father, and they should each leave. Talk to Gold Bomber twice, choosing the top option the second time. Speak to each of his friends after he leaves. Now you can exit.

Return to G-1 and talk to everyone repeatedly until they join you. Now go back to the cat house at G-6. Speak to everyone, and then speak to Racer Bomb again and he will exit.

Cross the bridge at B-2 and you will see a man walk by. Follow him to H-3. Chat with him and choose the second option to receive an item. Return to the cat house and talk to Kuro Bomb and Racer Bomb. Cross the bridge at G-4 and you should see a yellow man walking by. You may have to enter some buildings first; I'm not sure.

Return to Racer Bomb and talk to him. He will leave. You may have to do some other stuff first; I'm not sure. Enter the windmill at G-2 and search the top of the gears, choosing the top option. Enter the windmill at F-2. Search the top of the gears and choose the top option. Talk to the Racer Bomb and you should get an email from Pretty Bomber.

Walk to B-3 and the witch boss should attack you. Dodge her blasts and attack whenever her shield is down. Turn on the record player. Talk to Kuro Bomb and pick the second choice.

Go back to G-1 and talk to Aka Bomb's family. Go to C-6 and talk to the Hige Bandit. Chase him to G-2. If you get there before him, he'll award you another bomb. If you fail to beat him, just enter a building, then go back and race him again.

The rocks at B-5 are finally gone. Go down to A-7 and talk to the mysterious figure, who leaves on the boat. Walk away and Racer Bomb should email you. Meet him in the cat house at G-6. Talk to him several times and he will leave. Talk to Kuro Bomb several times and he leaves too. Go to E-1 and talk to them again. You should receive an email from Gold Bomber shortly thereafter. Talk to Racer Bomb again and he will leave. Speak to Kuro Bomb and he leaves as well.

Walk to D-3 and you should get an email from Aka Bomb's mother. Head to G1 and talk to everyone. Kuro and Racer show up. Talk to everyone and then search the flower to get the Master Key. Walk over the bridge and choose the top option.

#### Blue Zone

Talk to Racer Bomb. He will join you. Talk to Kuro Bomb, who leaves. Enter the building at A-3. Enter the Bomber Dungeon at B-2 and get the Hammer.

Defeat the enemies at A-2, A-6, C-3, D-1, inside the men's restroom at D-7, D-8, F-5, G-2.

Walk to D-2 and you should get an email from Gold Bomber. Go back to the building at A-3 and speak with Racer Bomb. Head to the shop at A-6 and examine the door. Go back inside the building at A-3 and you'll receive an email from Kuro Bomb. Racer Bomb will talk to you and leave after you exit the building.

Enter the shop at A-6. Fight the small jester boss. Go to D-4 and speak to the masked man. Select the top option. Bounce on the star up to the top of the castle.

Inside the castle, take the staircase at the top and rescue the hostages. Save and heal afterwards. Then defeat the Hige Bandit and take the lower staircase. Defeat the Hige Bandit on the left and go down the staircase.

You'll fight 3 giant Hige Bandits when you see your friends. Walk up and talk to Gold Bomber. The real Jester boss attacks. Boomerang him repeatedly and back off when his bombs explode. When he starts rolling on bombs, keep hammering them. Time it right and you'll create a landmine which will devastate him. Turn on the record player after you win.

Talk to everyone, then talk to Gold Bomber again. After everyone has a conversation, a man walks up. Speak with everyone, then speak with the man again. Repeat and the man will leave. Talk to Racer, Kuro, and Gold, then they leave too. Exit the castle through the front door.

Talk to the man in the helmet at A-4, picking the second option. Speak to Gold Bomber, who walks off.

Enter the castle at D-4. Dash into the wall at the top and go into the hidden passageway. Take the stairs, then walk to the upper-left corner. Talk to Gold Bomber and inspect the broken door. Leave the castle and talk to the red man at E-1, selecting the second option.

Return to the broken door and speak to the red man. Go to D-2 and get Kuro Bomb to join you. Racer Bomb will join at D-8. Go back to the broken door in the castle and talk to the red man. Walk down and speak to Kuro Bomb while the red man blasts the door. Go through it.

After your friends have walked off, follow them and talk to Gold Bomber. Don't touch any rats or he will run back to the spot he was standing at.

#### Green Zone



Talk to your friends, then talk to Gold Bomber, who leaves. Kuro and Racer will join you. Enter the men's restroom at C-2 and talk to the Hige Bandit in the left stall. Fight him and win to get another bomb.

Go to G-2 and bounce on the stars to get to the main section of the Green Zone. Don't you wish those stars were there in the main game?

Enter the Bomber Dungeon at D-6 to get another bomb. Speak with Gold Bomber twice at B-6. Walk to E-4 and you'll get an email from Ao Bomb. Talk to him in the lion house at G-4. When you leave, you will get an email from Midori Bomb. You'll lose the ability to run.

Midori is at B-7. Talk to him a few times (you may need to leave and talk to Ao Bomb again) and choose the first option. He leaves. Go back to the lion house at G-4 and talk to Ao Bomb. Your friends will enter. Talk to everyone repeatedly until the blue guy leaves. Follow everyone outside. Talk to them and they will leave.

Defeat the enemies at B-5, inside the building at B-6, D-2, D-5, D-7, E-4, F-7, and G-4. You should receive an email from Kuro Bomb (perhaps while inside the boat). Head to F-3 and talk to the mysterious figure, who runs off. Go back to B-5 and talk to the enemy, who leaves on the boat.

Head for the bridge at E-5, and choose the first option when Kuro Bomb talks to you. Return to the lion house at G-4 and talk to the blue guy. Talk to everyone else, then speak with the blue guy again until Gold enters. Speak to everyone repeatedly until Racer Bomb leaves. Then talk to Kuro Bomb, Gold Bomber, Ao Bomb, and Midori Bomb, and they will leave.

Go to E-3 and pick up the item there. Go back into the lion house and talk to both people repeatedly until Racer Bomb comes in. Talk to everyone, then speak to Racer and he will leave. Talk to Ao Bomb and he leaves too.

Walk to C-5 and talk to the blue fellow. Then talk to the plant boss and fight him. Block his shots with your shield or bombs while boomeranging him. Talk to Kuro, Racer, and Gold, who leave. You can dash again!

Go to F-6 where a blue guy runs by. Then walk through the hole in the fence to the right of the Safari sign and turn on the record player at G-5. Walk away and Racer will send you an email. Talk to him at B-7 then enter the ship at A-5. Talk to the captain and pick the first option.

Go to the shop at B-3 and get an item from the staff member. Return to the ship, talk to the mouse, and choose the top option. Then talk to the captain, who leaves. Go out to B-5 and talk to everyone. After the captain leaves, talk to everyone else, and they will board the ship. The mailman and nurse join you as you talk to Kuro and get aboard.

Dolphin Island

Save your game. Exit the ship. Talk to everyone and they will join you. Head to C-6 and talk to the soldiers, then enter the hotel. After everyone stands back from you, talk to them and they will leave.

Head into the casino and defeat the many enemies there. Go back to the main floor and try to use the elevator. Then return to the casino and talk to Kuro. Leave and you will see a Hige Bandit who runs away. Exit to the pool area through the left door of the main floor. Fight the Hige Bandit outside to get a key.

Go to the elevator and take it to the second floor. Enter rooms 201 and 202 and defeat the enemies. Take the elevator to floor 3. Enter room 302 and beat the enemies. I can't figure out how to get into 303.

Ride up to the fourth floor and go into room 401. Defeat the enemies in the hot tub room. Head to the roof and talk to the boss, choosing the top option. Hide behind the walls to avoid his attacks during the fight - they do mega damage. After the battle, talk to him a few times, choosing the top option, until he joins you.

Go out to D-6 where the boss scares the soldiers away and leaves. Save on the ship, then enter the wedding chapel. Talk to the big boss. After you beat him, talk to Pretty Bomber, then you'll have to fight the boss' true form. He seems to be invulnerable to bombs, so use your boomerang exclusively. Don't try attacking him until his laser blasts have fully extended themselves.

Once you've won, talk to everyone, then the bee. Pick the top option. Talk to everyone, then Pretty Bomber. Watch the ending and save.

Continue the game. You can access more minigames from the new island. Winning them for the first time or beating your record earns you \$30. Additional minigames are available inside each house. Talk to the staff member standing in front of the doorway after having beaten that staff member's minigame and they will stand aside, letting you in. You can now save at any time.

You can also fight several of the bosses in the lower-right corner of the island. Speak to them, and pick the top choice to select a fight type or the bottom choice to cancel. Then choose the top option to cancel, the second option for a normal fight, and the third for a hard fight. After winning the hard fight, an even harder difficulty becomes available. Win at all three difficulties and you get an item. Your life is automatically filled each time you begin a boss fight.

After beating all 5 bosses, the next time you load your save file a man will be standing to the left of the bosses. Talk to him and pick the bottom option to fight all 5 bosses at once, or the top option to cancel. The easiest way to win this battle is to try it over and over until you get the Fire Shield power up. Use it to knock off the final boss, then take out the witch. The others will be easy after that. You're rewarded with an item after winning.

The next time you load your save file, you can follow the path behind the bosses all the way around the island, where you'll meet a Hige bandit. Choose the bottom selection to fight a giant group of bad guys and the top one to cancel. Drop bombs and run away constantly until the group has been thinned, then finish them off with boomerangs to win. You're rewarded with 3 extra bombs, just in case you feel like fighting some more.

Now talk to Pretty Bomber and pick the bottom choice to get her to follow you. Walk around and do stuff for a while. Eventually, when you return to where Kuro and Racer are, she leaves you again. If you have

unlocked all 80 minigames, walk towards the bottom of the island and the cameraman should approach you. Choose any option and you will be rewarded with a CD coupon. Take it to the information desk to receive the CD.

Head to the dock at the lower-right corner of the island and talk to the staff member. Choose the top option to leave the island and see a bit more of the ending sequence. That is really the end.

---

## 7. How to play Casino Adventure Mode

---

The object of this mode is to take \$500 and turn it into \$100,000 by playing the various casino games.

### GameCube Controls:

Direction Pad or Left Analog stick: Move Shiro Bomb.

A button: Talk/Use/Search/Confirm Menu Selections

B button: Dash/Cancel Menu Selections

Y button: Activate Bompad. Exits some minigames. Also used to select certain hiragana and katakana when inputting your name.

X button: Used to select certain hiragana and katakana when inputting your name.

Z Button: Not used.

Start: Pause during Minigames. A menu asks if you'd like to quit. The top option will quit, while the bottom option cancels.

### Bompad Menu:

#### 1-Bombernet

a-Email: Check emails once you start receiving them.

b-Piece Verification: Disabled.

2-Pieces: Shows which pieces you have. That's 0 for this mode.

#### 3-Items:

a-Story Items: Shows which items you have. They are used automatically when you talk or search things.

4-Map: Disabled.

#### 5-Options

a-Name Entry: Select the lower-left option to toggle between hiragana, katakana, and English letters. Select the lower-right option when finished.

b-Text Speed: Default is Slow (Futsuu). Change it to Fast (Hayai).

#### 6-Save/End:

a-Save: Select a file, then choose the top option to save or the bottom to cancel.

b-End: Select the top option to quit to the title screen, or the bottom to cancel.

If you take the stairs to leave the casino, you will be prompted to quit or not. Choose the top selection to quit and the bottom to cancel.

Once again, the hammer game is the easiest way to earn money. You can also earn an easy thousand by beating the lady on the stage at a game

of heads or tails. Just save before you play her, then quit if you lose.

There is a man on the lower-left slot machine in the right side of the casino who asks you to loan him \$2,000. If you say yes and come back to him later, he'll repay you \$3,000.

You cannot enter the VIP room until you have \$3,000. At that point Gold Bomber will email you. Talk to him in the VIP room. Speaking to him and anyone else who emails you is entirely optional.

Earn \$10,000 and you'll get an email from the mayor. Talk to him and choose the top option.

Earn \$15,000 and Racer Bomb emails you. Talk to him and pick the top choice.

Guess what? Earn \$16,000 and you'll receive an email from Kuro Bomb. Talk to him as he drones on and on...

At \$20,000, Midori Bomb emails you. Speak to him at the coin-shooting game.

Louie emails you at \$30,000. Pick either option.

At \$40,000, Ao Bomb sends an email. You'll find him at the slot machines on the left in the VIP room. You lose access to your Bombpad after talking to him. Talk to Midori Bomb to get it back.

The lovely Pretty Bomber emails at \$50,000. Talk to her and select the second option. Man, she's a babe!

Pommy emails at \$60,000. Talk to him and choose the second choice. Take him to the VIP room.

Once you reach \$100,000, speak to the man on the stage for the ending.

If you load your save file after beating the game, there will be a man standing at the top-left of the right room. He seems to be suggesting you get \$200,000 for some reason. Do we even want to think about that?!

---

## 8. How to play Battle Mode

---

### GameCube Controls:

Direction Pad or Left Analog stick: Move your character.

A button: Lay bombs/Pick up bombs with

B button: Detonates bombs/Cancel menu selections

Y button: Stop kicked bombs. Also used to select certain hiragana and katakana when inputting your name.

X button: When you have the appropriate items:

Line bombs/Punch/Jump.

Also selects certain hiragana and katakana when inputting your name.

L Button: Pulls the Devil towards you/Makes Louies wiggle.

R Button: Pulls the Devil towards you/Makes Louies wiggle.

Start: Speeds up the battle when no human players remain/

Pause. The top option resumes, the middle option returns to the Battle Mode menu screen, and the bottom choice exits to the main

menu.

Menu translation:

#### 1-Standard Battle Game

1a: Players menu: Set each player to human (happy eyes), weak computer (sickly eyes), normal computer (normal eyes), strong computer (red eyes), or no player (head turned away). Press X (GameCube version) to input a player's name.

1b: Name Entry: Select the lower-left option to toggle between hiragana, katakana, and English letters. Select the lower-right option when finished.

1c: Stage select: Choose a stage variation. Additional variations can be purchased in Bomberman Land mode.

#### 1d: Rules

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

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

c-: Sudden Death: When on, blocks will during the last 40 seconds of a match until only one player remains. When off, blocks don't fall and a draw occurs if more than one player remains at time up. Nashi (ends with a backwards J) is off, Ari is on.

d-: Slot Machine: A slot machine randomly decides 3 starting before each round.

e-: Miso Bomb: Off, On, or Super (4 symbols). This is like the "PK Bomber" of other Bomberman games except you just aim a crosshair instead of seeing your ship. The Super option allows you to revive yourself if you manage to kill someone.

f-: Position: Fixed (3 symbols) or Random (4 symbols).

1e: Negative effects: Off, Devil, Skull, or Random. The devil follows around a random player and gives them skull effects from time to time.

1f: Confirm settings: Press the cancel button if you want to change anything. Press accept to begin playing.

#### 2-Star Battle: Win by collecting the most stars. Similar to Coin Battle in Bomberman Generation.

2a: Players menu

2b: Stage select

2c: Rules

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

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

c-: Slot Machine: A slot machine randomly decides 3 starting before each round.

d-: Position: Fixed (3 symbols) or Random (4 symbols).

2d: Negative effects: Off, Devil, Skull, or Random.

2f: Confirm settings

#### 3-Point Battle: Earn points by killing the other players and lose points by killing yourself.

3a: Players menu

3b: Stage select

3c: Rules

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

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

c-: Slot Machine: A slot machine randomly decides 3 starting  
before each round.

d-: Position: Fixed (3 symbols) or Random (4 symbols).

3d: Negative effects: Off, Devil, Skull, or Random.

3f: Confirm settings

Pause Menu:

1-Resume

2-Return to Battle Mode Menu

3-Return to Main Menu

Items: (Check the manual for image references)

Red Fire: Makes your explosions one space bigger.

Blue Fire: Makes your explosions one space smaller.

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

Bomb Add: Lets you lay one extra bomb.

Bomb Subtract: Takes away one added bomb.

Skate: Makes you walk a little faster.

Slow Shoes: Makes you walk a little slower.

Egg: Gives you a Louie.

Line Bombs: Lays all of your bombs at once in a line.

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

Bomb Jump: Allows you to jump one space. You can jump from one edge  
of the screen to the other.

Spike Bomb: Your explosions will not be stopped by soft blocks.

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

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

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

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

Jelly Bomb: Your bombs will bounce off of walls when kicked, and  
bounce around randomly when thrown.

Skull: Gives you a random negative effect. You can pass it on to  
others by touching them.

Star: Adds to your score in Star Battle Mode.

---

## 9. How to play Survival Mode

---

Survival Mode is an expanded version of the Bomber Dungeon rooms found in Bomberman Land Mode. Shiro Bomb stops by the Minibomb castle while sightseeing, and discovers that the King Minibomb and 299 others have been kidnapped. It's up to you to rescue them all!

GameCube Controls:

Direction Pad or Left Analog stick: Move Shiro Bomb.

A button: Attack. Hold to charge a more powerful attack./Talk/Confirm  
Menu Selections

B button: Raise Shield. Hold while moving to Dash/Cancel Menu  
Selections

Y button: Bring up Status Menu. Also used to select certain  
hiragana and katakana when inputting your name.

X button: Used to select certain hiragana and katakana when inputting your name.

Z Button: Change the map's zoom

L Button: Switch to the weapon to the left.

R Button: Switch to the weapon to the right.

Start: Pause. A menu asks if you'd like to return to the castle. The top option will cancel, while the bottom option will return to the castle. You will lose any item upgrades found if you do so.

Weapons: The 3 main weapons level up as you use them to hit enemies. This increases the damage they inflict, much like my last girlfriend.

Boomerang: Most useful weapon. Attacks at long range and you can throw several at once.

Bombs: Damage several enemies at once. They can be chained together and they damage you if you are too close to their explosions. They are great for killing large groups of enemies at once. They can also open cracked walls. You don't have very many bombs at first, but you gain one by talking to someone each time you collect a new crystal.

Hammer: Least useful weapon. You can chain a combo of 3 swings together, and each swing has a greater arc. Unfortunately, its range is so short that you usually end up taking damage against multiple enemies. It can be used to open cracked walls more quickly than a bomb, however.

Landmine: Lay a bomb and hit it with the hammer to create a landmine. Don't get near it!

Information Desk Menu:

1- Status

2- Minibomb List

3- Name Entry: Select the lower-left option to toggle between hiragana, katakana, and English letters. Select the lower-right option when finished.

4- Save Game: Select a file, then choose the top option to save or the bottom to cancel.

5- Cancel

To quit and return to the title screen, walk into the front entrance of the castle and choose the top option. Choose the bottom option to cancel. If you haven't saved recently, it will ask if you want to save also. Choose the top option to save or the bottom to cancel.

The castle is the hub from which you enter dungeons. Each dungeon consists of several floors whose exits are guarded by minibosses. Minibombs are found in chests, behind cracked walls, and after some enemies are defeated.

The last floor of each dungeon has a real boss who awards you a crystal when defeated. The crystal allows you to enter the next dungeon. Each time you get a crystal you should also talk to whatever unique character shows up at the castle, as they will award you an extra bomb.

The odd-numbered floors have a launch pad which returns you to the castle. You should use each launch pad once as it allows you to return to that floor from the castle at any time.

The final dungeon is located through a hidden passageway at the right of the main castle. Once you've beaten it and rescued the Bomber King, buy the Crown from the blue salesperson. Only then can you find the remaining Minibombs...

After rescuing all 300 Minibombs, you can purchase the 3rd CD for the sound test.

-----  
10. Minigames List  
-----

When I couldn't translate the name, I made one up.

- 1-Archery: Aim at a target while taking into account wind speed and direction.
- 2-Hammer Blocks: Knock all of the colored blocks out without toppling the Bomberman statue on top of them.
- 3-Door Maze: Navigate Bomberman to the end of a maze by raising and lowering the red and blue doors, all while avoiding enemies.
- 4-Shell game: Keep your eye on the pipe the bomb is hidden in.
- 5-Camera man: Photograph the right person in a crowd.
- 6-Pang: Pop bubbles without getting touched by them, just like Buster Bros.
- 7-Space Train: Collect all the trains and take them to your base without running into yourself - a bit like "snake". On GameCube, hold B to go faster. This game sucks.
- 8-Pigeon Shoot: Shoot batches of 2 clay pigeons with only 2 bullets per batch.
- 9-Space Rescue: Collect the floating astronauts and return to the landing pad without crashing or running out of fuel.
- 10-Submarine: Drop bombs on passing submarines, like the old Sega arcade game Deep Scan.
- 11-Classroom: Change the plus or minus to make the equations work.
- 12-Memory: Match pairs of cards based on a quick peek beforehand.
- 13-Skydiving: Collect coins and land safely on the target.
- 14-Turret: Fire at oncoming planes before they reach you... Snooze!
- 15-Help me!: Collect coins and jump over rocks while dodging boulders.
- 16-Circus Ball Jump: Hop from ball to ball while collecting more time and trying not to fall.
- 17-Collect the Dots: Get the dots and reach the goal without running into a wall.
- 18-Crazy Highway: Reach the goal without running into other cards.
- 19-Rail Chase: Manage the arrows to keep Shiro and Pretty Bomber from running into each other.
- 20-Ninja: Collect coins and defeat enemy ninjas, scoring more if you're right on top of them when you hit them. Hiyaa!
- 21-Palm Tree Climb: Collect coins while avoiding coconuts, birds, and fish.
- 22-Bomb Factory: Flip the arrow to send bombs into machines of the same color. Flip at the last possible moment to earn bonuses.
- 23-Puzzle: Sliding-tile puzzle.
- 24-Bridge trouble: Raise and lower bridges to allow trains into the gates and keep bombs out.
- 25-Circus item pass: Pass an item on a pole from one side to the other without losing balance.
- 26-Shepherd: Lead sheep into the gate and close it behind them.
- 27-Chicken Bounce: Bounce chicks up to their mother without getting hit



by them.

- 28-Rain of Fire: Dodge fireballs while collecting coins.
- 29-Bomb Gun: Shoot the red targets scrolling by but not the green ones.
- 30-Vine Climb: Jump from vine to vine, collecting coins and avoiding obstacles.
- 31-Bomber Cavern: Run and jump to collect coins and avoid perils.
- 32-Bomber Parade: Press the corresponding buttons as characters march by.
- 33-Bomber Samurai: Slice objects out of the air at the last possible second while avoiding dangerous objects.
- 34-Face blast: Blast as many faces as you can within the time limit.
- 35-Bomber Tank: Destroy all enemies while collecting powerups from within the bricks. Good fun.
- 36-Bomber Band: Press the button that corresponds with each note as it passes through the blue center portion of the screen.
- 37-Bomber Flight: Collect coins (and diamonds from within the balloons) while avoiding birds and storm clouds.
- 38-Bomberman Maker: Put pieces of Bomberman as close to where they should be as possible... Sort of like pin-the-tail-on-the-donkey.
- 39-Maruta: Jump from log to log collecting coins without falling in the water.
- 40-Mirror: Collect coins with Shiro Bomb while avoiding the enemies for Shiro Bomb AND Kuro Bomb.
- 41-Meteor Storm: Dodge exploding meteors and laser blasts.
- 42-UFO de Bomb: Shoot UFOs while their hatches are open from dropping bombs, and don't let any bombs land.
- 43-Door Maze B: There are more enemies to avoid than before.
- 44-Circus Bomb Balance: Balance a bomb as it grows and objects are thrown at you.
- 45-Variety Shell Game: It's harder now because you have 2 colored bombs to keep track of.
- 46-Hammer Blocks Hard: The same as before but you have way more blocks to knock out.
- 47-Space Train B: The pieces you have to collect are far more numerous now. This is annoyingly hard!
- 48-Space Rescue B: You must avoid loads of debris while flying.
- 49-Submarine B: There are a lot more targets in the B game.
- 50-Classroom B: Like the original, but three numbers are being added or subtracted instead of 2.
- 51-Thunder Bomberman: Like "Rain of Fire", but with small and large lightning bolts.
- 52-Shooting Ball: Like "Pang", you're shooting the falling balls, but your shots are smaller now.
- 53-Skydiving B: Collect ALL coins on your way down and land safely on target.
- 54-Turret B: It's a little more interesting now because the enemies come at you from 8 directions.
- 55-Circus Ball Jump B: The track is longer and birds fly at you now.
- 56-Collect the Dots B: Longer mazes are afoot.
- 57-Violent Highway: Riding the unlockable Bomberman Kart, run into cars to keep your fuel up while avoiding police cars.
- 58-Rail Chase B: The track is more complicated now...
- 59-Save me!: Just like "Help me!" but you're in a jeep.
- 60-Ninja B: 3 kinds of ninjas attack you now.
- 61-Grid Archery: Aim at the numbers on the grid, avoiding the bombs.
- 62-Palm Tree Climb B: You jump between 2 palm trees now, and a whale shoots diamonds up in between them.
- 63-Bomb Factory B: Sort 3 colors of bombs at the last possible moment to score mad points.

- 64-Puzzle B: There are more pieces to arrange this time.
- 65-Bridge Trouble: You have to manage 5 bridges now.
- 66-Shepherd B: Run into the wolves to prevent them from getting over the fence to your sheep!
- 67-Chicken Bounce B: The chicks come at you all at once, so watch out.
- 68-Vince Climb B: More obstacles obstruct your climb than before.
- 69-Bomber Cavern: The course is more dangerous now. What did you expect?
- 70-Bomber Samurai B: Defend yourself from both sides.
- 71-Bomber Tank B: You have more enemies to hunt down now.
- 72-Bomber Band B: The notes scroll by faster than before.
- 73-Bomber Flight B: Dodge more stuff while grabbing the coins.
- 74-Maruta B: The river is wider with more logs to jump on. Tough!
- 75-Mirror B: Shiro and Kuro can only collect coins of their color now, which makes things complicated.
- 76-New Camera Man: The person you're shooting is much harder to spot.
- 77-Meteor Shower B: Things are shooting at you. And there's meteors.
- 78-Memory: Despite the name, you're just matching assortments of faces from the left side with their equivalents on the right side.
- 79-Volcano Bomb: Shoot the volcanic rocks before they reach you.
- 80-Louie Maker: Assembling a Louie is a little harder than a Bomberman.

---

## 11. Special Thanks

---

I must thank GameFAQs message board user "Dynastywarrior4" for pointing me in the right direction on numerous occasions.

Thanks also to Aster for the answers to Dr. Bomber's questions.

---

## 12. Contact Information

---

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: [eastfaqs@gmail.com](mailto:eastfaqs@gmail.com)  
Xbox Live Gamertag: EastX  
Sega Saturn Net Link Handle: Eastman

This document is copyright 2007 by Paul Acevedo. It may not be posted anywhere but [gamefaqs.com](http://gamefaqs.com), [ign.com](http://ign.com), [neoseeker.com](http://neoseeker.com), [cheatcc.com](http://cheatcc.com), and [cheats.de](http://cheats.de) without permission.

Bomberman Land 2 is a trademark of Hudson Soft. It is one thing to look fat. It is another thing to BE fat. True fatness is not of the body, but of the mind.