

Bomberman 2 FAQ/Walkthrough

by DinobotMaximized

Updated to v1.2 on Dec 26, 2005

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**                      FAQ Version 1.2
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**
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This FAQ was made for Bomberman II for the Nintendo Entertainment System. This is my first non in-depth FAQ. There are three modes of play in this game. The Normal Game consists of 6 Areas, each with eight stages. In each Areas section I've listed everything I could think of regarding each respective stage. There's also two multi-player modes, one for two players, and one for three.

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2. Version History

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1.0 - January 6, 2005

1.1 - February 1, 2005

Added more text to the modes section, and fixed format errors.

1.2 - December 26, 2005

Added a Passwords section, reformatted, and made some other small changes.

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3. Controls

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A Button: Drop Bombs

B Button: Detonate Bombs (when you have a Detonator)

Start Button: Pause/Unpause game

D-Pad: Move Bomberman

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4. Power-ups

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turning occasionally. One blast each will take care of them.

Blue Enemy 1: There's just one of these, it's not that fast, it moves straight and turns occasionally. It moves through bricks. One blast will take care of it.

Green Enemy 1: There's just one of these, it's not that fast, it moves straight and turns occasionally. One blast will take care of it.

Area 1-4 *****

Password: MMDHMJJJ
Time limit: 200 seconds
Number of enemies: 5
Destroyable Bricks: 36
Power-up found: Detonator (Bombs will explode only when you press the B button)

Orange Enemy 1: There are four of them, they move fairly slow and straight, turning occasionally. One blast each will take care of them.

White Enemy 1: There's just one of these. It moves slowly and very sporadically. It can move through bricks and teleports from time to time to time. One blast each will take care of it.

Area 1-5 *****

Password: DDGCDFLN
Time limit: 300 seconds
Number of enemies: 5
Destroyable Bricks: 51
Power-up found: Bomb Increaser (Increases the number of bombs you can have on screen by one)

Green Enemy 1: There are two of them, they are not that fast, move straight and turns occasionally. One blast each will take care of them.

Blue Enemy 1: There's just one of these, it's not that fast, it moves straight and turns occasionally. It moves through bricks. One blast will take care of it.

White Enemy 1: There are two of them. They move slowly and very sporadically. They can move through bricks and teleport from time to time to time. One blast each will take care of them.

Area 1-6 *****

Password: BBMAAKGA
Time limit: 300 seconds
Number of enemies: 8
Destroyable Bricks: 51
Power-up found: Bomberman (Makes your next area a Bonus Stage)

Orange Enemy 1: There are four of them, they move fairly slow and straight, turning occasionally. One blast each will take care of them.

Blue Enemy 1: There are two of them, they're not that fast, move straight

and turns occasionally. They move through bricks. One blast each will take care of them.

White Enemy 1: There are two of them. They move slowly and very sporadically. They can move through bricks and teleport from time to time to time. One blast each will take care of them.

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Bonus Stage *****
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Password: none
Time limit: 30 seconds
Number of enemies: Infinite
Destroyable Bricks: 0
Power-up found: Running Bomberman
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Orange Enemy 1: There are an infinite number of them, they move fairly slow and straight, turning occasionally. One blast each will take care of them. You have 30 seconds to kill as many as you can, Bomberman cannot die during this stage. Also a Bomberman identical to you will run across the stage, run into him for an extra life.

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*****
Area 1-7 *****
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Password: CCIDPMNI
Time limit: 300 seconds
Number of enemies: 6
Destroyable Bricks: 51
Power-up found: Flame (Increases the width of your bomb's explosions)
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Orange Enemy 1: There are four of them, they move fairly slow and straight, turning occasionally. One blast each will take care of them.

Orange Enemy 2: There are two of them, they're not that fast, move straight and turn occasionally. They will follow you if you get too close. One blast each will take care of them.

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*****
Area 1-8 *****
*****
Password: MMGLLCDI
Time limit: 300 seconds
Number of enemies: 7
Destroyable Bricks: 51
Power-up found: Detonator (Bombs will explode only when you press the B
button)
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White Enemy 1: There are two of them. They move slowly and very sporadically. They can move through bricks and teleport from time to time to time. One blast each will take care of them.

Blue Enemy 1: There are two of them, they're not that fast, move straight and turns occasionally. They move through bricks. One blast each will take care of them.

Blue Enemy 2: There's just one of these, it moves slowly and always follow you. It can move through bricks. One blast will take care of it.

Orange Enemy 2: There are two of them, they're not that fast, move straight

They can move through bricks. One blast each will take care of them.

Green Enemy 1: There are two of them, they are not that fast, move straight and turns occasionally. One blast each will take care of them.

Green Enemy 2: There are two of them, they are not that fast, move straight and turn occasionally. One blast each will take care of them.

Area 2-4 *****

Password: ABGPEJGI
Time limit: 250 seconds
Number of enemies: 7
Destroyable Bricks: 77
Power-up found: Detonator (Bombs will explode only when you press the B button)

Orange Enemy 2: There are two of them, they're not that fast, move straight and turn occasionally. They will follow you if you get too close. One blast each will take care of them.

Green Enemy 2: There are three of them, they are not that fast, move straight and turn occasionally. One blast each will take care of them.

Orange Enemy 4: There are two of them, they move slow and straight, turning occasionally. One blast each will take care of them.

Area 2-5 *****

Password: NKIHCBPC
Time limit: 150 seconds
Number of enemies: 6
Destroyable Bricks: 36
Power-up found: Bomb Increaser (Increases the number of bombs you can have on screen by one)

Orange Enemy 1: There's just one of these, it moves fairly slow and straight, turning occasionally. One blast will take care of it.

Green Enemy 1: There's just one of these, it's not that fast, it moves straight and turns occasionally. One blast will take care of it.

Green Enemy 2: There are two of them, they are not that fast, move straight and turn occasionally. One blast each will take care of them.

Orange Enemy 4: There are two of them, they move slow and straight, turning occasionally. One blast each will take care of them.

Area 2-6 *****

Password: FOCKIOIJ
Time limit: 250 seconds
Number of enemies: 9
Destroyable Bricks: 49
Power-up found: Bomberman (Makes your next area a Bonus Stage)

Orange Enemy 1: There are two of them, they move fairly slow and straight,

turning occasionally. One blast each will take care of them.

Green Enemy 1: There's just one of these, it's not that fast, it moves straight and turns occasionally. One blast will take care of it.

Green Enemy 2: There are two of them, they are not that fast, move straight and turn occasionally. One blast each will take care of them.

Blue Enemy 2: There are two of them, they move slowly and always follow you. They can move through bricks. One blast each will take care of them.

Orange Enemy 4: There are two of them, they move slow and straight, turning occasionally. One blast each will take care of them.

Bonus Stage *****

Password: none
Time limit: 30 seconds
Number of enemies: Infinite
Destroyable Bricks: 0
Power-up found: Running Bomberman

Orange Enemy 1: There are an infinite number of them, they move fairly slow and straight, turning occasionally. One blast each will take care of them. You have 30 seconds to kill as many as you can, Bomberman cannot die during this stage. Also a Bomberman identical to you will run across the stage, run into him for an extra life.

Area 2-7 *****

Password: HIPPOEOD
Time limit: 150 seconds
Number of enemies: 5
Destroyable Bricks: 36
Power-up found: Flame (Increases the width of your bomb's explosions)

Green Enemy 1: There's just one of these, it's not that fast, it moves straight and turns occasionally. One blast will take care of it.

Blue Enemy 2: There are two of them, they move slowly and always follow you. They can move through bricks. One blast each will take care of them.

Green Enemy 2: There's just one of them, it not too fast, moves straight and turns occasionally. One blast will take care of it.

Orange Enemy 4: There's just one of these, it moves slow and straight, turning occasionally. One blast will take care of it.

Area 2-8 *****

Password: CPHIKLOE
Time limit: 250 seconds
Number of enemies: 8
Destroyable Bricks: 77
Power-up found: Bomb Increaser (Increases the number of bombs you can have on screen by one)

Blue Enemy 3: There's just one of these, it not that fast and moves sporadically. Can move through bricks. One blast will take care of it.

Area 3-3 *****

Password: IOOINJNJ
Time limit: 200 seconds
Number of enemies: 6
Destroyable Bricks: 102
Power-up found: Brick (Allows Bomberman to move through bricks)

Orange Enemy 3: There are two of them, they move kind of fast, straight and turn occasionally. One blast each will take care of them.

Green Enemy 3: There are two of them, they move slow and sporadically. One blast each will take care of them.

Blue Enemy 3: There are two of them, they're not that fast and move sporadically. Can move through bricks. One blast each will take care of them.

Area 3-4 *****

Password: DLMEGMGE
Time limit: 200 seconds
Number of enemies: 8
Destroyable Bricks: 102
Power-up found: Bomb Increaser (Increases the number of bombs you can have on screen by one)

Blue Enemy 2: There's just one of these, it moves slowly and always follow you. It can move through bricks. One blast will take care of it.

Orange Enemy 1: There are two of them, they move fairly slow and straight, turning occasionally. One blast each will take care of them.

Orange Enemy 2: There's just one of them, it's not that fast, moves straight and turns occasionally. It will follow you if you get too close. One blast will take care of it.

Blue Enemy 3: There are two of them, they're not that fast and move sporadically. Can move through bricks. One blast each will take care of them.

Green Enemy 3: There are two of them, they move slow and sporadically. One blast each will take care of them.

Area 3-5 *****

Password: FHPCCMPM
Time limit: 100 seconds
Number of enemies: 6
Destroyable Bricks: 47
Power-up found: Flame (Increases the width of your bomb's explosions)

Orange Enemy 3: There's just of them, it moves kind of fast, straight and turn occasionally. One blast will take care of it.

Blue Enemy 2: There are two of them, they move slowly and always follow you.

They can move through bricks. One blast each will take care of them.

Green Enemy 3: There are two of them, they move slow and sporadically. One blast each will take care of them.

Blue Enemy 3: There's just one of these, it not that fast and moves sporadically. Can move through bricks. One blast will take care of it.

Area 3-6 *****

Password: HFNHNEKI
Time limit: 200 seconds
Number of enemies: 8
Destroyable Bricks: 102
Power-up found: Bomberman (Makes your next area a Bonus Stage)

Orange Enemy 2: There are two of them, they're not that fast, move straight and turn occasionally. They will follow you if you get too close. One blast each will take care of them.

Blue Enemy 2: There are two of them, they move slowly and always follow you. They can move through bricks. One blast each will take care of them.

Green Enemy 3: There are two of them, they move slow and sporadically. One blast each will take care of them.

Blue Enemy 3: There are two of them, they're not that fast and move sporadically. Can move through bricks. One blast each will take care of them.

Bonus Stage *****

Password: none
Time limit: 30 seconds
Number of enemies: Infinite
Destroyable Bricks: 0
Power-up found: Running Bomberman

Orange Enemy 1: There are an infinite number of them, they move fairly slow and straight, turning occasionally. One blast each will take care of them. You have 30 seconds to kill as many as you can, Bomberman cannot die during this stage. Also a Bomberman identical to you will run across the stage, run into him for an extra life.

Area 3-7 *****

Password: OINAPPCJ
Time limit: 100 seconds
Number of enemies: 6
Destroyable Bricks: 36
Power-up found: Detonator (Bombs will explode only when you press the B button)

Orange Enemy 2: There are two of them, they're not that fast, move straight and turn occasionally. They will follow you if you get too close. One blast each will take care of them.

Orange Enemy 3: There's just of them, it moves kind of fast, straight and

Area 4-2 *****

Password: AGBGJDMO

Time limit: 100 seconds Number of enemies: 6

Destroyable Bricks: 47

Power-up found: Bomb Increaser (Increases the number of bombs you can have on screen by one)

Orange Enemy 2: There's just one of them, it's not that fast, moves straight and turns occasionally. It will follow you if you get too close. One blast will take care of it.

Blue Enemy 2: There are two of them, they move slowly and always follow you. They can move through bricks. One blast each will take care of them.

Blue Enemy 4: There are two of them, they move fast and sporadically. One blast each will take care them.

Green Enemy 4: There's just one of these, it moves fast and straight, turning occasionally. Will follow you if you get too close. One blast will take care of it.

Area 4-3 *****

Password: BEGDJILN

Time limit: 150 seconds

Number of enemies: 8

Destroyable Bricks: 102

Power-up found: Vest (Makes you invulnerable to bomb blasts for 30 seconds)

Orange Enemy 2: There are two of them, they're not that fast, move straight and turn occasionally. They will follow you if you get too close. One blast each will take care of them.

Blue Enemy 2: There's just one of these, it moves slowly and always follows you. It can move through bricks. One blast will take care of it.

Green Enemy 1: There's just one of these, it's not that fast, it moves straight and turns occasionally. One blast will take care of it.

Blue Enemy 4: There are two of them, they move fast and sporadically. One Blast each will take care them.

Green Enemy 4: There are two of them, they move fast and straight, turning occasionally. Will follow you if you get too close. One blast each will take care of them.

Area 4-4 *****

Password: BEEKJGLM

Time limit: 150 seconds

Number of enemies: 8

Destroyable Bricks: 127

Power-up found: Detonator (Bombs will explode only when you press the B button)

Orange Enemy 2: There are four of them, they're not that fast, move straight

and turn occasionally. They will follow you if you get too close. One blast each will take care of them.

Blue Enemy 2: There are two of them, they move slowly and always follow you. They can move through bricks. One blast each will take care of them.

Green Enemy 4: There's just one of these, it moves fast and straight, turning occasionally. Will follow you if you get too close. One blast will take care of it.

Blue Enemy 4: There's just one of these, it moves fast and sporadically. One blast will take care of it.

Area 4-5 *****

Password: IFNEPMNN

Time limit: 100 seconds

Number of enemies: 6

Destroyable Bricks: 58

Power-up found: Bomb Increaser (Increases the number of bombs you can have on screen by one)

Orange Enemy 2: There are two of them, they're not that fast, move straight and turn occasionally. They will follow you if you get too close. One blast each will take care of them.

Orange Enemy 3: There's just of them, it moves kind of fast, straight and turn occasionally. One blast will take care of it.

Green Enemy 4: There are two of them, they move fast and straight, turning occasionally. Will follow you if you get too close. One blast each will take care of them.

Blue Enemy 4: There's just one of these, it moves fast and sporadically. One blast will take care of it.

Area 4-6 *****

Password: IFKKPJNM

Time limit: 150 seconds

Number of enemies: 8

Destroyable Bricks: 101

Power-up found: Bomberman (Makes your next area a Bonus Stage)

Orange Enemy 2: There are three of them, they're not that fast, move straight and turn occasionally. They will follow you if you get too close. One blast each will take care of them.

Blue Enemy 2: There's just one of these, it moves slowly and always follows you. It can move through bricks. One blast will take care of it.

Green Enemy 4: There are two of them, they move fast and straight, turning occasionally. Will follow you if you get too close. One blast each will take care of them.

Blue Enemy 4: There are two of them, they move fast and sporadically. One Blast each will take care them.

Bonus Stage *****

Password: none
Time limit: 30 seconds
Number of enemies: Infinite
Destroyable Bricks: 0
Power-up found: Running Bomberman

Orange Enemy 1: There are an infinite number of them, they move fairly slow and straight, turning occasionally. One blast each will take care of them. You have 30 seconds to kill as many as you can, Bomberman cannot die during this stage. Also a Bomberman identical to you will run across the stage, run into him for an extra life.

Area 4-7 *****

Password: MDEIGJAJ
Time limit: 100 seconds
Number of enemies: 8
Destroyable Bricks: 58
Power-up found: \$ Sign (Gives you 1600 points)

Orange Enemy 2: There are two of them, they're not that fast, move straight and turn occasionally. They will follow you if you get too close. One blast each will take care of them.

Green Enemy 1: There are two of them, they are not that fast, move straight and turns occasionally. One blast each will take care of them.

Blue Enemy 4: There are two of them, they move fast and sporadically. One Blast each will take care them.

Green Enemy 4: There are two of them, they move fast and straight, turning occasionally. Will follow you if you get too close. One blast each will take care of them.

Area 4-8 *****

Password: MDGEGPAJ
Time limit: 150 seconds
Number of enemies: 6
Destroyable Bricks: 97
Power-up found: \$ Sign (Gives you 1600 points)

Orange Enemy 2: There are two of them, they're not that fast, move straight and turn occasionally. They will follow you if you get too close. One blast each will take care of them.

Green Enemy 4: There are two of them, they move fast and straight, turning occasionally. Will follow you if you get too close. One blast each will take care of them.

Blue Enemy 4: There's just one of these, it moves fast and sporadically. One blast will take care of it.

Green Enemy 5: There's just one of these, it moves kind of fast, straight and turns occasionally. It turns into a bomb and explodes periodically. One blast

Area 5-3 *****

Password: DGLKAHGM

Time limit: 150 seconds

Number of enemies: 6

Destroyable Bricks: 128

Power-up found: Detonator (Bombs will explode only when you press the B button)

Orange Enemy 2: There are two of them, they're not that fast, move straight and turn occasionally. They will follow you if you get too close. One blast each will take care of them.

Blue Enemy 2: There's just one of these, it moves slowly and always follows you. It can move through bricks. One blast will take care of it.

White Enemy 2: There are two of them, they move slowly and sporadically. Speeds up and chases you if you get too close. One blast each will take care of them.

Blue Enemy 5: There's just one of these, it moves fast, straight and turns occasionally. One blast will take care of it.

Area 5-4 *****

Password: LBJPENBC

Time limit: 100 seconds

Number of enemies: 6

Destroyable Bricks: 47

Power-up found: Vest (Makes you invulnerable to bomb blasts for 30 seconds)

Orange Enemy 2: There are two of them, they're not that fast, move straight and turn occasionally. They will follow you if you get too close. One blast each will take care of them.

Orange Enemy 3: There's just of them, it moves kind of fast, straight and turns occasionally. One blast will take care of it.

White Enemy 2: There's just one of these, it moves slowly and sporadically. Speeds up and chases you if you get too close. One blast will take care of it

Blue Enemy 5: There are two of them, they move fast, straight and turn occasionally. One blast each will take care of them.

Area 5-5 *****

Password: BLLLJKLN

Time limit: 150 seconds

Number of enemies: 8

Destroyable Bricks: 77

Power-up found: Bomb Increaser (Increases the number of bombs you can have on screen by one)

Green Enemy 1: There are two of them, they are not that fast, move straight and turns occasionally. One blast each will take care of them.

Blue Enemy 2: There's just one of these, it moves slowly and always follows

you. It can move through bricks. One blast will take care of it.

Orange Enemy 2: There's just one of them, it's not that fast, moves straight and turns occasionally. It will follow you if you get too close. One blast will take care of it.

White Enemy 2: There are two of them, they move slowly and sporadically. Speeds up and chases you if you get too close. One blast each will take care of them.

Blue Enemy 5: There are two of them, they move fast, straight and turn occasionally. One blast each will take care of them.

Area 5-6 *****

Password: KHIJOFHI
Time limit: 150 seconds
Number of enemies: 8
Destroyable Bricks: 102
Power-up found: Bomberman (Makes your next area a Bonus Stage)

Green Enemy 1: There's just one of these, it's not that fast, it moves straight and turns occasionally. One blast will take care of it.

Blue Enemy 2: There are three of them, they move slowly and always follow you. They can move through bricks. One blast each will take care of them.

Blue Enemy 5: There are two of them, they move fast, straight and turn occasionally. One blast each will take care of them.

White Enemy 2: There are two of them, they move slowly and sporadically. Speeds up and chases you if you get too close. One blast each will take care of them.

Bonus Stage *****

Password: none
Time limit: 30 seconds
Number of enemies: Infinite
Destroyable Bricks: 0
Power-up found: Running Bomberman

Orange Enemy 1: There are an infinite number of them, they move fairly slow and straight, turning occasionally. One blast each will take care of them. You have 30 seconds to kill as many as you can, Bomberman cannot die during this stage. Also a Bomberman identical to you will run across the stage, run into him for an extra life.

Area 5-7 *****

Password: HKPDCHKN
Time limit: 100 seconds
Number of enemies: 8
Destroyable Bricks: 69
Power-up found: Bomb Walkthrough (Allows Bomberman to walk through bombs)

Orange Enemy 2: There are four of them, they're not that fast, move straight and turn occasionally. They will follow you if you get too close. One blast each will take care of them.

care of them.

Orange Enemy 2: There are two of them, they're not that fast, move straight and turn occasionally. They will follow you if you get too close. One blast each will take care of them.

Area 6-2 *****

Password: CFPDHEOO

Time limit: 120 seconds

Number of enemies: 8

Destroyable Bricks: 127

Power-up found: Brick (Allows Bomberman to move through bricks)

Orange Enemy 1: There's just one of these, it moves fairly slow and straight, turning occasionally. One blast will take care of it.

Orange Enemy 2: There are two of them, they're not that fast, move straight and turn occasionally. They will follow you if you get too close. One blast each will take care of them.

Green Enemy 2: There are two of them, they are not that fast, move straight and turn occasionally. One blast each will take care of them.

Green Enemy 5: There are three of these, they moves kind of fast, straight and turn occasionally. They turns into a bomb and explode periodically. One blast each will take care of them.

Area 6-3 *****

Password: CFNIHMOI

Time limit: 120 seconds

Number of enemies: 8

Destroyable Bricks: 127

Power-up found: Bomb Increaser (Increases the number of bombs you can have on screen by one)

Orange Enemy 1: There's just one of these, it moves fairly slow and straight, turning occasionally. One blast will take care of it.

Orange Enemy 2: There's just one of them, it's not that fast, moves straight and turns occasionally. It will follow you if you get too close. One blast will take care of it.

Orange Enemy 3: There's just of them, it moves kind of fast, straight and turns occasionally. One blast will take care of it.

Blue Enemy 2: There's just one of these, it moves slowly and always follows you. It can move through bricks. One blast will take care of it.

Green Enemy 3: There's just one of them, it moves slow and sporadically. One blast will take care of it.

Blue Enemy 3: There are two of them, they're not that fast and move sporadically. Can move through bricks. One blast each will take care of them.

Green Enemy 5: There's just one of these, it moves kind of fast, straight and turns occasionally. It turns into a bomb and explodes periodically. One blast

will take care of it.

Area 6-4 *****

Password: GJACMEDJ

Time limit: 120 seconds

Number of enemies: 8

Destroyable Bricks: 127

Power-up found: Vest (Makes you invulnerable to bomb blasts for 30 seconds)

Green Enemy 1: There's just one of these, it's not that fast, it moves straight and turns occasionally. One blast will take care of it.

Orange Enemy 2: There's just one of them, it's not that fast, moves straight and turns occasionally. It will follow you if you get too close. One blast will take care of it.

Blue Enemy 2: There's just one of these, it moves slowly and always follows you. It can move through bricks. One blast will take care of it.

Blue Enemy 4: There are three of them, they move fast and sporadically. One blast each will take care them.

Green Enemy 4: There's just one of these, it moves fast and straight, turning occasionally. Will follow you if you get too close. One blast will take care of it.

Green Enemy 5: There's just one of these, it moves kind of fast, straight and turns occasionally. It turns into a bomb and explodes periodically. One blast will take care of it.

Area 6-5 *****

Password: CFOFHDOO

Time limit: 120 seconds

Number of enemies: 8

Destroyable Bricks: 152

Power-up found: Flame (Increases the width of your bomb's explosions)

Orange Enemy 1: There are three of them, they move fairly slow and straight, turning occasionally. One blast each will take care of them.

Orange Enemy 2: There's just one of them, it's not that fast, moves straight and turns occasionally. It will follow you if you get too close. One blast will take care of it.

White Enemy 2: There are two of them, they move slowly and sporadically. Speeds up and chases you if you get too close. One blast each will take care of them.

Blue Enemy 5: There's just one of these, it moves fast, straight and turns occasionally. One blast will take care of it.

Green Enemy 5: There's just one of these, it moves kind of fast, straight and turns occasionally. It turns into a bomb and explodes periodically. One blast will take care of it.

Area 6-6 *****

Password: LAAOEIBN

Time limit: 120 seconds

Number of enemies: 8

Destroyable Bricks: 102

Power-up found: Bomberman (Makes your next area a Bonus Stage)

Orange Enemy 1: There are two of them, they move fairly slow and straight, turning occasionally. One blast each will take care of them.

Green Enemy 1: There's just one of these, it's not that fast, it moves straight and turns occasionally. One blast will take care of it.

White Enemy 1: There are three of them. They move slowly and very sporadically. They can move through bricks and teleport from time to time to time. One blast each will take care of them.

Orange Enemy 2: There's just one of them, it's not that fast, moves straight and turns occasionally. It will follow you if you get too close. One blast will take care of it.

Green Enemy 5: There's just one of these, it moves kind of fast, straight and turns occasionally. It turns into a bomb and explodes periodically. One blast will take care of it.

Bonus Stage *****

Password: none

Time limit: 30 seconds

Number of enemies: Infinite

Destroyable Bricks: 0

Power-up found: Running Bomberman

Orange Enemy 1: There are an infinite number of them, they move fairly slow and straight, turning occasionally. One blast each will take care of them. You have 30 seconds to kill as many as you can, Bomberman cannot die during this stage. Also a Bomberman identical to you will run across the stage, run into him for an extra life.

Area 6-7 *****

Password: JGACBOEN

Time limit: 120 seconds

Number of enemies: 8

Destroyable Bricks: 152

Power-up found: Bomb Increaser (Increases the number of bombs you can have on screen by one)

Green Enemy 1: There's just one of these, it's not that fast, it moves straight and turns occasionally. One blast will take care of it.

Blue Enemy 2: There's just one of these, it moves slowly and always follows you. It can move through bricks. One blast will take care of it.

Orange Enemy 2: There's just one of them, it's not that fast, moves straight and turns occasionally. It will follow you if you get too close. One blast will take care of it.

Blue Enemy 4: There are three of them, they move fast and sporadically. One blast each will take care them.

Green Enemy 4: There's just one of these, it moves fast and straight, turning occasionally. Will follow you if you get too close. One blast will take care of it.

Green Enemy 5: There's just one of these, it moves kind of fast, straight and turns occasionally. It turns into a bomb and explodes periodically. One blast will take care of it.

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*****
Area 6-8 *****
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Password: MBGOGKAE
Time limit: 120 seconds
Number of enemies: 8
Destroyable Bricks: 152
Power-up found: $ Sign (Gives you 1600 points)
```

Orange Enemy 2: There are three of them, they're not that fast, move straight and turn occasionally. They will follow you if you get too close. One blast each will take care of them.

Blue Enemy 2: There are two of them, they move slowly and always follow you. They can move through bricks. One blast each will take care of them.

Green Enemy 5: There are three of these, they moves kind of fast, straight and turn occasionally. They turns into a bomb and explode periodically. One blast each will take care of them.

After completing this area, congratulations, you beat the game.

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13. Sound Room
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During the end credits of the game you are given the "Secret Password", which is PCDEFGAB. Entering the password will take you to the sound room. In the sound room you can hear all the music tracks, and all the sound effects featured in the game.

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14. Passwords
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| Area 1 | | |
|--------|--|----------|
| Stage | | Password |
| 1 | | KKKFKJKO |
| 2 | | EEGJEBEE |
| 3 | | MMJKMOLM |
| 4 | | MMDHMJJJ |
| 5 | | DDGCDFLN |
| 6 | | BBMAAKGA |
| 7 | | CCIDPMNI |
| 8 | | MMGLLCDI |

| Area 2 | | |
|--------|--|----------|
| Stage | | Password |
| 1 | | IHINHLFC |
| 2 | | GEEPEJAO |
| 3 | | NKPCBPC |
| 4 | | ABGPEJGI |
| 5 | | NKIHCBCP |
| 6 | | FOCKIOIJ |
| 7 | | HIPPOEOD |
| 8 | | CPHIKLOE |

| Area 3 | | |
|--------|--|----------|
| Stage | | Password |
| 1 | | OIOACMCM |
| 2 | | EAGAJLJE |
| 3 | | IOOINJNJ |
| 4 | | DLMEGMGE |
| 5 | | FHPCCMPM |
| 6 | | HFNHNEKI |
| 7 | | OINAPPCJ |
| 8 | | NCFIHAIE |

| Area 4 | | |
|--------|--|----------|
| Stage | | Password |
| 1 | | OHOFNECJ |
| 2 | | AGBGJDMO |
| 3 | | BEGDJILN |
| 4 | | BEEKJGLM |
| 5 | | IFNEPMNN |
| 6 | | IFKKPJNM |
| 7 | | MDEIGJAJ |
| 8 | | MDGEGPAJ |

| Area 5 | | |
|--------|--|----------|
| Stage | | Password |
| 1 | | LBLBEHBN |
| 2 | | MALEGCAI |
| 3 | | DGLKAHGM |
| 4 | | LBJPENBC |
| 5 | | BLLLJKLN |
| 6 | | KHIJOFHI |
| 7 | | HKPDCHKN |
| 8 | | COHFHHOE |

| Area 6 | | |
|--------|--|----------|
| Stage | | Password |
| 1 | | JGJHBKEC |
| 2 | | CFPDHEOO |
| 3 | | CFNIHMOI |
| 4 | | GJACMEDJ |
| 5 | | CFOFHDOO |
| 6 | | LAAOEIBN |
| 7 | | JGACBOEN |
| 8 | | MBGOGKAE |

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15. Thanks and Credits

