

Mighty Bombjack Mini-FAQ

by AdamL

Updated on Feb 1, 2004

A Mini-FAQ for...

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The Mini-FAQ section is straight from the pages of THE GAME COUNSELLOR'S ANSWERBOOK FOR NINTENDO GAME PLAYERS.

Transcribed by Adam Lamontagne (adamant@bigfoot.com) on 11/16/00

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INTRODUCTION
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Just about everyone who's played an NES game has played Mighty Bombjack somewhere along the line. It's easy to get into, as you jump around collecting coins until you get to that bomb room at the end of the level. Collect the bombs and move on to the next one.

Now, of all of you who have played this game, how many of you have actually beaten it? I beat it years ago, using a Game Genie and the warp method you will find later in this Mini-FAQ. However, I was surprised when I purchased THE GAME COUNSELLOR'S ANSWERBOOK FOR NINTENDO GAME PLAYERS and discovered all the secrets that I had missed the first time around.

Now thanks to The Game Counsellor, Inc. (the guys who put out the above mentioned book), just about all of the secrets of this game are revealed below.

Everything you find in the Mini-FAQ section below comes word for word from the Mighty Bombjack section of their book.

Please note that I have only transcribed the material in the Mini-FAQ section. In no way do I intend to take credit for someone else's work, but instead want to share the info that the authors have painstakingly discovered about such a difficult game. Enjoy!

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MINI-FAQ
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Q: This game is so hard! Is there a way to continue when I die?

A: Unfortunately, this game has no continue code. To win, you need expert game skills and many hours of practice.

Q: What do the mighty coins do for me?

A: One mighty coin turns Jack blue and lets him open orange treasure chests. Two mighty coins turn Jack orange and let him open orange and red chests. Three mighty coins will give Jack the ability to change an enemy into a gold coin for five seconds as well as retain his first two powers.

Q: What's the object of the game?

A: The object is to reach the final stage of the game, the Beelzebub stage, in order to free the royal family from Beelzebub's pyramid. On your way, you'll want to find the two crystal balls and collect S coins.

Q: What good are the crystal balls?

A: With one crystal ball, you'll be able to rescue the queen. With two crystal balls, you can rescue the Queen and the Princess. If you have both crystal balls plus five or more S coins, you'll also capture Beelzebub, giving you the best ending to the game.

Q: How do I escape the torture rooms?

A: The only way out of the torture rooms is to jump up and down 50 times! When you leave, your mighty power will be zero.

Q: Is there anything special about the bomb rooms?

A: Yes, you can choose one of two procedures in these rooms, depending on whether you want to earn bonus points or warp further into the game. First, when you enter the bomb room and touch the first bomb, it will light itself. Pick it up, and another one will light up. Continue picking up only the lit bombs; when you pick up the last bomb, 50,000 bonus points will be added to your score! Second, when you enter the bomb room and touch the first bomb, it will light itself. This time, don't pick up the lit bomb! Pick up all the other bombs, leaving the lit bomb till last. When you finally pick it up, you'll automatically warp to the next bomb room!

Q: How do I find the first crystal ball?

A: Follow these directions:

1. When you are in Room 7, find the two rows of fire that extend from the right wall in the second part of this room.
2. Jump into the fire closest to the right wall.
3. Touch the sphinx that appears, and a door will open below you.
4. Go through the door and up the green shaft to the upper-right corner.
5. Jump against the right wall to find an invisible chest that contains another sphinx.
6. Get the sphinx from the chest, and a door will open above you.
7. Enter the chamber, and jump on the row of chests above the third stone from the left to touch the crystal ball.

Q: How do I get the second crystal ball?

A: Do the following:

1. When you are in Room 12, find the lone stone in the middle of the room.

2. Jump just to the right of this stone to find an invisible chest.
3. Get the sphinx from the chest, and a door will open in the lava.
4. Enter the lava door, and you'll appear in a many-roomed maze.
5. Find the room with three brown chests along the left wall.
6. Start jumping on the top chest, and work your way down until you find another sphinx.
7. On the floor of that room, jump around to find an invisible chest containing another sphinx, which will open another door inside the maze.
8. Go through this door, and jump on the far-right stone several times.
9. Change yourself to green, and then jump on the stone underneath the stone you just jumped on. Voila! The crystal ball!

Q: What should I do in the King's shrine?

A: Jump three times on the third stone to reach the King. When you touch the King, an exit door will open in the upper-left side of the room.

Q: What should I do in the Queen's shrine?

A: Jump on the far-left stone and the stone underneath it to reach the Queen. When you touch the Queen, an exit door will open in the lower-left corner.

Q: What should I don in the Princess's shrine?

A: Jump on the far-right stone and the stone underneath it to reach the Princess. When you touch the Princess, an exit door will open in the upper-left corner.

Q: What should I do in Beelzebub's room?

A: Jump on the far-left stone until it disappears, and then jump on the right stone and the one underneath it. When you touch Beelzebub, the last door will open!

Q: I really like this game. Can you suggest any similar ones?

A: This game is one of a kind. There really aren't any other games that look or play like Mighty Bomb Jack. However, if you like the difficult play control of this game, you might try Solomon's Key.

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GAME GENIE CODES
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Game Genie codes:

PAOEZZLA	1 life
TAOEZZLA	6 lives
PAOEZZLE	9 lives
VZUEZNVK	Infinite lives
AKOEGYAT	Less time in game
EEOEGYAT	More time in game
SXXALNVK	Stop timer
SXOESEVK	Enemies don't return from coin transformation
SZEEUXVK	Power coins are not used up
OESPNTLA	Disable torture room
ZEUOUAPA	Jump through walls

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MISCELLANEOUS
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MANUAL

Check out the manual, hosted at the greatest NES site ever:
<http://atarihq.com/tsr/manuals/mightybj.txt>

BOMBJACK'S KEY?

Bombjack also appears in the game Solomon's Key. Check out that Mini-FAQ to see how.

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DISCLAIMER
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