

Bomberman 64 FAQ

by marshmallow

Updated to v2.0 on Dec 13, 1999

A strategy/walkthrough for...



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Version 2.0

Before making any FAQ, I snoop out the competition to see which ones are doing good, and which ones are doing bad, and to see if there have been any mistakes encountered...usually, and I don't want to come off as being cocky here, mine are almost always the most detailed and concise. But with Bomberman 64, anyway you slice the pie, Procyon Lotor's FAQ is simply better than mine. And I would recommend his over mine anyway. I just felt like updating this FAQ to save face. Regardless, I hope you enjoy yourself...

As for the game of Bomberman 64 itself, I think it is a FANTASTIC game and shouldn't be missed by anyone. Not only is its multiplayer deathmatches a riot, but its adventure mode (the focal point of this FAQ) is just plain awesome. Tons of puzzles, explosions, big bosses, heaps of secret items, and a bonus world that can only be accessed by getting it all, along with a very neat plot-twist.

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CHAPTER 1) REVISION HISTORY / UPDATES

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Version 2.0 (Monday, December 13th, 1999):

I've revised nearly everything in the entire FAQ. Almost being the

keyword. But in reality, I retyped most of the stage walkthroughs, and made the Gold Card sections much more detailed.

Version 1.0 (Tuesday, March 9th, 1999):

Well, I spellchecked the entire thing with my new Spellchecker. New things? Changed font. Anything else? No :)

Version 0.5 (Tuesday, December 15th, 1998):

Released. I was feeling lazy and didn't check for spelling errors. Excuses? Uh...I'm lazy =) Sorry, it'll be fixed in a later version. HEY! Just be happy it's coherent...

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CHAPTER 2) IMPORTANT LEGAL INFORMATION
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This FAQ can only appear on the following sites:

- GameFAQs <www.gamefaqs.com>
- Cheat Code Central <www.cheatcc.com>
- GameSages <www.gamesages.com>
- A scant few others I have given permission to. Don't worry about them.

Why? Because those are the only three sites that can keep my FAQs updated. GameFAQs gets away with murder, though, on account of the fact I send my FAQs there myself. Gamesages is GameFAQs sister site, so they share information. Cheat Code Central is great, because they always seem to have the most updated version without me having to tell them. Great job, guys and gals.

I just hate it when people have outdated versions of my FAQs, because I get loads (e.g. 100+) of e-mails telling me to "update my FAQ" even though it IS updated, or they ask a question that has been answered in the new versions, or make additions that are already there, etc., etc. I've had problems with this with other FAQs, and I'm taking steps (e.g. this note) to put an end to it!

Here are a few "do's" and "don'ts". Webmasters! Take note...

WEBMASTERS! DO NOT:

Post this FAQ on your site directly. The only sites that this rule DOES NOT apply to are GameFAQs, GameSages, and Cheat Code Central, as shown above.

WEBMASTERS! PLEASE DO:

If you are a webmaster of a site that wants to post this FAQ, what do you do? As you read above, you can not post it directly. Instead, link to the page at www.gamefaqs.com that lists all the FAQs for this game. Why GameFAQs? Because I said so. To clear up some confusion, you can not link to the URL if it ends in ".txt" or ".doc", you just can't use that.

If it ends in anything else, such as the page where it lists all the FAQs for a game, you can link to THAT, but not to the actual FAQ. I'm only repeating myself, but I had to because some people have to be told something twice. If you have any questions on linking, notify me. To answer the most common question I'll get, you can not link to any GameFAQs URL that ends in ".txt" or ".doc" because it's in GameFAQs' legal section. So there.

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CHAPTER 3) THE STORY SO FAR
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<as shown by the opening cinema>

Above a planet, dozens of warriors beam in, under the command of a nameless warrior in red armor...Above on a starship, a crowd gathers around a dark cube that starts to suck energy from the planet itself, they store it into the cube and the view shifts towards the floor.

Red Commander:

"Mission Complete!"

Then, a person in black turns towards him and coldly says:

"Great Job! Well, we've certainly cleaned up this planet! What's our next target?"

A screen appears, showing planet Bomber. A large ship, with pieces of planets chained to it, situates itself above a town, then in the nearby hills, Bomberman is jogging and stops to see what is going on. Then, a searing laser rips from the main ship, landing on the village and blowing it up. The view goes to the streets...

Bombermen and women run for their life, when one trips, then suddenly a HUGE blue laser rips across his body, blowing away everything in its path, then everything is engulfed in flames.

Bomberman, still in the hills, is thrown back by the blast, when he notices a person in a Golden Suit descend near him.

"Do you plan to defeat them? Then, I'll let you on a secret -- I have a bone to pick with them. The main base is guarded by the four worlds connected to it, but you can break the barrier by going into each world and destroying its guardian. Then you must make your way to the central base. It's asking too much for you to go alone...so I guess I'll see you there?"

And our strange adventure, to put it mildly, begins.

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CHAPTER 4) BOMBERMAN 64 WALKTHROUGH

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NOTE: This will include everything you need to know, from Gold Cards, Costume Pieces...oh, and the way to beat each level :p A note on Gold Cards though, you can collect ONE for beating 30 baddies, the 30th one giving it up, so make sure you can collect it. You can get another ONE for beating the stage within the time limit. Also, when talking about Golden Cards and Costume Pieces, sometimes when in the harder difficulty setting a piece will be in a different location. These locations will be noted with a "HARD" header.

REMEMBER! REMEMBER!:

When I give directions, it will be from the perspective from where you start out with (or, from behind your character).

***** 4-1: GREEN GARDEN *****

G R E E N G A R D E N

Bomberman's adventure starts out in Green Garden, a large castle littered with blocks, bridges, pots to smash, and tricky puzzles for Bomberman beginners. In this world, representing the Earth element, you will learn all the basics of Bomberman gameplay.

WORLD 1: STAGE 1 -- "UNTOUCHABLE TREASURE"

TERMS TO KNOW:

1st room / section: The area you begin the stage. It has many, many blue pillars.

2nd room / section: The second area, that holds the red diamond.

REACHING THE END GOAL:

To complete this stage you must retrieve the Red Ruby in the 2nd room, but a shield is protecting it, so you must open it somehow. There are four switches in this level, and, by activating them, you can deactivate the shield!

The first one is to your right (from the start), it's in a large structure, protected by a gate. Go to the other side to find a narrow

slit -- kick bombs in there until the pillars holding the grating are blown away, then the grating will come down, allowing you to get down there via the stairs.

Second one is to the right of the Dragon Head (door), just blow the blocks up to reveal it.

In the second room, go to the right side and climb up the stairs to find it.

The last one can be hard to see, since some pillars are blocking it. It's right next to the Dragon Head that is spewing water into the river, blow the pillars away to find it. Now go and collect the Red Ruby!

COLLECTING THE GOLDEN CARDS:

Before collecting any of the cards in this level you'll need to get the Ultra Bomb, which is very difficult to get if you don't know how. First, go to the 2nd room, then by the switch on the right side of the level, build a Bomb Ladder (the Remote Bomb item is near the pillars that hold up the bridge not far from here) so you can get up to the warp. Once inside you'll have to lay bombs on pillars, bounce bombs off of that, and etc. to blow up pillars on the other side, which hold up some grating. When the grating is down, go in there and get the Ultra Bomb item! If you can't get there before it vanishes, simply exit and come back in, it'll be there.

Card # 1 - In the first section, destroy the Blue Pillars blocking the stairs, now you can get up there and cross the bridge. Notice the block floating in mid-air? Take careful aim and toss!

Card # 2 - In the 2nd room, go near the switch on the right side and then go up the stairs and across the bridge. Make chunks of the blue pillars with your Ultra Bombs, then fall down to the teleporter in the little crevice. Inside is a large room - go forward and blow up the block!

Card # 3 - Go to the 2nd room, left side. See the Blue Pillar blocking the path? Blow her up! Go left, stepping on the switch to slow down the river (this makes exiting from the room with Card # 2 a bit easier) and then blow up the block that's floating in mid-air!

COLLECTING THE COSTUME PIECES:

Ball # 1 - Go to the first room, see the warp up there? As in the ending cinema you see when you beat the game, you must make a bomb ladder up there. Then you go to a room, and can find the costume item!

HARD VERSION - In hard mode, do the same, but bomb through the floor to find a secret room - it's in one of the blocks.

Ball # 2 - In the same room as Card # 2, when exiting, walk along the thin path to find a block at the end.

HARD VERSION - It's in the same area, just a different...area :) On the beginning wall, right side, start throwing bombs to make a large stack. When it's at the very top, let 'em explode! Wait and the piece will fall down to you. This requires the Remote and Ultra Bomb Items.

Treasures:

The Blue Pillars in this stage can only be blown up by using the Ultra Bomb, but it's worth your effort since they hold gobs of Red Gems!

WORLD 1: STAGE 2 -- "FRIEND OR FOE?"

YOUR OPPONENT: Sirius

This one is pretty simple...Just toss bombs at him so he gets knocked out, then pump up a bomb and toss it at him! When it explodes, he'll be damaged and you'll receive a Golden Card. Next, hit him over the head with a Pumped Up Bomb, which will give you another card. The best way to do this is to wait until he's just walking around, since he can block your bombs with his, like you! After that, just knock him out and lay a circle of bombs around him. He won't have enough time to escape!

GOLDEN CARDS:

Card # 1 - Hit him on the head with a Pumped Up Bomb

Card # 2 AND 3 - Explode a Pumped Up Bomb on him

Card # 4 - Defeat him

Card # 5 - Defeat him by the target time

WORLD 1: STAGE 3 -- "TO HAVE OR HAVE NOT"

REACHING THE END GOAL:

In this level you must chase down the Blue Diamond until you have it! First, go forward and attempt to collect it...an enemy of somekind will come down and grab it and then whisk it away to the next room. This would be a good time to get the Remote Item (right) and some Crystals (left). Finally, go forward into the Dragon Head, then lay a bomb down under the elevator, then quickly stand on the plate -- the blast will rocket the platform up to the 2nd level, where the Diamond is. The bird thing will take it away, back to the first room.

Return there, and go where the Remote Bomb item was. See the elevator?

Use it to collect the Diamond...almost, he comes back and puts it in the third area (after Sirius destroys it...)! Look down, you should see a large wall with the symbol of a bird on it (this is the enemy sign, you'll see it a lot). Throw a Pumped Bomb on it, the explosion will destroy it, revealing a teleporter. Go inside to find the third room!

Go around and find the elevator that takes you up to the top...there it is! Grab it to beat the level!

GOLDEN CARDS:

Card # 1 - Pretty simple...Go to the 2nd room, to the left, and make your way through the block maze. Be careful which blocks you blow up, since you could easily block your path! But if you do, not big deal, just make a bomb bridge, or you could re-enter the room (the blocks will re-appear). At the end is a block in mid-air...You know what to do.

Card # 2 - In the third room, one of the elevators will take you up to a place where there is a platform in mid-air with a block on it. Blow up the block, then fall back to the ground. The Card will come down in a few seconds...

HARD VERSION - Same method, just on the opposite side of the tower.

Card # 3 - In room three, you should notice a place where there are several holes, ending with a platform and a block. Put a bomb in each space, then make your way across to the platform!

HARD VERSION - Scale the tower (room 3, again), it is right in front of the Enemy Sign. To get there, use every elevator you see when you enter the room (i.e. the one in front of you).

COSTUME PIECES:

Ball # 1 - On the first section, you'll notice a teleporter across a bit of water. Get the Remote Bomb Item, and remove all the blocks in that area. Then put a bomb in the elevator, but don't do anything to it (don't explode it). Then put two Pumped Up Bombs, one on top of the other, against the wall, as close to the edge of the platform as possible. Then use the elevator to go up, and line yourself up with those bombs. Then carefully walk off and push in the direction of the teleporter. If you're lucky, you should go sailing off the bombs and land in the teleporter. Blow up the blocks to find it.

Ball # 2 - In the third room, go to the side of the tower directly OPPOSITE of the entrance (ground level). Walk against the walls and you'll find a secret entrance to a small room, with two blocks. Lay a bomb here, go back out, wait for the explosion, then go back in to claim your treasures.

Treasures:

Don't miss the gobs of blocks near where the little elf creature drops the Blue Diamond!

WORLD 1: STAGE 4 -- "WINGED GUARDIAN"

YOUR OPPONENT: DRACO THE DRAGON:

This large, blue dragon flies around a tiny bridge in mid-air, which you are precariously perched on. The main thing to be aware of is the fact that his body can bounce your bombs back at you! This guy is pretty easy, all you have to do is throw Pumped Up Bombs at his body until he dies. If you stand still for too long he'll come in and bite your head off. The best place to get some of the Golden Cards is when he is breathing fire...

GOLDEN CARDS:

Card # 1 - Burn his head. Easy.

Card # 2 - Burn his left wing.

Card # 3 - Burn his right wing.

Card # 4 - Burn his tail. You're probably wondering how the heck that's possible, since his tail is always out of your range. You know the attack when he flies far away then swoops under your bridge? Well, when he's almost there, throw a Pumped Up Bomb and detonate it before he reaches you! With good timing, this card shall be yours. Chances are high you will also receive Card # 1 by doing this.

Card # 5 - Defeat him by the target time.

***** 4-3: BLUE RESORT *****

B L U E R E S O R T

The second area in Bomberman 64 is a water world. It's set on castle island and, unlike Green Garden, Bomberman can't paddle around in the water. One touch of the wet stuff is fatal, so the only way through is to solve the puzzles and take the correct route.

WORLD 2: STAGE 1 -- SWITCHES AND BRIDGES

REACHING THE END GOAL:

The exit to the level is actually quite close, but you have to find a way to lower a large bridge to get there. Follow the path to find a drawbridge in the 'up' position. To lower it, throw a Pumped Up Bomb then stand back, the blast will knock it clear forward, allowing you to go on ahead to the next area.

Run as fast as your little feet will allow you, as there will be several cannons firing at you. Near the mid-way point of this area are some pots, two of them contain the Remote Bomb! Keep going, up the bridge, and into the next area.

Turn left and keep going that way until you find a blue switch, stand on it to empty the water in a lower section. Now go down the second set of stairs.

Run past the cannons and blow fish and then blow up the final block before the drop, it holds the Ultra Bomb Item. Now drop down, go up the stairs, knock down the bridge (all it takes is a small Ultra Bomb) and then standing on the second blue switch, lowering the water even more. Go down there and talk to Sirius for some info, then blow away the crates and enter the warehouse. Make your way through the little maze, then stand on the final switch to lower the giant drawbridge. Blast your way out and go to the exit!

GOLDEN CARDS:

Card # 1 - In the first area with the cannons, destroy the cannon in the middle using a pumped up bomb. The Card will be revealed, and slowly drop down to meet you.

Card # 2 - Inside the same section as Card # 1 you will find a drawbridge in the 'up' position. Use a pumped bomb to blow it down, then cross. Destroy both cannons, then situate yourself on the edge of the platform. Pump up a bomb, and hurl it as far as you can, and tap 'Z' at the last second to set off your remote bomb, thus causing the drawbridge across the river to slam down. Go across, turn left, and destroy the flowerbox for a Card.

HARD VERSION - See normal Card # 3

Card # 3 - In the area with the remote bomb items and cannons, go up the long staircase to find the area with the first switch. Go down the next flight of stairs (to where the walking fish with chicken legs are), continue to follow the path. Blow up the stone block to clear the path, then destroy the wooden crate for your prize.

COSTUME PIECES:

Ball # 1 - In the area with the Remote Item and Cannons is a seemingly unreachable doorway in the last house, correct? To get in,

build a bridge from the adjacent stairway. With some luck,
you'll find yourself inside and with a new Costume Piece.

HARD VERSION - See normal Gold # 2

Ball # 2 - In the warehouse with the switch that opens the exit; it's in
a crate. This is usually the first piece that players find in
the entire game...

HARD VERSION - In one of the house windows (throw a bomb into the
window).

WORLD 2: STAGE 2 -- VS. ARTEMIS

YOUR OPPONENT: ARTEMIS

This girl is leaps and bounds above Sirius! Her first attack is laying
bombs everywhere...you can use these against her if you kick them back
at her. Her main attack is getting a few feet off the ground and
spitting three missiles at you, spray style. The missiles won't do
anything, but the explosions will. They can hurt you and blow up bombs.
To kill it, lay down a bomb and wait a few seconds...now KICK IT! When
it gets near Artemis it will explode, hurting her. Do this a bit and
she's a goner.

GOLDEN CARDS:

Card # 1 - Trap her in the explosion of a pumped bomb

Card # 2 - Bounce a Pumped Bomb off her head. The best time to do this
is when she is spewing missiles, however, I suggest you have
a Heart Item, just in case.

Card # 3 - Another Bomb on the head.

Card # 4 - Destroy her.

Card # 5 - Defeat it by the target time.

WORLD 2: STAGE 3 -- PUMP IT UP!

REACHING THE END GOAL:

Follow the path to the left, then go under the bridge and up the stairs.
Destroy the cannon blocking your path with a bomb, then continue,
avoiding the falling missiles, to the second area across the bridge.
Turn to Bomberman's right and knock down that bridge and go up the
skinny stairs. Proceed up the hill and knock down yet another bridge,

then go across and stand on the switch to lower the water in a previous room. Go back and fall into the pit, right next to the skinny stairs.

Blow up all the blocks to find the Ultra Bomb, then face the wall with the Enemy's Symbol on it. Throw bombs at it until it's pushed back far enough to hit the switch which will connect the two paths, then water will go down and fill the container, which will sink and link up a piece of land...confused? Basically, it opens up the exit :p

GOLDEN CARDS:

Card # 1 - Go straight from the start and blow up the wooden crate.

HARD VERSION - Pretty much the same place, just in a different crate.

Card # 2 - Instead of knocking down the first bridge, go straight ahead to find another; knock this one down and follow the path to a block with the card.

HARD VERSION - In one of the blocks in the pit, near the wall with the Enemy's Sign.

Card # 3 - Go past the first water switch to find it in a block. No cunningly laid out puzzles or tricky traps...it's just right there.

COSTUME PIECES:

Ball # 1 - After draining the water via the switch, go to a block under the bridge and blow it up.

HARD VERSION - Where Gold 2 is in the normal difficulty.

Ball # 2 - Near the 2nd drawbridge, right before the switch that lowers the water.

HARD VERSION - Go to the second pit (after draining all the water) and blow up all the blocks, it'll be in one of them.

WORLD 2: STAGE 4 -- SEWER SAVAGE

YOUR OPPONENT: LEVIATHAN THE ANGLER FISH

Killing it is simple...Just toss Pumped Bombs at his body. Well, now that's done with let's talk about its attacks, and how to avoid them. The first one is where it will attempt to pound you with it's 'fishing pole.' Just run left or right, which ever side presents more space. Another is getting behind your raft and making bubbles that will dizzy you. If you're in the center you'll be knocked about, but that's OK. Stand near the edge and you'll fall into the water! The most devastating is when it will go way behind your raft and create a huge tidal wave

which will wash you over the boat...unless you hold against it. You'll also notice that pieces of your boat will fall off. This is determined by where you move at certain points (see those "shredders"?).

GOLDEN CARDS:

Card # 1 - When it's pounding you with his "fishing pole" appendage, it opens it's mouth. Toss a pumped up bomb in and watch the fireworks!

Card # 2 - Burn his 'fishing pole' using bombs. CAUTION: The Bombs can bounce back, so be careful not to set them off too early. In Hard More, you'll probably be using the "maxed out" option, so I advise you to set the bomb at the side of the raft, and when the pole passes over, set it off. A small ultra bomb is all it takes, so don't bother to pump it up.

Card # 3 - When it showers you with bubbles, blow up his tail. This may take awhile...I advise using pumped bombs.

Card # 4 - Stand on the very edge of the raft when it does it's Tidal Wave move, this will reduce you to one log. Presto! You automatically receive a Card.

Card # 5 - Defeat it under the target time.

***** 4-3: RED MOUNTAIN *****

R E D M O U N T A I N

If you thought the previous worlds had their pitfalls, you obviously haven't visited the Red Mountain yet! Okay, there's no more danger in Bomberman falling to his death in lava than the water, of Blue Resort, but this time the danger spurts into the air, too, with lava rocks being our hero's main problem throughout this world. Keep your wits about you, and don't get hot under the collar!

WORLD 3: STAGE 1 -- HOT ON THE TRAIL

REACHING THE END GOAL:

Run straight forward and fall off the cliff for a little shortcut, then turn left and go up the bridge. Now you run into your first obstacle: fireballs. They rise up from the lava and will hit you when you attempt to cross bridges. When you hear the "fwwwwsssss" sound, quickly look down and see if it's going to hit you, if not, stay where you are, if so, run for safety! After a bit of walking you'll come to a fork, go right and then drop down. There are two ways to go from here; personally

I take the one where you cross brown bridges. It may be longer, but it's safer! After leaving this area you'll find a block; be sure to blow this up for the Ultra Bomb Item! Keep going and you'll find the familiar Enemy Sign, so you know this is the exit. See the switches on the wall? You'll have to pump up bombs and throw it up there so it's activated. When all three are down (AT ONCE) the exit will be opened! The problem is, there are fireballs everywhere, and it's quite difficult to get them all down at the same time. Practice makes perverts! Er...practice makes perfect, that is to say.

GOLDEN CARDS:

Card # 1 - On the fork mentioned in the walkthrough above, turn left instead to find a trio of Fire Pillars. Get the card! Just be careful exiting, though, that one must be destroyed since it is blocking the gating.

HARD VERSION - From your starting point, turn a hard right and blow up the rocks on the nearby plateau.

Card # 2 - After collecting the Ultra Bomb Item you can go back into the level and blow away the Metal Doors in the side of the walls. You'll find this card in one, protected by a hoard of Sparks.

HARD VERSION - In a different Metal Door.

Card # 3 - Turn a hard right from the start, cross the metallic bridge, and go across the Fire Pillar infested plateau to find a large red pillar. Blow this away like you would a drawbridge. Go across the narrow ladders, bridges, etc. until you find a place with a bunch of Fire Pillars, blow up the block in the corner for your Card.

HARD VERSION - Same path, except go past the Fire Pillars and change your camera angle to find a platform with a pillar on it. Kick a bomb, pressing R to stop it on the pillar, then blow it up. Drop down there and collect it before it falls into the pit below!

COSTUME PIECES:

Ball # 1 - Same as HARD Gold Card # 2.

HARD VERSION - Same as normal Gold Card # 2.

Ball # 2 - Same as HARD Gold Card # 3.

HARD VERSION - Behind a Metal Door, protected by Sparks.

WORLD 3: STAGE 2 -- VS. ORION

YOUR OPPONENT: ORION

Besides dropping bombs, he will make a large, green force field come out of him. Touching this will dizzy Bomberman, then Orion will pick you up and hurl you over the edge, straight into the hot lava. Counteract this trickery by quickly rotating the Analog Stick. For killing him, just kick bombs at him. *YAWN.*

GOLDEN CARDS:

Card # 1 - Touch his green force field (be careful not to be near the ledge or he'll toss you over) and you automatically receive it.

Card # 2 - Catch him in a Pumped Up Bomb Explosion

Card # 3 - Bounce a Pumped Up Bomb off his cranium

Card # 4 - Defeat him

Card # 5 - Kill 'em by the target time.

WORLD 3: STAGE 3 -- ON THE RIGHT TRACK

REACHING THE END GOAL:

When you start, drop down from the ledge, and run across the tracks. Do you see that train light? Blow it away with a bomb, and walk down the path it was blocking. If you look carefully below you, you will spot a track beneath your current plane, with several mine-carts filled with coal sitting on it. Drop down, destroy the carts, and follow the tracks away from the cave, into the magma, and into the next cave (for reference, you will pass a black bat enemy).

Now you will be in an area with red grating, pipes, and a lot of tracks. Follow the very edge of the island you are on (the one closest to you when you enter), and you will find a thin path that leads directly to a track. Several mine carts will start to follow you when you attempt to move down them, so be sure to run as fast as you can, throw pumped bombs behind you, and stop off at the rest-stops along the way. At the end of the tracks is a platform suspended in mid-air via several cables. Destroy these cables using bombs, and the scaffolding will fall, fill up the gap, and allow you to exit.

GOLDEN CARDS:

Card # 1 - Follow the 'normal' path until you come to a place with boulders rolling down a hill. Watch them for awhile, memorizing the pattern, then dash across the side to find a switch, hit it. Go up the slope to find three more. When they are all activated go down the left side and step on the

little mat and not only will the spikes move down, allowing you to go forward, but a gold card will appear!

Card # 2 - When going the 'normal' way you will find a room with boulders and some mesh grating. Don't blow up the barrels! They allow you to transverse from one side to the other. Blow up one of the machines by the Fire Pillar to find a card.

Card # 3 - Wandering around the tracks, you've probably have found two barrels stacked up on each other, above a horde of Fire Pillars. Knock out the lower barrel, then get as close to the edge as you dare. One inch over and you'll be taking a hot lava bath! Carefully blow up the upper barrel and, if you're close enough, the card will fall and hit you. If it falls into the fiery sea below, simply exit the room and then come back to find everything back the way it was beforehand. This is more luck than anything, so do not be discouraged.

HARD VERSION - Drop below the exit track and blow up that furnace machine.

COSTUME PIECES:

Ball # 1 - Same as HARD Gold Card # 3.

HARD VERSION - Same as normal Gold Card # 3.

Ball # 2 - Near normal Gold Card # 2 is a metal door, the item is inside. But getting the Ultra Bomb is another deal entirely...it's in a barrel near it, but be careful you don't destroy the bridge to the little island when you blow it up. If you do, simply exit and go back in the room to find it intact. Once inside the tunnel, you will need to battle some Sparks into order to pluck your plunder.

WORLD 3: STAGE 4 -- HOT AVENGER

YOUR OPPONENT: HADES THE WAR MACHINE

Orion is back for revenge in his supped up robot, Hades, who is armed to the teeth. Like other bosses, just toss Pumped Up Bombs into his body to defeat him. His main attack is punching you. This attack is almost impossible to avoid, but that's OK, it'll just dizzy you. Quickly get up and avoid the laser from his eye. To avoid, wait a split-second, then dart to the left or right, which ever has the most room to maneuver. His second attack will probably surprise you, he'll spin around like a top, arms outstretched. Your first instinct is to go out onto the rim of the platform. DON'T! Instead, go inside. His 'arms' will pass through you. Another offensive move is launching boulders at you from his hat. Just stand still, and if a rock comes, move to the side!

GOLDEN CARDS:

Card # 1 - Burn his left hand.

Card # 2 - Burn his right hand.

Card # 3 - Burn his hat (best when he's submerged in the lava and shooting lasers at you).

Card # 4 - After burning his cap, wait for him to be submerged again, just his head sticking out. Pump up a bomb and hurl it at his head and let it bounce off! He'll be dizzy and a door will open, revealing the driver, Orion. Toss a pumped bomb in there to deal some massive damage, and receive a Golden Car automatically.

Card # 5 - Defeat him by the target time.

***** 4-4: WHITE GLACIER *****

W H I T E G L A C I A R

It's a real winter wonderland in the White Glacier world -- snow, ice, blizzards, avalanches, and traditional evil snowmen that are cunningly disguised against a background like this! The puzzles are just as tricky as in previous worlds, but this time you have a tough time fighting the elements as well.

WORLD 4: STAGE 1 -- BLIZZARD PEAKS

REACHING THE END GOAL:

This stage is pretty non-linear, but I'll just show you the best way. Go left, towards the large hill with a sign that is frozen over. Go up the hill to find snow blocking your path. Pump up a bomb, then toss it in there! QUICK! Get out of there! A huge avalanche will occur, pushing the snow aside in a graphical feast. Now you can get up there, drop down, then go through the thin door.

Go to Bomberman's right, trekking the steep hill. The wind in this area is nasty, making you 'run' terribly slow. A good exercise in patience! Once at the top, run past the house and across the bridge. Jog up the mountain, then go down the thin path to find a cottage with a not-so-friendly snowman on top. Bomb the house and the snowman, then stand on the switch behind it, triggering the ski-lift to come and pick you up.

GOLDEN CARDS:

Card # 1 - After causing an avalanche in the first region, climb up the

hill and drop down to the ledge below. Kill the Snowman and then blast the tree; the Card is revealed!

HARD VERSION - In the area with bunnies and snowmen in trees, and a few snowflakes, look for a secret cave in the wall. It's on the second level if you go to the place where skiers are going down a hill in the first area.

Card # 2 - After picking up Card # 1, drop down to the small door below to find your way to a very windy area. Go to Bomberman's left (or your right) to discover a thin ledge that leads to a tree caked with ice. Kick a bomb, fight the wind, and this Card is yours for sure!

HARD VERSION - Blow up the cottage in the walkthrough above (1st one you see) and then the tree behind it.

Card # 3 - In another tree, same position as # 2, except in a different area.

HARD VERSION - Instead of blowing up the final cottage to find the switch, kill the snowmen, then make a bridge to the top of the house using the platform nearby. Once on top, go to the platform in mid-air (connected to the cottage) and blow up the tree.

COSTUME PIECES:

Ball # 1 - See HARD Gold Card # 3.

HARD VERSION - Again, in the secret cave.

Ball # 2 - See HARD Gold Card # 2

HARD VERSION - When you drop down to the snowman after the avalanche, there is a secret cave there. Go in, drop a bomb then exit. The bomb will go off, then you can go back in and collect it (along with some other goodies)!

COLLECTING THE REMOTE CONTROL ITEM:

Some people seem to be in the dark about this...it's pretty simple, yet utterly genius. At the very tops of the mountain areas (places with high winds) are snow blobs sticking over the cliff, correct? Stand on one and it will fall to the lower section...when it lands it will explode and reveal an item. One of them holds the Remote Control Item!

WORLD 4: STAGE 2 -- VS REGULUS

YOUR OPPONENT: REGULUS

Use your basic bombing techniques and he'll go down very quickly. He has a tendency to wade right into a group of bombs...use this to your advantage.

GOLDEN CARDS:

Card # 1 - When he is charging at you (he'll flash yellow before doing so), kick a bomb directly at him.

Card # 2 - Toss a Pumped Bomb off his head, best to do when he's turning yellow.

Card # 3 - Catch him in a Pumped Up Bomb Explosion. Best to do when he is charging.

Card # 4 - Defeat him...

Card # 5 - ...by the target time.

WORLD 4: STAGE 3 -- SHINY SLIPPERY ICY FLOOR

REACHING THE END GOAL:

This stage is a giant donut, the hole in the center being the exit, but you have to call the lift here, and the switch is in a confusing place. It's simple logic...Go right (your right) and into the door, now you're in one of the strangest places in Bomberman 64! The camera will shift under your feet to show everything from under the ice! Interesting, to say the least. Go 'forward' and you'll find yet another door, but this is an elevator and it will take you to a large hilly area. Follow the little path, to the most far away sliding area...look down that slick slope! We might have to go down there...*Three* for some money, *two* for the show, *one* get ready and *here* we goooooo!!...whoohoo! Slide down the slope and use your momentum to safely attach yourself to a snowy platform with a snowman and a large, red switch. Hit the switch to activate the lift, then exit the area, stage right. Follow the enemy infested path to the beginning, then get on the pulley and you're out of this very odd, yet highly original stage!

GOLDEN CARDS:

Card # 1 - In the room before the first (that is, to the left of the start) there is a little pillar out in a little peninsula of ice sticking out of the main shape. Blow it up to find the Gold!

Card # 2 - In the second room (to the right of the start) is a ice pillar, it's to Bomberman's left when you enter. Simple!

HARD VERSION - You've probably spotted the narrow bridge of ice jutting out of the main piece in room 2, so I won't point out its location. Make your way across to the small island, then

blow up the ice pillar there. The key is to center the camera behind you and take it slow!

Card # 3 - Instead of sliding down the slopes, take a detour to the right and follow the white path, then throw a bomb at the small platform with an ice pillar. When it blows, fall down there and collect it. Whew, vertigo!

HARD VERSION - Slide down the slopes, except to the opposite side of the switch ledge. Should be easy once you know what to do and when.

COSTUME PIECES:

Ball # 1 - See HARD Gold Card # 3.

HARD VERSION - See normal Gold Card # 3.

Ball # 2 - See HARD Gold Card # 2.

HARD VERSION - See normal Gold Card # 2.

WORLD 4: STAGE 4 -- COLD KILLER

YOUR OPPONENT: MANTA THE ICE SPIDER

Again, pretty simple to kill: throw pumped up bombs directly at her body. This behemoth will first try to swipe at you with her massive claws, then try to impale you by smashing down from above. Just run UNDER her shadow to avoid all of these attacks. If you stay under there for awhile, she will pause and a "?" will appear over her head. This is a good time to throw some bombs at her chest, since she's not moving. Her least common attack is climbing on the wall and laying spider babies, which will run after you. Kick bombs at them! When one Heart is remaining of its energy, the spider will become so enraged it will cause the frigid flooring to collapse, and everyone will fall to an icy web below. This is still pretty simple, despite the large holes everywhere. If you fall through a hole, Sirius will usually catch you, and rocket you to safe location (unless you've found all 100 Gold Cards and his true identity is revealed...).

GOLDEN CARDS:

Card # 1 - Burn her left claw.

Card # 2 - Burn her right claw.

Card # 3 - Burn her mask off.

Card # 4 - Burn her bottom.

Card # 5 - When she lays dead before the target time, this one is yours.

***** 4-5: BLACK FORTRESS *****

B L A C K F O R T R E S S

Time for the ultimate showdown with Altair -- the evil being that has caused Bomberman all of this hassle! The Black Fortress is a world set inside his massive space station. It starts out with Bomberman running for his life, darting in and out of the traffic on a freeway and finishes in the big battle with the man himself.

WORLD 5: STAGE 1 -- GO FOR BROKE

REACHING THE END GOAL:

This level is...well, frustrating, to say the least. You have to run through streets, with traffic coming from nearly every direction, and then there's the soldiers, lock-on airplanes, and turrets, but let's not make situations worse! :p The only way to make it past this area is to run along the skypaths, which criss-cross over the streets. However, you will, on many occasions, find yourself in the middle of the street and the lights of a semi-truck blinding you. This requires patience, it's like crossing a real street: Look left, look right, look left...then look right again!

In the final, purple room I suggest you go up to the second area to pick up the remote bomb and ultra bomb items, as they will come in handy in a few seconds. When you walk onto the platform with the Enemy's Sign, it will lower and a large, super enemy will come out. He's actually quite easy to defeat...when you stand on/behind the tail of the symbol and the lasers can't lock on and the plasma balls fade before they hit you! And the soldiers shouldn't possess that much of a problem, and if they do, you know how to take care of them. Simply kick bombs at the machine until it all blows up, then the exit will open up.

GOLDEN CARDS:

All the cards in this level are in blocks in the various tunnels.

COSTUME PIECES:

Ball # 1 - Before you enter the boss room, look under the pillar that holds the street platforms up to find a small block, it holds the piece. There are several ways to get there, the best is to get on the first lane divider in the section, then just

bomb jump over there using the gaps in the lane dividers. Another, though much more dangerous one, is to blow open the block, and wait for the costume piece to fall into the street.

WORLD 5: STAGE 2 -- HIGH-TECH HARVESTER

YOUR OPPONENT: THE ULTRA SPACESHIP MECH

This robot is the definition of overkill. If you see some cross-hairs on Bomberman, move left or right to avoid a barrage of machine gun fire. It'll also fire grenades at you! Sometimes these grenades will open up to reveal smaller missiles which will track you down. These are a pain, almost impossible to avoid. You have to lay down bombs and explode them when they go overhead. Sometimes two gigantic knives will come out of his arms, then it will attempt to impale you on them. It can also slow everything in the room down by putting a large orb in the center. Just use a bomb to destroy it. The final, and most painful attack is where it will fire two large satellite missile into the air. They'll float around for awhile, then fire lasers at you, then drop into the ground where a wall of fire will erupt from...ouch. To destroy the mech, kick bombs at his middle part until he dies. The worst thing about this guy is his ability to overlap his attacks, you can be chased by missiles while being shot at with machine gun fire! Scary Stuff!

GOLDEN CARDS:

Card # 1 - Destroy his left cannon by kicking bombs at it.

Card # 2 - Destroy his right cannon.

Card # 3 - Destroy the cap on his head. Very difficult...try a pumped up bomb.

Card # 4 - When he makes the orb in the center, toss a bomb into it!

Card # 5 - Blow him to pieces by the target time.

WORLD 5: STAGE 3 - TRAP TOWER

REACHING THE END GOAL:

This level is HUGE! Go right and pick up the Heart in the box, then come back and hit switch 1 to open up the platform. Go across, then left, and hit that switch. Make your way past the lasers by waiting for them to stop then run by. You might want to pick up the Remote Control Item here (easy, it's on the adjacent platform). Now go to your far right to find three red squares, and one will turn green, then the next,

etc...Standing on the red will enable the alarm, cutting off access (life wasted). So step on the green block and then hop on the elevator.

Go all the way forward to find switch 2, hit this and then make your way through all of the lasers to get back to the main area where you will find an elevator, take this. Now you're on a trident shaped platform...make your way to the farthest away 'fork' and drop down to land on a platform. Using your bomb jumping abilities, make your way to the elevator platform, not far away.

Follow the path to find yet another elevator, take this one. Take the next elevator. And the next. And the next...And the one on the left. Hooray!

Go all the way forward, through the lasers and enemies, to find two switches. Hit the black one (number 2!). Now return to the elevator that brought you here, take the one right in front of you, now you're back. Do the same thing as last time, only take the elevator on the trident this time.

Now, hit the # 2 switch, then go forward, across the path, hit the switch, then go back through the lasers and hit switch # 1, then go left then forward, to the next elevator. Some of the paths in this area are dead-ends, you can tell because a box will block the view. In the next room, blow up the gigantic door with Pumped Up Bombs, then make your way through the maze of ladders, boxes, and enemies. Tada! Exit...

GOLDEN CARDS:

Card # 1 - On the second floor, after activating the switch, make your way through lasers to find a box, blow it up! This is pretty easy, which is strange for the 'last' level in the game.

Card # 2 - In the room with three switches to the left, hit # 3 then go right to find a huge congregation of red alarm tiles...ouchies! If luck is with you, you'll make it to the other side where you can bomb the box and get the Card! Memorize the pattern of the green tile before even attempting to go across...If you screw up and set off the sirens, there is a plate that will warp you back to the start of the level. Hey, better than nothing, right? At least you still get the Card.

Card # 3 - Remember the area after you dropped off the trident-shaped platform, the one with the switches? After the series of elevators? Yeah, now you do! =) When you enter, turn left and make your way past the lasers, then blow up the group of boxes to find this Card. Oh, you have to first hit the switch in this room to form a platform to the area...

COSTUME PIECES:

Ball # 1 - In the room with three switches to the left, hit the third switch and head left, up the stairs, then make a long bomb ladder to the opposite platform. Once there, take the elevator up to find a bridge to the this Costume Piece.

Ball # 2 - Hit the switch near Gold Card # 3, then go down the stairs that form and go down the elevator. Below the elevator is an island with blocks...blow them up to find all kinds of goodies, including this piece!

Ball # 3 - Near Gold Card # 2 are some boxes up on the wall. Blow them up, then wait for them to drop down.

WORLD 5: STAGE 4 -- VS ALTAIR

YOUR OPPONENT: ALTAIR

This guy is a lot like a Mini-Boss, and you can use the same tactics. This would be easy if it weren't for the fact that a small droid is flying around the room, firing lasers at you. Sometimes it misses you and hits Altair, though. After being hit for awhile, Altair and the Droid will join to make a Super Bot! Now when you throw bombs at him he'll disappear and re-appear somewhere else. All you have to do is kick bombs at him now to knock him out, and when he wakes up, the bomb explodes and hurts him. Rinse and repeat.

GOLDEN CARDS:

Card # 1 - Kill him in his first form.

Card # 2 - Bounce a Pumped Up Bomb off his head. To do this, knock him out with a kicking bomb, then prepare a Pumped Bomb. When he awakes...TOSS IT! Requires practice and an extreme amount of patience.

Card # 3 - Catch his second form in a pumped up bomb explosion.

Card # 4 - Defeat him.

Card # 5 - Leave him in parts by the target time.

***** 4-6: RAINBOW PALACE *****

R A I N B O W P A L A C E

NOTICE! NOTICE! NOTICE!:

This level can not be opened until you have retrieved all 100 Gold Cards and then have beaten Altair (after collecting them).

If you did this after collecting 100 golden cards, a cinema will show Sirius come in and kick Altair out of the way, grab the Omni Cube and absorb its energy then toss it away. Then he'll destroy Altair with his awesome firepower! It seems Sirius is the real enemy here...and he has been leading you into his trap the entire game with his stories...after this plot twist, the sixth, secret, and FINAL world becomes available.

WORLD 6: STAGE -- BEYOND THE CLOUDS...

BEATING STAGE:

Go forward and left to find a rainbow...walk onto it and Bomberman will use it as a bridge to the next room. Destroy the pillars to receive the remote control item, then exit and go back to the first room. OK, collect a lot of Bomb Items from the pillars, kill all the nasties, and get ready to be confused!

See the platform in front of the exit (Enemy Symbol)? Get on it with a bomb, then go forward and throw a bomb at the ledge, against the wall, then kick a bomb in the little ditch. Then throw a bomb so it is in front of the bomb on the ledge. Drop down to the bomb on the ledge to bounce up, now you're on the level with the switch...sorta. When you land, just plant a bomb. Lay another bomb in front of it, then kick a bomb down to the first ditch, now just walk down there, then fall into the ditch, and you'll automatically go up to the switch! Remember, don't use the analog stick! You'll be fine on your own. Now, go to the platform in front of the exit and throw a Pumped Up Bomb there, and a smaller bomb in front, then jump to the exit!

Confused? Yeah, it's not easy to put into words. Here's a crappy little map that won't help anyone at all:

```

      *
      54| |
      --  ---
      32|
      -  --
      |@|61|
      --

```

Legend:
* = Switch
@ = Little platform in front of exit

So, you get on @ and then toss bomb "1" into the ditch, then throw bomb "2" on the next cliff. Followed by bomb "3." It's easy to mess bomb three up, but you'll get it. Now, fall onto bomb "1" and you will bounce off of it and go up "3" and "2" up to the area before the switch. Lay down "4" directly in front of the switch, then back up a bit and lay another, "5." Kick bomb "6" back down to the first ditch, this will serve your way back to @. Now fall on bomb "1" and then everything else is automatic! Does it make sense now?

GOLDEN CARDS:

Card # 1 - In room two, where you picked up the Remote Control Item, is a large pillar at the end. I never did find a way to get there, but it doesn't matter, because you can fall into the

ditch, blow up the block, and the Card will fall to you. You'll have to kill yourself to get out of the ditch, but still.

Card # 2/Card # 3 - No...no...NO!!! This is truly the work of a designer who loves to watch people fail. Curse them...curse them!!

There are platforms in mid-air next to the exit, each has a pillar, each holding a Card. Now, you must Bomb Jump through all of those platforms, and...and...screw it! I am NOT going to make a map for this! No way, it'd be impossible...just go over to Proyon Loter's FAQ, he somehow made one for this insane challenge.

Once you do get them, you'll never want to do it again!

COSTUME PIECES:

Ball # 1 - When you're inches away from the exit, turn left and use Bomb Bridges to get to that platform.

Ball # 2 - Again, only on the right-hand side this time. These two Costume Pieces are hard to collect, but compared to Gold Cards 2 & 3 are a breeze.

----- WORLD 6: STAGE 2 -- VS SPELLMAKER -----

YOUR OPPONENT: SPELLMAKER THE SORCERER -----

This guy is a cinch to beat, but getting Gold Cards without the remote bomb item is another story entirely. Just run at him and he'll go away, predict where he'll land, and toss a bomb there. He won't do anything, and if the explosion hits his shadow he'll be hurt! He has several attacks...

1. A shadow hand will come and try to grab you. Step to the side.
2. Explosives will appear all around. Run in random directions.
3. Stars will rain down and dizzy you, and Spellmaker usually calls up this when using # 4 & # 2.
4. Giant fists will try to crush you. Run around in zigzag patterns.
5. A HUGE foot will try to stomp you! Get near the walls.
6. A fire Dragon will attempt to fry you. Run as fast as you can!
7. He'll offer you some items. Take one and your first Gold Card is

gone.

8. A large blade will slice across the room. Hug the walls!

GOLDEN CARDS:

Card # 1 - Blow up his head. Do this by throwing bombs at him when he's in the ground. Impossibly hard? You bet! Random? Probably.

Card # 2 - Burn his cape. You can do this by using pumped bombs when attacking his shadow, and his cape will eventually catch fire. If you can blow up his head, you will get this card automatically with Gold Card # 2.

Card # 3 - When the shadow hand comes, make a bomb explode on it.

Card # 4 - You get one for free when you come in.

Card # 5 - Defeat this clown by the target time...

WORLD 6: STAGE 3 -- DOOM CASTLE

REACHING THE END GOAL:

To open the exit you must activate each switch, one for every corner in the room (that's four for you mathematically challenged). Sounds easy, right? WRONG! There are numerous steps, where building bomb bridges is a must. Actually, the way they're set up is almost identical to the past level, so it's not that much new. To get to the left side of the room (from the camera angle when you enter, at least) you'll have to use the stairs that go into the floor for your bombs. Then you'll use them to get to the right side of the room again. Be careful of those enemies that fire lasers, since one blast will destroy all of your bombs, and the explosion will quite possibly kill you as well! Search out Proycon Loter's .GIFs for this one.

GOLDEN CARDS:

Card # 1 - In the little stairs.

HARD VERSION - Outside in a block.

Card # 2 - In a block inside.

Card # 3 - In a block inside. I guess they didn't want to torture your brain anyone after World 6: Stage 1...

COSTUME PIECES:

Ball # 1 - Outside in a block. You can wait for this to fall from above.

Ball # 1 - Outside in a block. This time, you'll have to use your bomb ladder building prowess to reach the top platform.

WORLD 6: STAGE 4 -- FINAL BATTLE!!!

YOUR OPPONENT: SIRIUS

In the first part he will fly off, come back and spray you with lasers, then land and kick bombs at you. When he's on the ground, stay close so he doesn't fly away, then lay multiple bombs to hurt him. After a bit of this Regulus will fly in, destroy the Omni Cube, then join your side in the fight. Now, this part is FUN! Just do whatever you want, any bomb blasts to Sirius will hurt him. He has two new attacks: The laser, which he demonstrated when he killed Altair. To avoid, simply move to the side and wait for it to finish. The other is a little speed boost, but it's nothing much. After this you will have truly beaten the game. Congrats!

GOLDEN CARDS:

Card # 1 - Beat the first Sirius by the target time. This is best done by knocking him out then throwing him off the ledge, this will automatically kill him. Pretty difficult to do, however, because his recovery speed is insane. You need to knock him out near the very edge, pick him up, and immediately turn towards the edge of the arena. He will become awake, but then jump out of your hands and over the brink. Hehe...

(Cards # 2-5 can only be collected in his second form)

Card # 2 - Toss a Pumped Bomb off his head. The easiest way to do this is to wait until his laser attack is almost done, then toss it. Requires good timing.

Card # 3 - Catch him in a pumped up bomb explosion.

Card # 4 - Keep Regulus alive until the end. If you see a Heart on the ground and you already have one, pick it up and throw it in his path! hopefully he'll pick it up.

Card # 5 - Destroy the insane one by the target time.

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CHAPTER 5) SECRETS GALORE
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BONUS BABY, BONUS!:

If you defeat Altair after collecting all 100 Golden Cards, a cinema will show Sirius come in and kick Altair out of the way, then grab the

Omni Cube and absorb its energy then toss it away. Then he'll destroy Altair with his awesome firepower! It seems Sirius is the real enemy here...and he has been leading you into his trap the entire game with his stories...after this plot twist, the sixth, secret, and FINAL world becomes available.

EVEN MORE BLASTING:

Collect every single Gold Card in the game -- for a staggering total of 120 -- and you will receive four extra deathmatch stages. Oh! What joy!

SERIOUS SIRIUS:

Talk to Sirius in the various stages after collecting 100 Cards. It's interesting, not to mention a little odd.

Also, go back to the first Battle with Sirius (Green Gardens) after collecting 100 cards. Strange...

When fighting the Ice Spider on the web, when you fall, Sirius will come to your rescue. After collecting 100 Cards he will not do this, making the battle much tougher!

MAXIMUM POWER:

Get 120 Cards and a new option will appear in the Options menu, "Max Power." This will allow you to enter each level with maxed out remote controlled ultra bombs. Whew, what a mouth-full. Recommended for the harder-difficulty level. It's also pretty fun to play around with.

HARDER LEVEL:

Got all the Gold Cards, Costume Pieces, and bonuses in the regular difficulty? Move on to the more challenging difficulty! Many familiar items will now be in much more difficult areas, and Costume Pieces are on the verge of being impossible to get. You're definitely going to need to turn on the "max power" bonus for this. Good luck, because you're going to need it desperately!

CHAPTER 6) COSTUME PIECES CHECKLIST

Yes, I admit to taking this idea from Procyon Loter's FAQ, but only because it is such a good one...

CHAPTER 6) BASICS / CONTROLS

LAYING BOMBS:

To lay a bomb press A, if you can set another then you can tap it to lay many bombs at once, but that is determined by bomb items.

PICKING UP BOMBS:

Lay a bomb and then get close to it, press B and Bomberman will lift it over his head.

BOMB LIFT:

Press A and B together and a bomb will automatically appear in your hands.

THROWING BOMBS:

Press B to throw a bomb, but how far it goes depends on how far you push the control stick.

WALKING/RUNNING:

If you somehow forget, it's the control stick.

KICKING BOMBS:

The quickest way is to lay a bomb and press B while it's 'under' you. You'll also kick a bomb if you run into it and press B.

PUMPING UP BOMBS:

Pick up a bomb, or bomb lift it, just get one in your hands. Tap the A button and the bomb will get larger, keep doing this until this until a yellow flash appears, now it's a pumped up bomb! You can't throw it as far, but it won't matter, the end explosion will be huge. Once a pumped up bomb is on the ground, no one can pick it up or kick it.

CHAPTER 7) ITEMS

Bombs: These items will explode after only a few seconds, destroying blocks, enemies, and YOU if you're not careful! Bomberman has an unlimited amount of these, but there is a limit on how many you can lay at once.

Bomb Item: These items are found in destructible blocks, they allow you to lay one more bomb at once. The max. is eight, which is more than enough!

Flame Item: Also found in blocks, this helpful item increases the radius of your explosion as well as the power! It stops working after about five, though.

Blue Gem: Usually found after defeating enemies (and in blocks, too), these shiny objects add one gem to your Gem Meter. Collect 50 for an extra life!

Red Gem: Same as the blue gem, except more rare and adds five to the gem meter.

Remote Bomb: This is quite possibly the most useful item in the game! This will affect ALL bombs, no matter what. It makes them remote controlled, and they will not explode until a flame hits them (or a laser) or you trigger them with the Z button. Useful for taking out far away enemies and making bomb-bridges.

Heart Item: Found after defeating difficult enemies, lets you get hit without dying. In the normal difficulty setting it will pop out, and, if you're fast enough, you can go catch it and pick it up again! However, in the hard difficulty setting, it vanishes into thin air.

Gold Cards: The most elusive item of all, they are found within each level by completing a certain objective, defeating certain enemies, a number of them, etc. There are 120 of them in all (Now, where have I heard that number before? Hehe...)

Ultra Bomb: Ultra Bombs look like red bombs inside of an explosion. This will turn all of your bombs red. Red bombs explode blue, which can destroy blocks that even pumped up regular bombs could not, and it's a lot more powerful, too! Just be careful, because the explosions are HUGE!

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CHAPTER 8) ENEMIES
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1. Rocks:

After a few explosions it will split into two smaller, and weaker, opponents. A Pumped Bomb to the head will kill it instantly.

2. Fire Falcon:

They will up in the air, occasionally diving to you, attempting to light you on fire.

3. Eggs:

They wander about aimlessly. Blow them up for a Heart Item!

4. Soldiers (red):

Pretty much useless...It wanders about, very slowly...not even a real threat.

5. Soldiers (blue):

These guys are a bit more tough, as they wield two sharp blades and will go into a deadly spin. Stay away and throw bombs at 'em!

6. Soldiers (green):

Only a few exist, they will fire shells at you. Pretty powerful, but not too fast.

7. Totem Poles:

Not much of any enemy. They are somewhat slow, but can burst into speed when you get near.

8. Cannons:

They fire cannon shells at you, a Pumped Up Bomb is all it takes to put them out.

9. Blow Fish:

Although harmless, they take 10 Pumped Up Ultra Bombs to destroy them! All of this for...one red gem. It's rather sad, really. Ignore these.

10. Butterflies:

These aren't REALLY enemies...blow them up for a Heart Item!

11. Fish:

With chicken legs? Yup, this game has it all...When you get near, these strange creatures will spin. Due to their unpredictable patterns, you should ignore these.

12. Fire Pillars:

These look like normal blocks, but when you get near, they will open up and kill you with their Fire Breathe! After about 40 normal bombs they will die...Good for Heart Items!

13. Sparks:

Only found in dark caves, these neat looking creatures will come to you and attempt to impale you on their spikes! A bomb will split them in half.

14. Mining Soldiers:

They'll try to knock you out with their picks.

15. Mine Cart Soldiers:

They travel in carts, which are, of course, on the tracks. Listen for the familiar "click clack click clack" sound, then quickly get to safety.

16. Bats:

One eyed creatures that will try to land on you. Not much to look at...

17. Snow Bunnies:

Harmless. Blow them up for a Heart Item!

18. Ski Soldiers:

They just want to have some fun, then Bomberman comes to ruin their vacation...Watch out, as their blades are quite sharp.

19. Snowmen:

Like their cute cousins in Mario 64, these guys will toss snowballs at you!

20. Snowflakes:

Not much, really. They just float about...

21. Apple Frogs:

What the heck is this thing? I dunno, but it does split into two different pieces after being bombed.

22. Missile Solider:

Launches missiles at you...

23. Missile Launcher:

See above. Oh, except this one tracks you. Watch out when the target gets near it!

24. Green Robot:

When you get near it will fire three laser beams at you.

25. Airplane:

It will dive and try to impale you on it's sharp nose

26. UFO:

Will get over you and shoot a laser down. Kill for a Heart Item!

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CHAPTER 9) A NOTE ON BOMB LADDERS
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If you want any information on detailed bomb ladder building, check out one of the following sources:

- Proycon Loter's FAQ & .GIF files at www.gamefaqs.com
- Prima's Unauthorized Bomberman 64 Guide <with in-game pictures>

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CHAPTER 10) CREDITS
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COMPANIES

Hudsonsoft: For making such an incredible and enjoyable game!

INTERNET SITES

GameFAQs <www.gamefaqs.com>: A huge vault that holds all of my -- plus hundreds of other's -- FAQs. Honestly, if you can't find help here, you're just out of luck.

PEOPLE

Jeff "CJayC" Veasey <gamefaqs@gamefaqs.com>: For kindly accepting my FAQs, and for making such a cool site.

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CHAPTER 11) CONTACT INFORMATION
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Feel free to contact the insane author of this FAQ, marshmallow, with any e-mail, corrections, adorations, admonitions, praise, damnation, condemnation, or death threats at: marshmallow@planetn2000.com

Basically, there are five different types of e-mail I will receive on a

daily basis.

QUESTIONS:

I will answer questions to the best of my ability, but not necessarily immediately. Who knows...you may get an answer hours after sending it, or maybe even weeks. Do not e-mail me telling me to "answer your questions", unless you like to be ignored. Also, please realize that I <prepare for a shocker> do have a real life outside the Internet. School, friends, what have you. Hey, sometimes I might not even get on the Internet for a few days if I pick up a hot new game that I enjoy.

If you ask a question that has been answered in the FAQ, I will most definitely ignore it. If your question is poorly written (e.g. "Hez waz up, dawg? Got mez uh q!") I will delete it. Etc., etc...

PRAISE LETTERS:

Hey, you mean people actually receive help from me and like to praise my work? Believe me, though I may not reply to it, I do appreciate your comments. Though, most people, if they praise me, do it along with a question, in which I might reply something like, "Yeah, thanks for the support. As for your problem..."

HATE LETTERS:

I've received very few of these, but it's happened. Chances are high that I may not reply, but if you present a valid criticism, I may acknowledge your critique. As for those less intellectual letters, heh, they're always good for laughs.

JOB APPLICATIONS:

Though I can assure you I will be flattered, I will *not* work for your site exclusively (or even as a third party). I don't care how much money, women, or drugs you offer me, either. No means no, okay?

CHAIN LETTERS:

No, I don't care about what kind of whore house your uncle runs. No, I don't know who Louie is and why he has a fetish for panties. No, I don't think a piano is going to mysteriously appear out of thin air and fall on me if I don't send a piece of sh!t letter to other people. No, I won't send you cash for a "dying" (yeah, right) kid who is infected with brain cancer, though sometimes I wonder if YOU'RE the one with brain cancer. No, I don't care about this new, amazing revelation about weight loss (my muscle to fat ratio is quite normal, thank you very much). And, finally, I will *not* make out with you!

I apologize for the aforementioned subjects, because they had some questionable material. However, considering this is a FAQ for an E rated game with copious amounts of explosions and anime-like characters, I assume you will not be offended by a little sexual innuendo.

Sincerely,

marshmallow

~ End of Document ~

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