

Super Bomberman 3 FAQ/Walkthrough

by Solomon warrior

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Super Bomberman 3

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Version : 1.7 (Eighth version)
Platform : SNES (Super Nintendo Entertainment System)
Date : 01-03-2003
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FAQ Type : General FAQ
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1) Version history

Version: 1.0 [12-15-2002] (20KB)

- First FAQ.
- Map for zone 1 is 100 % complete.
- Note for zone 1 is 100 % complete.
- Enemies for zone 1 is 100 % complete.
- Points for zone 1 is 100 % complete.
- Control section added.
- Item list section added.
- Cheat code section added.
- Normal game information added.

Version: 1.1 [12-16-2002] (36KB)

- Second FAQ.
- Map for zone 2 is 100 % complete.
- Note for zone 2 is 100 % complete.
- Enemies for zone 2 is 100 % complete.
- Points for zone 2 is 100 % complete.
- Map for zone 3 is 90 % complete.
- Note for zone 3 is 90 % complete.
- Enemies for zone 3 is 90 % complete.
- Points for zone 3 is 90 % complete.

Version: 1.2 [12-17-2002] (47KB)

- Third FAQ.
- Password section added.
- Roo-eyes information added.
- Map for zone 3 is 100 % complete.
- Note for zone 3 is 100 % complete.
- Enemies for zone 3 is 100 % complete.
- Points for zone 3 is 100 % complete.

Version: 1.3 [12-17-2002] (67KB)

- Fourth FAQ.
- Map for zone 4 is 100 % complete.
- Note for zone 4 is 100 % complete.
- Enemies for zone 4 is 100 % complete.
- Points for zone 4 is 100 % complete.
- Map for zone 5 is 50 % complete.
- Note for zone 5 is 50 % complete.
- Enemies for zone 5 is 50 % complete.
- Points for zone 5 is 50 % complete.

Version: 1.4 [12-17-2002] (79KB)

- Fifth FAQ.
- Map for zone 5 is 100 % complete.
- Note for zone 5 is 100 % complete.
- Enemies for zone 5 is 100 % complete.
- Points for zone 5 is 100 % complete.
- Map for zone 6 is 60 % complete.
- Note for zone 6 is 60 % complete.
- Enemies for zone 6 is 60 % complete.
- Points for zone 6 is 60 % complete.

Haneroo-ey

=====

- His special ability is jump across wall or bomb.

Author's comment:

This roo-ey is one of my favourite. You can jump through boulders, Wall, hole, bomb..... to escape from the stronger enemies.

=====

Magicaroo-ey

=====

- His special ability is put multi bombs at a time.

Author's comment:

This roo-ey is one of my favourite also. You can kill all the enemies easily by using this roo-ey's ability. But, You will get killed by your bomb to if you are careless.

=====

Maroo-ey

=====

- His special ability is rolling on the floor with hi speed.

Author's comment:

This roo-ey is useless because it can only rollong on the floor.

=====

Naguroo-ey

=====

- His special ability is punch and stop opponent for a while.

Author's comment:

This roo-ey always get killed when you try to punch your opponents. I give him 7 star.

=====

Waroo-ey

=====

- Only evil character can ride this roo-ey.

Author's comment:

No comment.

--*-*-*

| BATTLE GAME INFORMATION |

--*-*-*

=====

MATCH SELECTION

=====

| MATCH SELECTION |

| SINGLE MATCH TAG MATCH |

You can change the setting by Direction pad.

=====

PARTICAPANTS SETTING

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| PARTICIPANTS SETTING |

| 1Player MAN |

| |

| 2Player MAN |

| |

| 3Player COM |

00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 00
000000000000000000000000000000

Area : MAP 2
Enemies : ----
Points : ----

Map

000000000000000000000000000000
00 00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 00
000000000000000000000000000000

Legends:
00 = Wall/ river/ brick/ mud

Area : MAP 3
Enemies : ----
Points : ----

Map

000000000000000000000000000000
00 00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 00
000000000000000000000000000000

Legends:
00 = Wall/ river/ brick/ mud

Area : MAP 4
Enemies : ----
Points : ----

Map

000000000000000000000000000000
00 00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00

Legends:
00 = Wall/ river/ brick/ mud

```
00 00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 00
000000000000000000000000000000
```

Area : MAP 5
Enemies : ----
Points : ----

Map

```
000000000000000000000000000000
00 00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 00
000000000000000000000000000000
```

Legends:
00 = Wall/ river/ brick/ mud

Area : MAP 6
Enemies : ----
Points : ----

Map

```
000000000000000000000000000000
00 00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 00
000000000000000000000000000000
```

Legends:
00 = Wall/ river/ brick/ mud

Area : MAP 7
Enemies : ----
Points : ----

Map

```
000000000000000000000000000000
00 00
```

Legends:
00 = Wall/ river/ brick/ mud


```
00 00 00 00 00 00 00 00
00
00 00 00 00 00 00 00 00
00
00 00 00 00 00 00 00 00
00
00 00 00 00 00 00 00 00
00
00 00 00 00 00 00 00 00
00
000000000000000000000000000000
```

Area : MAP 8
Enemies : ----
Points : ----

Map

```
000000000000000000000000000000
00
00 00 00 00 00 00 00 00
00
00 00 00 00 00 00 00 00
00
00 00 00 00 00 00 00 00
00
00 00 00 00 00 00 00 00
00
00 00 00 00 00 00 00 00
00
000000000000000000000000000000
```

Legends:
00 = Wall/ river/ brick/ mud

Area : MAP 9
Enemies : ----
Points : ----

Map

```
000000000000000000000000000000
00
00 00 00 00 00 00 00 00
00
00 00 00 00 00 00 00 00
00
00 00 00 00 00 00 00 00
00
00 00 00 00 00 00 00 00
00
00 00 00 00 00 00 00 00
00
000000000000000000000000000000
```

Legends:
00 = Wall/ river/ brick/ mud

Area : MAP 10
Enemies : ----
Points : ----

Map

Map

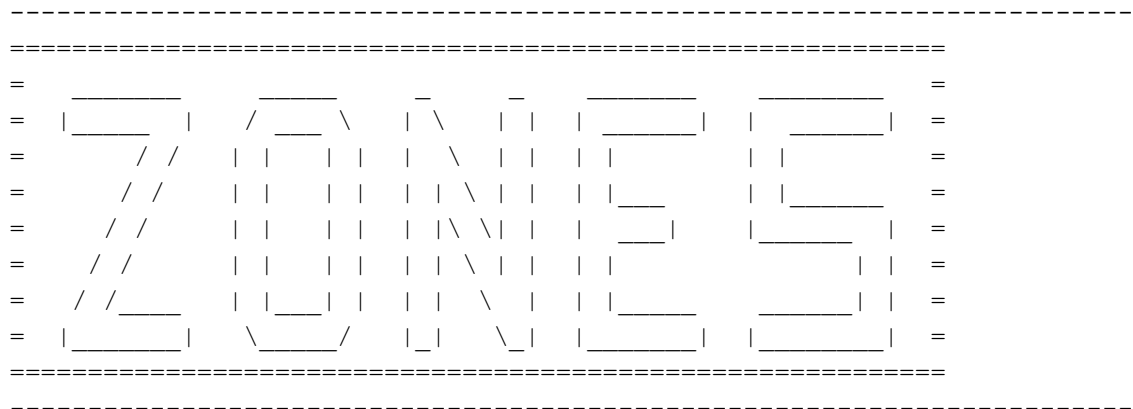
```

00000000000000000000000000000000
00                                     00
00 00 00 00 00 00 00 00
00                                     00
00 00 00 00 00 00 00 00
00                                     00
00 00 00 00 00 00 00 00
00                                     00
00 00 00 00 00 00 00 00
00                                     00
00 00 00 00 00 00 00 00
00                                     00
00000000000000000000000000000000

```

Legends:
00 = Wall/ river/ brick/ mud

Note: First boss will attack you with his hat. Second boss will attack you with his spike.



```

Area                : 5 - 01A
Enemies             : Snow man X 2
                    Ice      X 1  [small ice X 4]
                    Evil     X 2
Points              : Snow man = 800
                    Ice      = 400 [small ice = 100 ]
                    Evil     = 300

```

Map

```

00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00 LL 000000TT000000 LL 00
00 00 000000TT000000 00 00
00                                     00
00 00 00 00 00 00 00 00
00                                     LL 00
00 00 00 00 00 00 00 00
00                                     00
00 00 00 00 00 00 00 00
00                                     00
00000000000000000000000000000000

```

Legends:
00 = Wall/ river/ brick/ mud
LL = Light
TT = Next stage

Note: Evil may attack you with chain which has 3 range. Snow man may transform to a snow ball and jump around the map. Ice can Hide itself under the icfield and it canattack you with shooting star. When you bombed ice once, it will be devided to 4 smaller ice.


```
00                                00
00 00 00 00 00 00 00 00
00                                00
00 00 00 00 00 00 00 00
00                                00
000000000000000000000000000000
```

Note: First, boss will throw 4 bombs and create a barrier to protect himself. When he get hit, he will summons 5 bombers. Then, 5 bosses will come and transform to a large robot. The robot may attack you by launching 2 flying arms. Sometimes, he will attack you with laser. He can also throw some bombs towards you. When he get hit, he will shoot you with fire. One thing, wtch out for his rocket launchers. After you had defeat him, watch the ending.....

```
-----
*-*-*-*-*-*-*-*-*-*-*
| Contributor section |
*-*-*-*-*-*-*-*-*-**
```

I would like to say that in the itens list / power ups part u posted:

Spike Bomb = Unknow

The effect of the Spike Bomb is that the explosion isn't stopped buy any plants/rocks the fire just passes it and keeps going to it's Maximun Range, look:

```
S  S  R  W  W
W  W  R  S  W
W  W  S  W  W
W  W  R  W  W
S  W  B  W  S
S  U  S  W  W
W  W  R  W  W
W  W  R  W  W
```

S=Free space (where you move)
W=Wall (where you can't move)
R=Rock (this you blow)
B=Bomb (you blow things up with it)
U=YOU!

Now by the bombs lacation, if it was a regular bomb (with a range of 5), it would just destroy 2 Rocks, but the spike bomb would destroy all the Rocks in it's range!

from: Luc_Good

```
-----
4)About upgrade
I will upgrade this FAQ soon.
Next upgrade
- Battle mode information
-----
```

```
5)Copyright issue
This FAQ is copyright© 2002 Solomon warrior.
You can only have this FAQ for your personal use. You may not change anything on this guide, adding or taking anything out of it.
This FAQ is not for sale and you can only get this FAQ at
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Please e-mail me too if you found this FAQ at the web site other than www.gamefaqs.com

If you want put this document on your web page, just e-mail me for permission. Normally, I will give you the permission because there is no point for not giving you the permission and this guide is made to help everyone who stuck in this game. I just want you to ask so I could visit your website.

6)Contact information

If you want to make any questions, comments, suggestions, information or corretions to my FAQ, please feel free to e-mail me at

Solomonwarrior_1st@hotmail.com

Anyway, please put Super Bomberman 3 as e-mail's tittle so I can seperate your mail from junk mail.

7)Credits

I make this FAQ on my own.

Special thanks to:

CJayC

-post this FAQ.

My brother

-Help me to write down some important notes.

Lucian De Paula Bernardi (luc_good)

-Inform me about Spike Bomb information through E-mail.

Hudson company

-Made this game.

Super Jboy

-Thank you for the password.

You

-Read this FAQ until the end.

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ENJOY THE GAME!!!!!!!!!!!!!!!!!!!!!!

