Super Bomberman 3 FAQ/Walkthrough

by Solomon warrior

Updated to v1.7 on Feb 3, 2004



Version : 1.7 (Eighth version)

Platform : SNES (Super Nintendo Entertainment System)

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FAQ Type : General FAQ Size : 91.5KB

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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-eys 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.

```
Version: 1.5 [12-18-2002]
- Sixth FAQ.
- Map for zone 6 is 100 % complete.
- Note for zone 6 is 100 % complete.
- Enemies for zone 6 is 100 % complete.
- Points for zone 6 is 100 % complete.
- Option information added.
- Battle game information added.
- Walkthrough is totally completed.
Version: 1.6 [12-31-2002] [91.5KB]
- Seventh FAQ.
- Add some information.
Version: 1.7 [01-03-2003] [92.7KB]
- Eighth FAQ.
- Add spike bomb information.
- Add contributor section.
2) Introduction
I made this guide is to help you to beat the game easily.
You can only get this FAQ at www.gamefaqs.com.
Sometimes, I received some e-mail. They asked me to give them
ZSNES emulator and rom. My advise to you is DON'T ever send that
kind of e-mail again. you should find what you want by yourself.
Besides, giving rom to you is illegal. It is fully copyrighted .
______
3) FAQ/Walkthrough
                      *-*-*-*-*-*-*
                      CONTROLS
                      *-*-*-*-*-*-*
IJΡ
              = Move up or push bomb.
DOWN
              = Move down or push bomb.
             = Move left or push bomb.
LEFT
RIGHT
             = Move right or push bomb.
A button
             = Pick up bomb on the ground and throw it away.
             = explode bomb [If you have remote bomb].
B button
             = Do nothing.
X button
Y button
             = Throw bomb, Rabbit's move.
             = Do nothing.
L button
              = Do nothing.
R button
______
                  *-*-*-*-*-*-*-*-*
                  | ITEM LIST / POWERUPS
                  *_*_*_*_*
              = Let you to put 1 extra bomb.
Bomb Walker = Let you walk through bombs.

Hyper Fire = Greatly increase range of your bombs.
Fire
             = Increase range of your bomb.
              = Let you kick bombs away by pressing Y.
Kick
             = You will not die when you were attack or bomb for 1 time.
Roller skate = Increase your speed.
Iron hand
             = Let you to pick up bombs.
Wall Walker = Let you to walk through walls.
Invincible vest = You will become invincible for a while.
Gloves
             = Let you to punch.
```

```
Skull
          = Bad effects to your Bomberman.
Mine
           = Mine will become invincible after you put it on the ground.
Remote Bomb
          = Press B when you want your bomb to explode.
         = see contributor section.
Spike Bomb
Seeking Bomb = This bomb will follow your enemy.
           = Give you points.
Food
Clock
           = Stop all the enemies for a while.
______
                  *_*_*_*_*
                    CHEAT CODES |
                  *-*-*-*
______
                     MISC CODES
______
                  Infinite Time : 7E17E300
                             7E17E409
                  Infinite Lives: 7E034A09
_____
                               PLAYER 2 CODES
     PLAYER 1 CODES
7E144F63 = Max bomb power
                         7E144F63 = Max bomb power
7E48B963 = Infinite bomb
                         7E48B963 = Infinite bomb
7E126F04 = Hi speed
                         7E126F04 = Hi speed
7E12E763 = Infinite energy
                         7E12E763 = Infinite energy
7E48D1FF = power up effect
                         7E48D1FF = power up effect
7E12FFXX = walkthrough effect 7E12FFXX = walkthrough effect
    00 = walkthrough anything
                              00 = walkthrough anything
    20 = cannot w/t boulders
                              20 = \text{cannot w/t boulders}
    40 = cannot w/t bombs
                             40 = \text{cannot w/t bombs}
    80 = \text{cannot w/t bricks}
                              80 = \text{cannot w/t bricks}
                  *_*_*_*_*
                      PASSWORD
                  *_*_*_*
4622 = Change multiple levels.
 ______
                *_*_*_*_*
                | ROO-EYS INFORMATION |
                *_*_*_*_*
                Keroo-ey
                - His special ability is kick bomb.
Author's comment:
I do not like this roo-ey because we can get this ability by getting
powerups.
                ______
                   Gyaroo-ey
                - Her special ability is kick boulders.
Author's comment:
This roo-ey is great. You can kick boulders and block your opponent's
```

road and then kill them.

Haneroo-ey - His special abilty 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 PARTICIPANTS SETTING | | 1Player MAN

| 2Player MAN

| 3Player COM

4Player COM | 5Player COM RULES SETTING You can set comlevel to weak, normal or strong. You can set battle to 1, 2, 3, 4, 5. You can set time to 1:00, 2:00, 3:00, 4:00, 5:00, Unlimited You can set sudden death to random, on, off. You can set missile bomb to random, on, off. You can set bowling bomber to on, off. (single match only) | COMLEVEL WEAK | | BATTLE 3 | 2:00 | TIME | SUDDEN DEATH RANDOM| | MISSILE BOMB SUPER | | BOWLING BOMBER ON CHARACTER SELECTION _____ | |_| I - I - I1 1_1 1 1_1 |_|_|_| |_|_|_| MAP SELECTION : MAP 1 : ----: ----Legends: 00 = Wall/ river/ brick/ mud 00

00 00

Area

Map

Enemies Points

```
00 00 00 00 00 00 00
00
                  00
00 00 00 00 00 00 00
00
                  00
: MAP 2
Enemies
Points
               : ----
Мар
00 = Wall/ river/ brick/ mud
00
                  00
00 00 00 00 00 00 00
00
                  00
00 00 00 00 00 00 00
00
                  0.0
00 00 00 00 00 00 00
00
                  00
00 00 00 00 00 00 00
00
                 0.0
00 00 00 00 00 00 00
00
                  0.0
: MAP 3
Enemies
               : ----
               : ----
Points
Мар
0000000000000000000000000000000000 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
00
Area
               : MAP 4
Enemies
Points
                : ----
Map
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
0.0
                 0.0
00 00 00 00 00 00 00
: MAP 5
Area
Enemies
Points
              : ----
Map
                   Legends:
00
                    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
: MAP 6
Area
Enemies
              : ----
Points
Map
00
                 00
                     00 = Wall/ river/ brick/ mud
00 00 00 00 00 00 00
00
                 00
00 00 00 00 00 00 00
00
                 0.0
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
: MAP 7
Area
Enemies
Points
Map
0.0
                00
                    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
                  \Omega \Omega
______
Area
               : MAP 8
Enemies
              : ----
Points
               : ----
Map
0000000000000000000000000000000000 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
00
Area
               : MAP 9
               : ----
Enemies
Points
               : ----
Map
Legends:
00
               00
                     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
                  0.0
00 00 00 00 00 00 00
00
                  00
00 00 00 00 00 00 00
0.0
                  0.0
______
Area
               : MAP 10
Enemies
              : ----
Points
               : ----
```

Мар

```
Legends:
                    00 = Wall/ river/ brick/ mud
00
                00
00 00 00 00 00 00 00
0.0
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
                0.0
00 00 00 00 00 00 00
00
                00
*_*_*_*_*
               | OPTION INFORMATION |
              *_*_*_*_*
             _____
                  SOUND MONO
                 SOUND STEREO
             *-*-*-*-*
             | NORMAL GAME INFORMATION |
             *-*-*-*-*-*-*-*-*-*
             PLAYER OF THE GAME
             1PLAYER GAME
                2PLAYER GAME
               _____
First, you have to decide how many player will play this game.
             _____
               NEW GAME OR PASSWORD
             _____
                  NEW GAME |
                  PASSWORD
              -----
Then, you will be ask to start a new game or continue your last played
by entering password.
 _____
                | WALKTHROUGH |
                *-*-*-*-*-*-*
         -This walkthrough is for normal game-
      / /
           \ | | | |
       / /
           1 1
             | | |
```

/ /

Area : Zone 1 - 01
Enemies : Flower X 2

Crocodile X 2 : Flower = 100

Crocodile = 400

Мар

Points

00 00 = Wall/ river/ brick/ mud

00 00 00 00 00 00 00 00 TT = Teleport station 00 LL 00 LL = Light

00 LL 00 LL = Light 00 00 TTTTTT 00 00 00

00 TTTTTT 00 00 00 00 TTTTTT 00 00 00 00 00 00 00 00 00

00 LL 00 00 00 00 00 00 00 00 00 00

Note: Simple stage. Just kill them by bombs.

Area : Zone 1 - 02

Points : Flower = 100

Frog = 300Tree = 200

Map

00000000000000000000000000000000 Legends:

00 00 = Wall/ river/ brick/ mud

00 00++00 TTTTTT 00++00 00 TT = Teleport station

00 ++LL++ TTTTTT ++LL++ 00 ++ = Trees

00 00++00 TTTTTT 00++00 00 TT = Teleport machine

00 +++++ ++ +++++ 00 LL = Light

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

Note: This stage is full of traps. Watch out the place which is covered with trees. Tree(monster) will hide themself and look like the boulders. Frog can jump through bricks and kill you.

Area : Zone 1 - 03A
Enemies : Fire X 2
Frog X 2

Points Tree X 1: Fire = 100 Frog = 300 Tree = 200

Мар

000000LL00TTTT0000 00 = Wall/ river/ brick/ mud 00 00 00 000000 00TTTT0000 TT = Door 00 000000 0.0 || = Bridge LL = Light 00 00 00 000000 00 00 00 00 000000 0.0 00 00 00 |||||| 00 00 00 000000 0.00.0 00 00 00 000000 00 00 00 LL000000 LL 00 00 00 000000 00 00 00 000000 0.0

Note: Tree(monster) will hide themself and look like the boulders. Frog can jump through bricks and kill you. Just take out all the monsters on the left first and then take out monster on the right. You can prevent to be killed by your bomb by hiding on the bridge.

Bee = 300

Map

Legends: 00 000000000 00 = Wall/ river/ brick/ mud 00 00 00 00 00 000000000 ++ = Trees 0.0 00 TT = Teleport machine 00 00++00++00 00 00 00 00 LL = Light00 +++++ LL 0.0 00 00++00++00 00 00 00 00 0.0 ++ ++ 0.0 00 TTTTTT 00++00 00 00 00 00 TTTTTT +++++ 00 00 TTTTTT 00++00 00 00 00

Note: This stage is full of traps. Watch out the place which is covered with trees. Bee can fly through boulders. Just stay out of the tree and kill all of them. Robots will release a light after you kill them.

```
: Zone 1 - 04A
Area
                : Frog X 2
Enemies
                 Flower X 1
                 Crocodile X 1
                 Robot X 1
Points
                : Frog
                       = 300
                 Flower = 100
                 Crocodile = 400
                 Robot = 200
Map
TT = Door
000000000 00 00 00LL00 00
00
                  00
                      LL =Light
00 00 00 00 00 000000000
00
             000000000
00LL00 00 00 00 0000000000
00
             000TTTT000
00 00 00 00 00 000TTTT000
                0.0
000000000 00 00 00 00 00
000000000
: Zone 1 - 04B
Area
Enemies
                : Frog X 1
                Bee X 2
                Fire X 1
Points
               : Frog = 300
                 Bee = 300
                 Fire = 100
Map
00 000000
              0.0
                      00 = Wall/ river/ brick/ mud
00 000000 00 00 00 00
                      TT = Teleport machine
00 000000
                     || = Bridge
                 00
00 ||||| 00 TTTTTT 00 00
                      LL = Light
00 000000 TTTTTT 00
00 000000 00 TTTTTT 00 00
00 000000
                 00
00 | | | | | | | 00 00 00 00 00
00 000000
                  00
00 000000 00 00 00 00 00
00LL000000
______
               : Zone BOSS-A
Area
               : BOSS X 1
Enemies
Points
               : BOSS = 5000
Map
0.0
                 00
                      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	00	00	00
00							00
000000000000000000000000000000000000000							

Note: This guy is very tricky. The boss with protect himself with fire. Then, he will chase you like hell. After that, he will slow you down by shooting. I suggest you to bomb him when he transform to the fox and run away when he transforms to fire.

=					=
=		/ \	\		=
=	/ /	1 1 1 1	\	1 1	=
=	/ /	1 1 1 1	\		=
=	/ /				=
=	/ /		\	1 1	=
=	/ /				=
=	lI	\/	_ _	ll	=
==	========	=======	=========	========	=========

Area : Zone 2 - 01
Enemies : Bat X 1
 Tyre X 2
 Rock X 2

Points : Bat = 200 Tyre = 200

Rock = 200

Мар

```
0000000000000000000000000000000000 Legends:
00 000000 00 00 00 = Wall/ river/ brick/ mud 00 00 00 TTTTTT 00 00 00 TT = Teleport machine
0.0
         TTTTTT 00
                             LL = Light
00 00 00 TTTTTT 00 00 00
00
                       00
00 00 00 000000 00 00 00
00
          _{
m LL}
                       00
00 00 00 000000 00 00 00
          000000
00 00 00 000000 00 00 00
          000000 LL0000
0000LL
```

Tyre = 200

Мар

```
000000 000000000 00
                       00 = Wall/ river/ brick/ mud
                      TT = Door
000000 00000TTTT00000 00 00
00
                  00
                       LL = Light
00 00 00 00 00 00 00
                       VV = Volcano
0.0
                   0.0
00 00 00 VVVVVV 00 00 00
   _{
m LL}
        VVVVVV
             _{
m LL}
00 00 00 VVVVVV 00 00 00
00
                   \Omega \Omega
000000 00 00 00 00 000000
                000000
```

Note: Fire ball will attack you with fireball which has 2 range. Fire ball can attack 4 directions. Volcano will explode and kill you.

Area : 2 - 02B

Enemies : Frog X 2

Bat X 2

Fire ball X 1

Points : Frog = 300

Bat = 200

Fire ball = 300

Мар

Legends: 00000000 000000LL 00 00 = Wall/ river/ brick/ mud TT = teleport machine 000000000 000000 TTTTTT 00 -LL = Light TTTTTT 00 00 00 00 000000 TTTTTT 00 0.0 000000 00 00 00 LL 00 00 00 000000 00 00 00 00 00 000000 00 00 00 00 LL 0.0 000000000 000000 00 00 00 000000000 000000 00

Note: Fire ball will attack you with fireball which has 2 range. Fire ball can attack 4 directions. Frog will become invicible randomly.

Frog = 300

```
Мар
```

Note: this stage is extremely fun and easy. Just get into the car and ram or run over all the enemies.

Area : 2 - 03B

Enemies : Bat X 2

Frog X 1

Rock X 4

Points : Bat = 200

Frog = 300

Rock = 200

Мар

```
00 |0000000000000000 00 00
                    TT = Door
00 |0000000000000000 00
                    -- = Stair
00 |000TTTT000 000000 00 00
                    -- = Railway
         00 00
00 | 00
                     | = railway
00LL00 00 00 00--00 00 00
        00--00 -CC 00
00 | 00
00 | 00 00 00 00--00 | 00 00
         00 ----00
00 | 00
00 |000000 00 000000 00 |00
00 ----- | 00
```

Note: This stage is hard. Watch out for rock. It always hide himeself like a boulder and when you get close to it, it will attack you immediately. Now, take out all the enemies by using the car.

Frog

Map

000000 |0000000000000 |000000 Legends:

= 300

```
---CC
          LL | 00
                       00 = Wall/ river/ brick/ mud
                      CC = Car
00 00 00 000000 00 | 00 00
   CC- 000000 ---- 00
00
                       -- = Railway
00 00 00 |000000 |00 00 00 | = Railway 00 ----- 00 LL = Light
00 00 00 00LL00 00 00 00
                       TT = teleport machine
00
                  00
00 00 00 |TTTTTT |00 00 00
  LL--- TTTTTT --- 00
00
00 00 |00 TTTTTT 00 00 00
00 |
             ___
000000 |0000000000000 |000000
Note: Simple stage, just ram them with the car.
______
Area
                : 2 - 04A
                : Tyre X 2
Enemies
                  Fire ball
                          X 2
                  Robot
                          x 1
                 Jumping rock X 1
Points
                : Tyre = 200
                  Fire ball = 300
                  Robot = 200
                  Jumping rock = 500
Map
00 |000000 |00 00 000000000
                       SS = Switch [change railway line]
00 ----
              0.0
                        -- = Railway
00 | 00 | 00 | 00 | 00 | 00 | 00
                        | = Railway
00 ----
                  00
00 00 00 |000000 00 00 00
00 ---- 000000 SS 00
00 00 00 000000 00 00 00
00 000000 00
Note: Easy stage. Just ram them by car and kill them with your bomb.
______
                 : 2 - 04B
Area
Enemies
                : Jumping rock X 2
                      x 3
                  Bat
                  Robot
                          x 1
                 Frog
                          x 1
Points
                : Jumping rock = 500
                          = 200
                  Bat
                  Robot
                          = 200
                          = 300
                  Frog
Map
000000000 00000000000000000 Legends:
00
        00
             00
                       00 = Wall/ river/ brick/ mud
00 00 000000 00 00 00
                       LL = Light
```

```
000000 LL 00
                         -- = stair
0000--00000000 00 00 00 00
                         TT = Teleport machine
0000--0000
                    00
0000--0000 000000000 00 00
0.0
        00LL 0000 00
00 00 000000 TTTTTT0000 00
     00
           TTTTTTOO 00
00 00 00 00 TTTTTT0000 00
00 00
            00 00
Note: Easy stage. Kill all the enemies, grab all the powerups and
    move to the next stage.
                 : BOSS-B
Enemies
                : BOSS X 1
Points
                 : BOSS = 5000
Map
Legends:
                 0.0
                         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
```

Note: This boss may slap with with his fire arm or attack you with some fire rock which will fall from the sky. Sometimes, he will launch a flying hand and cause you to stop moving. One

more thing, watch out for his fire snake attack.

```
_____
       / /
   | | |
 / /
    | | | | \ \ | | | ____|
   | |
 / /
   __| | |
   _/ |_|
       \_| | ___|
_____
```

Area : 3 - 01A

Enemies : Jelly fish X 3

Squid X 1

Points : Jelly fish = 300

Squid = 300

Мар

```
Legends:
00 0000TT0000 00 00 = Wall/ river/ brick/ mud
00 00 00000TT000000 00 00 TT = Next stage
00 LL = Light
00 00 00 00 00 00 00
00
00 00 00 00 000000 00 00
00
         000000 00
00 000000 00 000000 00 00
00 000000
              LL 00
00 000000 00 00 00 00 00
Note: Jelly fish will attack you with lightning which has 1 range.
    Jelly fish can attack 4 directions. While squid can make the
    screen become dark. Squid may hide itself under sand.
Area
                 : 3 - 01B
                 : Snail X 2
Enemies
                  Jelly fish X 3
Points
                 : Snail = 400
                  Jelly fish = 300
Map
000000 TTTTTT 00
                         LL = Light
000000000 000000 TTTTTT 00
000000000
000000000 00 00 00 00 00
00 00000
                    00
00LL000000 00 00 00 00 00
00 00 00 000000 00 00 00
        000000
Note: Jelly fish will attack you with lightning which has 1 range.
    Jelly fish can attack 4 directions. Snail can hide themselves
    under sand.
______
                 : 3 - 02A
Area
Enemies
                  : Snail X 1
                  Jelly fish X 2
                  monster X 2
                 : Snail = 400
Points
                   Jelly fish = 300
```

Мар

monster = 200

```
00 00 00 00 00 00 00
                         TT = Next stage
00
                     00
00 00 00 00 000000 000000
00
           000000LL000000
00 00 00 00 000000 000000
00 LL
000000 00 00 00 00 00
000000
Note: Jelly fish will attack you with lightning which has 1 range.
    Jelly fish can attack 4 directions. Snail can hide themselves
    under sand.
                  : 3 - 02B
Area
Enemies
                  : Ghost X 1
                   Jelly fish X 3
                   Monster X 1
Points
                  : Ghost = 600
                   Jelly fish = 300
                    Monster = 200
                         Legends:
00 000000 00 00 00 00 = Wall/ river/ brick/ mud 00 00 00 00000 00 00 UL = Light
  000000 00
                         TT = Teleport machine
00
      _{
m LL}
                    00
00 00 000000 00 00 00 00
00 000000
                  LLOO
00 000000000 00 00 00 00
00 000000000
00 000000000 00 TTTTTT 00
               TTTTTT 00
00
00 00LL00 00 00 TTTTTT 00
Note: Jelly fish will attack you with lightning which has 1 range.
    Jelly fish can attack 4 directions. Snail can hide themselves
    under sand. Ghost can jump through boulders.
                  : 3 - 03A
Area
                  : Evil X 1
Enemies
                    Snail X 2
                   Squid X 1
                  : Evil = 300
Points
                    Snail = 400
                    Squid = 300
Map
Legends:
LL = Light
00
                    00
00 00 00 00 00 00 00
                          TT = Next stage
```

0.0

0.0

Note: Snail can hide themselves under sand. While squid can make the screen become dark. Squid may hide itself under sand. Evil has 2 HP and he will throw his spear to attack you.

Area : 3 - 03B

Enemies : Ghost X 2

Monster X 2

Squid X 1

Points : Ghost = 600

Monster = 200Squid = 300

Мар

```
0000000000000000TT00000000000
                      00 = Wall/ river/ brick/ mud
0000000000000000TT000000000000000
                      LL = Light
  000000
              0.0
                       TT = Next stage
00 00 000000 00 00 00
00
00 00 000000000 00 00 00
00 LL 000000000
                  0.0
00 00 000000000 00 00 00
00 000000 LL
00 00 000000 00 000000 00
00
             000000LL00
```

Note: Squid may hide itself under sand and make the screen become dark. Ghost can jump over boulders.

Area : 3 - 03C

Enemies : Squid X 1

Robot X 1

Evil X 1

Ghost X 1

Points : Squid = 300

Robot = 200

Evil = 300

Ghost = 600

Мар

Note: Squid may hide itself under sand and make the screen become dark. Ghost can jump over boulders. Evil has 2 HP and he will throw his spear to attack you.

Мар

Note: Jelly fish will attack you with lightning which has 1 range.

Jelly fish can attack 4 directions. Ghost can jump over boulders.

Evil has 2 HP and he will throw his spear to attack you.

Area :3 - 04B

Enemies : Robot X 2
Evil X 2
Squid X 2

Points : Robot = 200
Evil = 300

Мар

```
Legends:
0.0
              000000000
                         00 = Wall/ river/ brick/ mud
                        LL = Light
00 00 000000 00 000000000
00 000000
                   00
                         TT = Teleport machine
00 00 000000 00 00 00 00
00
                    00
00 TTTTTT 00 00 00 00 00
00 TTTTTT
                    00
00 TTTTTT 00 000000 00 00
```

Squid = 300

```
000000LL
00 00 00 00 000000000 00
            000000000 00
Note: Evil has 2 HP and he will throw his spear to attack you.
    Squid may hide itself under sand and make the screen become dark.
______
                 : BOSS-C
Area
Enemies
                 : BOSS X 1
Points
                 : BOSS = 5000
Map
Legends:
                00
                         00 = Wall/ river/ brick/ mud
00 00 00 00 00 00 00
00
                    0.0
00 00 00 00 00 00 00
0.0
                   0.0
00 00 00 00 00 00 00
00
                    00
00 00 00 00 00 00 00
00
                    0.0
00 00 00 00 00 00 00
Note: Boss can attack you with smoke which will slow you down. Then,
    she can make a water attack to prevent you to get close to her.
    Sometimes, she will make a firespin attack to kill you.
        / /
                             / /
                      / /
              : 4 - 01A
Area
                 : Pharaoh X 2
Enemies
                  hand X 2
                 : Pharaoh = 800
Points
                  hand = 400
Map
                       Legends:
000000TT000000 00
                        00 = Wall/ river/ brick/ mud
00 00 00 000000TT000000 00 LL = Light 00 00000TT000000LL00 SS = Snake
                        SS = Snake's nest
                        TT = Next stage
00 00 00 00000TT000000 00
```

00

00 00 00 SSSSS 000000 00

```
00 00 SSSSSS LL00 00
00 000000 SSSSSS 00 00 00
00
                     0.0
00 00LL00 00 00 00 00 00
0.0
Note: Pharaoh may attack you with fire which has 3 range. Hand can
    hide itself under sand. Watch out! Don't stand near the snake's
    nest or it will attack you.
                  : 4 - 01B
                  : Worm X 1
Enemies
                   Mushroom X 2
                   Hand X 2
Points
                 : Worm = 500
                   Mushroom = 400
                   Hand = 400
Map
Legends:
                         00 = Wall/ river/ brick/ mud
00
                 00
                         TT = Teleport machine
00 00 00 00 00 00 00
                         LL = Light
0.0
                    0.0
00 00 00 00 00 000000 00
                         >> = Arrow tiles
        00<<<<<<< 00
                         << = Arrow tiles
00
00 00 000000LL000000 00 00
00 >>>>>>>> LL 00
00 000000 00 00 TTTTTT 00
00
   _{
m LL}
               TTTTTT 00
00 00 00 00 00 TTTTTT 00
Note: Hand can hide itself under sand. Worm may transform to a ball
    and attack you. Mushroom may attack you with sand.
______
                  : 4 - 02A
Area
                 : Mushroom X 3
Enemies
                   Pharaoh X 2
                  : Mushroom = 400
Points
                   Pharaoh = 800
Map
Legends:
000000000000000000TT0000000000
                         00 = Wall/ river/ brick/ mud
000000000000000000TT000000000
                         LL = Light
000000000000000000TT0000000000
                         TT = Next stage
000000000000000000TT0000000000
00
00 00 00 00 00 00 00
```

00 00 00 00 00 00 00

00 00 00LL00LL00LL00 00 00

00

0.0

00

0.0

Note: Mushroom may attack you with sand. Pharaoh may attack you with fire which has 3 range.

Area : 4 - 02B Enemies : Worm X 2 Points : Worm = 500

Pharaoh = 800

Map

Note: Worm may transform to a ball and attack you. Pharaoh may attack you with fire which has 3 range. Watch out! Don't stand near the snake's nest or it will attack you.

Area : 4 - 02C

Enemies : Mushroom X 2

Hand X 1

Worm X 2

Points : Mushroom = 400

Hand = 400

Worm = 500

Map

00 00 00 = Wall/ river/ brick/ mud 00 00^^00 TTTTTT 00vv00 00 vv = Arrow tiles ^^ = Arrow tiles ^^ TTTTTT vvLL 00 00 00 00^^00 TTTTTT 00vv00 00 >> = Arrow tiles 00 LL^^ vv 00 << = Arrow tiles 00 00^^00 00 00 00vv00 00 00>>>>^^<<<< 00 00 00 00LL00 00 00 00

Note: Worm may transform to a ball and attack you. Hand can hide itself under sand. Mushroom may attack you with sand.

```
______
                : 4 - 03A
Area
Enemies
                : Wind
                      X 2
                 Hand
                      X 2
                 Mushroom X 1
                : Wind = 300
Points
                 Hand = 400
                 Mushroom = 400
Map
Legends:
00000000000000TT0000000 00
                      00 = Wall/ river/ brick/ mud
00000000000000TT000000 00 00 LL = Light
          000000 00
00
                      TT = Next stage
00 00 00 00 000000 00 00
                      00 = Hole
        00000000 LL 00
00 00
00 00 00 00LL00 00 00 00
Note: Wind can suck you to it if you get close to it. Hand can hide itself
   under sand. Mushroom may attack you with sand.
______
                : 4 - 03B
Area
                : Wind X 2
Enemies
                 Mushroom X 2
                 Spider X 2
                : Wind = 300
Points
                 Mushroom = 400
                 Spider = 500
Map
0000000000000000000000000000000000 Legends:
0000TT0000 00 00 00 00 00 00 = Wall/ river/ brick/ mud 0000TT0000 00 00 00 00 SS = Snake's nest
                      TT = Next stage
00 00 00
00 00 00 00 SSSSS 00 00
00 00 SSSSSS 00
00 00 00 00 SSSSS 00 00
00 LL 00
00 00 00 00 00 00 00
  00
       _{
m LL}
00
00 00 00 00 00 00 00
0000
     00
```

Note: Wind can suck you to it if you get close to it. Mushroom may attack you with sand. Spider may attack youwith its web. Watch out! Don't stand near the snake's nest or the snake will attack you.

Area : 4 - 03C Enemies : Pharaoh X 2

```
Spider X 2
                 : Pharaoh = 800
Points
                  Hand = 400
                  Spider = 500
Map
000000 00
                       00 = Wall/ river/ brick/ mud
\cap \cap
                      LL = light
SS = Teleport machine
00 00 00 000000 00 00 00
   vv<<vv<<<<< 00
00 00vv00vv00 00^^00 00
                       ^^ = Arrow tiles
00 vv vv ^^ 00
                       >> = Arrow tiles
00 00vv00vvSSSSSS^^00^^00 00
                       << = Arrow tiles
00 vvLLvvSSSSSS^^LL^^ 00
                       vv = Arrow tiles
00 00vv00vvSSSSSS^^00^^00 00
00 >>>>>> 00
00 00 00 000000 00 00 00
00
        000000
Note: Hand can hide itself under sand. Spider may attack you with its web.
    Pharaoh may attack you with fire which has 3 range.
______
                : 4 - 04A
Area
                : Pharaoh X 2
Enemies
                  Wind X 2
                       X 2
                  Worm
                : Pharaoh = 800
Points
                  Wind = 300
                  Worm = 500
Map
00vv<<<<<<<<0000 LL 00TT
                       00 = Wall/ river/ brick/ mud
                       LL = light
00vv00 000000^^0000 00 00TT
00>>>>>>>
                       00 = Hole
00LL00 00 00 00000000--0000
                       -- = Stair
           00000000--0000
                       TT = Next stage
^^ = Arrow tiles
000000000000000000
              0.0
                       vv = Arrow tiles
<< = Arrow tiles
00
                       >> = Arrow tiles
                   00
00 00 00 00 00 00 00
Note: Pharaoh may attack you with fire which has 3 range. Wind can suck
    you to it if you get close to it. Worm may transform to a ball
    and attack you.
______
                 : 4 - 04B
Area
                 : Worm X 2
Enemies
                  hand X 2
```

Robot X 1 Spider X 1

Hand

X 2

```
Robot = 600
                  Spider = 500
Map
0000000000000000000000000000000000000 Legends:
0000000TT0000000
            0.0
                        00 = Wall/ river/ brick/ mud
00000000TT0000000000 00 00 ^^ = Arrow tiles
           00LL00 00
                        vv = Arrow tiles
00 00 00 00 00 00 00 00 << = Arrow tiles
>> = Arrow tiles
00 00vv000000LL000000^^00 00
                        LL = Light
00 >>>>> 00
                        TT = Next stage
00 00 00 00 00 00 00
0.0
     00LL00
00 00 000000 00 00 00 00
Note: Worm may transform to a ball and attack you. Hand can hide
    itself under sand. Spider may attack you with its web.
______
                 : 4 - 04C
Area
Enemies
                 : Robot X 2
                  Wind X 2
                  mushroom X 2
                  Worm X 1
                 : Robot = 600
Points
                  Wind = 300
                  mushroom = 400
                  Worm = 500
Map
VV<<<<<<<00
                        00 = Wall/ river/ brick/ mud
                       vv = Arrow tiles
00 00 00 00vv000000LL00^^00
                        ^^ = Arrow tiles
         >>>>>>
0.0
00 00 00 TTTTTT 000000 00 << = Arrow tiles
        TTTTTT 00
                        >> = Arrow tiles
0.0
00 00 00 TTTTTT 00 00 00
                        LL = Light
00
                   00
                        TT = Teleport machine
00 000000 00 00 00 00 00
00vv<<<<<
00vv00LL000000^^00 00 00 00
00>>>>
Note: Mushroom may attack you with sand. Worm may transform
```

: Worm = 500

= 400

hand

Points

to a ball and attack you. Wind can suck you to it if you get

Area : BOSS-D
Enemies : Boss X 2

close to it.

Points : Boss = 5000×2

```
Мар
Legends:
00
                   00
                        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
0.0
                    0.0
00 00 00 00 00 00 00
00
                    \cap \cap
Note: First boss will attack you with his hat. Second boss will attack
    you with his spike.
```

```
_____
  / /
/ /
  1 1
/ /
 ______
```

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

Evil = 300

Map

```
Legends:
00 = Wall/ river/ brick/ mud
LL = Light
00 LL 000000TT000000 LL 00
                   TT = Next stage
00 00 000000TT000000 00 00
00
               0.0
00 00 00 00 00 00 00
00
       _{
m LL}
                00
00 00 00 00 00 00 00
0.0
                00
00 00 00 00 00 00 00
                0.0
\Omega
```

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 icefield and it canattack you with shooting star. When you bombed ice once, it will be devided to 4 smaller ice.

```
: 5 - 01B
                  : Penguin X 2
Enemies
                   Monster X 2
                   Ice X 1 [small ice X 4]
                  : Penguin = 400
Points
                   Monster = 500
                    Ice = 400 [small ice = 100]
Map
0000000000000 LL 00
                         00 = Wall/ river/ brick/ mud
                         LL = Light
0000TT00000000 00 00 00 00
                    00
                         TT = Next stage
                        XX = Floor {collapse}
00 00 00 00 00 00 00
                    0.0
00XX000000000 00 00 00 00
```

Note: Ice can hide itself under the icefield and it can attack you with shooting star. When you bombed ice once, it will be devided to 4 smaller ice. Penguin can create a boulder to protect itself.

Мар

00

00000000000000000

00XX000000000 000000LL00 00

00 00 00 00 000000 00 00

000000

000000

00 LL 00 00 = Wall/ river/ brick/ mud 00 00 00 TTTTTT 00 00 00 LL = Light 00 TTTTTT00 TT = Teleport machine 00 00 00 TTTTTT 00 00 00 XX = Floor {collapse} 00 LL 00 00 000000 00 00 000000xx00 00 000000 0000000XX00 00XX000000 00 00 000000LL00 00 0.0 00 00 00 00 00 00 00

Note: Evil may attack you with chain which has 3 range. Snow man may transform to a snow ball and jump around the map.

Area : 5 - 02A

```
: Snow man X 2
Enemies
                    Ice X 1 [small ice X 4]
                    Seal
                         X 1
                  : Snow man = 800
Points
                    Ice = 400  [small ice = 100]
                   Seal
                         = 600
Мар
000000000000000000000000000000000 Legends:
  00 = Wall/ river/ brick/ mud
                        TT = Next stage
00 00 000000TT000000 00 00
00
                    00
                         II = Igloo
00 00 00 II II 00 00 00
                         LL = Light
00
                     0.0
00 00 00 II II 00 00 00
0.0
00 00 000000000000 00 00
   00
00 00 000000000000 00 00
     0000000000000
Note: Ice can hide itself under the icefield and it can attack you with
    shooting star. When you bombed ice once, it will be devided to
    4 smaller ice. Snow man may transform to a snow ball and jump
    around the map. Seal will run towards you when it see you are
    right in front of its face.
______
                  : 5 - 02B
Area
Enemies
                  : Monster X 3
                   Penguin X 2
                   Seal
                        X 1
Points
                  : Monster = 500
                   Penguin = 400
                   Seal = 600
Map
00LL00 000000TT000000 00LL00
                         LL = Light
                    00
                          TT = Next stage
00 00 00 00 00 00 00
0.0
000000 00 00 00 00 000000
000000
         _{
m LL}
              000000
000000 00 00 00 00 000000
00
                    00
00 00 00 00 00 00 00
Note: Penguin can create a boulder to protect itself. Seal will run
    towards you when it see you are right in front of its face.
```

Area : 5 - 02C
Enemies : Snow man X 2

```
: Snow man = 800
Points
                     Penguin = 400
                     Ice = 400  [small ice = 100]
Map
000000000000000000000000000000000000 Legends:
                  00
000000
                           00 = Wall/ river/ brick/ mud
000000 00 00 TTTTTT 00 00
                           LL = Light
                           TT =Teleport machine
             TTTTTTLL 00
00 00 00 00 TTTTTT0000 00
                           XX = Floor {collapse}
00
                000000 00
00LL00 00 00 000000000 00
00
            000000000 00
00 00 00 00 0000000000LL00
000000 00 00 00 00 00
000000
                 XX 00
Note: Penguin can create a boulder to protect itself. Snow man may
     transform to a snow ball and jump around the map. Ice can hide
     itself under the icefield and it can attack you withshooting
     star. When you bombed ice once, it will be devided to 4 smaller
     ice.
Area
                   : 5 - 03A
                   : Ice X 1 [small ice X 4]
Enemies
                     Penguin X 2
                     Evil X 2
                    : Ice = 400 [small ice = 100]
Points
                     Penguin = 400
                     Evil = 300
Map
Legends:
00 = Wall/ river/ brick/ mud
                          SS = Snow ball
00 00 0000000000000TT000000
00
     SSSSSS0000
                  0 0
                           LL = Light
                           TT = Next stage
00 00 SSSSSS0000 00 00 00
00
          0000 LL 00
00 00 00 000000 00 00 00
00
                      0.0
00 00 00 00 00 00 00
                  LL 00
0.0
         _{
m LL}
00 00 00 00 00 00 00
00
Note: Penguin can create a boulder to protect itself. Ice can hide
     itself under the icefield and it can attack you withshooting
     star. When you bombed ice once, it will be devided to 4 smaller
```

Penguin X 2 Ice X 1

[small ice X 4]

ice. Evil may attack you with chain which has 3 range.

Area : 5 - 03B Enemies : Robot X 1

```
Penguin X 1
                   Evil X 1
                  : Robot = 600
Points
                   Monster = 500
                   Penguin = 400
                   Evil = 300
Map
Legends:
                        00 = Wall/ river/ brick/ mud
0000TT00000000 00 00 00 00
                         LL = Light
   LL
                    00
                         II = Igloo
00
00 00 00 00 000000 00 00
                         TT = Next stage
00
           000000 LL 00
00 00 00 00 000000 00 00
00
                    0.0
00 00 00 00 II II 00 00
0.0
                     0.0
00 000000000000 II II 00 00
00000000000000
Note: Penguin can create a boulder to protect itself. Evil may attack
    you with chain which has 3 range.
Area
                  : 5 - 03C
Enemies
                  : Robot X 3
                   Ice X 1 [small ice X 4]
                   Evil X 2
Points
                  : Robot = 600
                   Ice = 400 [small ice = 100]
                   Evil = 300
Map
Legends:
00 = Wall/ river/ brick/ mud
00TTTTTT000000 00 00 00 00
                          II = Igloo
00TTTTTT000000
                    00
                          TT = Teleport machine
00 000000000
00 00 000000000 00 00 00
00
                     0.0
00 II II 00 00 II II 00
0.0
                     0.0
00 II II 00 00 II II 00
                     00
Note: Ice can hide itself under the icefield and it can attack you
    with shooting star. When you bombed ice once, it will be devided
    to 4 smaller ice. Evil may attack you with chain which has 3 range.
```

Monster X 2

Area : 5 - 04A Enemies : Snow man X 3 Evil X 2

```
Seal
                      x 1
Points
                : Snow man = 800
                 Evil = 300
                 Seal = 600
Map
00000000SSSSSS000000000TT0000
                      TT = Door
00
          SSSSSS 00
                      LL = Light
                     XX = Floor {collapse}
00 00 00 00 SSSSSS 00 00
00 XX
                 0.0
00 00 00 00 00 00 00LL00
00
             XX 00
00XX00 00 00 00 00XX00 00
        LLXX
00 00 00 00 00 00 00
00 LL
Note: Evil may attack you with chain which has 3 range. Snow man may
   transform to a snow ball and jump around the map. Seal will run
    towards you when it see you are right in front of its face.
______
                : 5 - 04B
Area
                : Monster X 2
Enemies
                 Evil X 2
                 Robot X 2
                 Ice X 1 [small ice X 4]
               : Monster = 500
Points
                 Evil = 300
                 Robot = 600
                 Ice = 400 [small ice = 100]
Map
Legends:
00 = Wall/ river/ brick/ mud
                      TT = Door
00
  LL = Light
00 00 000000TT000000 00 00
00
00 00 II II II II 00 00
        _{
m LL}
0.0
                  00
00 00 II II II 00 00
                 0.0
\Omega \Omega
000000 00 00 00 00 000000
000000
               000000
Note: Evil may attack you with chain which has 3 range.
______
                : 5 - 04C
Area
                : Seal X 4
Enemies
                 Penguin X 2
                : Seal = 600
Points
```

Penguin = 400

```
Мар
```

```
00 = Wall/ river/ brick/ mud
0000000000000 LL 00
TT = Door
                  LL = Light
00000000000000
               0.0
0000TT00000000 00 00XX00 00
                   XX = Floor {collapse}
    LL XX 00
00
00 00 00 000000 00 00 00
  XX000000
00
00 00 00 000000 00 00 00
00
       LL XXXX 00
00 00 00 00 00 00 00
0.0
```

Note: Penguin can create a boulder to protect itself. Seal will run towards you when it see you are right in front of its face.

Ice = 400 [small ice = 100]

Мар

0000000000 LL 000000000 00 = Wall/ river/ brick/ mud TT = Teleport machine 000000000 00 00 000000000 000000 000000 LL = Light000000 00 00 00 00 000000 00 00 00 SSSSSS 00 00 00 0.0 SSSSSS 0.0 00 00 00 SSSSSS 00 00 00 0.0 0.0 000000 00 00 00 00 000000 000000 000000

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

Area : BOSS-E
Enemies : Boss
Points : 5000

Мар

0000000000000000000000000000000000 Legends:

```
00
   00 00 00
            00
                00
                   00
                      00
00
                       00
00
             00
                00
                   00 00
   00
      00
         00
0.0
                       0.0
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
                   0.0
                      00
Note: Boss will attack you with tornado which can chase you for a while.
     Sometimes, she will shoot you with spike or summon 2 minions.
     / /
                        / /
                             \ | |
                             Area
                   : 6 - 01A
Enemies
                   : Rocket
                           X 2
                    Helecopter X 4
                   : Rocket = 500
Points
                     Helecopter = 800
Map
Legends:
000000000
                            00 = Wall/ river/ brick/ mud
                      00
0000TT0000 00LL00 00 00 00
                            LL = Light
00
                       00
                           BB = Generator
00 00 00 BB--BB 00 00 00
                            // = Lightning
00
                       00
                            \\ = Lightning
00 00LLBB 00 00 BBLL00 00
                            -- = Lightning
                            TT = Door
00
   //
                \\
                       00
00 BB 00 00
            00
                00 BB 00
00
                       00
00 00 00 00 00 00 00
                       0.0
00
Note: Rocket will rush towards you when it see you in front of its face.
     Helecopter can fly and attack you with missile. Watch out for lightning
     which will kill you.
______
Area
                   : 6 - 01B
                   : Helecopter X 1
Enemies
```

Ball

Rocket

: Helecopter = 800

Points

х 3

X 2

00

00

00 = Wall/ river/ brick/ mud

Ball = 300 Rocket = 500

Map

Legends: 00LL 0000000000 LL00 00 = Wall/ river/ brick/ mud 000000 0000TT0000 00 000000 TT = Door000000 0000000 LL = Light
000000 BB--BB BB--BB 000000 BB = Generator 000000 vv vv 000000 -- = Lightning 000000 00vv00LL00vv00 000000 vv = Arrow tiles 000000 vv vv 000000 >> = Arrow tiles 000000 BB--BB BB--BB 000000 00 <<<<< >>>>>> 00 00 00 00 00 00 00

Note: Rocket will rush towards you when it see you in front of its face. Helecopter can fly and attack you with missile. Watch out for lightning which will kill you. Ball will rush towards you when it see you in front of its face.

: 6 - 01C Area

Enemies : Bomber X 2

> Fire robot X 1 Robot х 3 : Bomber = 400

> > Fire robot = 1000 Robot = 600

Points

Legends:

OOLL LL000000000 00 = Wall/ river/ brick/ mud

00 00 00 00 00 0000TT0000 RR = Sky rocket 0.0 LL = Light

00 00 00 00RR00 00 00 00 RR 00 RR

00 00 00 00 00 00 00 RR RR 00 0.0 00 00 00 000000 00 00 00

00 000000 LL 00 00 00 00 000000 00 00 00 000000

Note: Bomber may explode in anytime. Don't stand on the same row with it. Fire robot will attack you with fire spin. Robot can punch boulders. They can also hide themselves in the boulders. One thing, watch out for sky rocket too.

: 6 - 01D Area : Ball X 6 Enemies : Ball = 300Points

Map

```
000000000
0000TT0000 00 00 00 00 00
00
00 00 00 00 00 00 00
00 LL
          _{
m LL}
              0.0
00 00 00 00 00 00 00
Note: Ball will rush towards you when it see you in front of its face.
_____
            : 6 - 01E
            : Ball X 4
Enemies
             Bomber
                   x 1
             Helecopter X 1
Points
            : Ball = 300
             Bomber = 400
             Helecopter = 800
```

Мар

000000000000000000000000000000000000000	000	Legends:
00LL 0000000000000 LI	L00	00 = Wall/ river/ brick/ mud
00 00 000000TT000000 00	00	LL = Light
00	00	TT = Door
00 00vv00vv00LL00vv00vv00	00	SS = Switch
00 vv vv vv vv	00	vv = Arrow tiles
000000vv00vv000000vv00vv000	000	
000000vv vv000000vv vv0000	000	
000000vv00vv000000vv00vv000	000	
00 vv vv SS vv vv	00	
00 00 00 00 00 00 00	00	
00	00	
000000000000000000000000000000000000000	000	

Note: Ball will rush towards you when it see you in front of its face.

Bomber may explode in anytime. Don't stand on the same row with it.

Helecopter can fly and attack you with missile. When you touch switch, arrow tiles may move to opposite side.

Мар

```
LL = Light
TT = Door
0000000000000TT00000000000000
00 LL
             LL 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
       LL
\cap \cap
                \Omega \Omega
```

Note: Helecopter can fly and attack you with missile. Fire robot will attack you with fire spin. Rocket will rush towards you when it see you in front of its face.

: 6 - 01G : Rocket X 3 Enemies Fire robot X 1 Robot X 3 Points : Rocket = 500Fire robot = 1000

Robot = 600

Map

Legends: 000000000 00 = Wall/ river/ brick/ mud 00 LL = Light 00 00 00 00 00 0000TT0000 00 TT = Door $\cap \cap$ 00 00 BB--BB 00 0000000000 BB = Generator 0.0 $_{
m LL}$ 000000000 -- = Lightning 00 BB 00 00 BB 0000000000 // = Lightning \\ LL// 000000000 00 00 00 BB BB 00 000000000 0.0 00 00 00 00 00 00 00

Note: Fire robot will attack you with fire spin. Rocket will rush towards you when it see you in front of its face. Robot can punch boulders. They can also hide themselves in the boulders. Watch out for lightning which will kill you.

Area · BOSS-F Enemies : Boss

Points : Boss = ????

Map

```
Legends:
00
                  00
                      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
```

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......

I would like to say that in the items 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=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.

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