

Super Bomberman 5 FAQ/Walkthrough

by Solomon warrior

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Super Bomberman 5

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Date : 03-15-2003
Author : Solomon warrior
Author information: <http://www.ffrevelation.net/profiles/solomonwarrior.shtml>
Instant Messenger : AIM Solomonwarrior
E-mail : Solomonwarrior_1st@hotmail.com
User name : Solomon warrior
Contributor page : <http://www.gamefaqs.com/features/recognition/23884.html>
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1) Version history

Version: 1.0 [12-7-2002]

- First FAQ.
- Walkthrough for Zone 1 is 100% complete.
- Map for every stage.
- Basic controls.
- Item list/ Powerups.

Version: 1.1 [12-8-2002]

- Second FAQ.
- Reformat my FAQ.
- Walkthrough for Zone 2 is 100% complete.
- Note for Zone 1 is 100% complete.
- Note for Zone 2 is 100% complete.

Version: 2.0 [12-9-2002]

- Third FAQ.
- Walkthrough for Zone 3 is 100% complete.
- Note for Zone 3 is 100% complete.
- Add previous area.
- Add next area.
- Previous area for Zone 1 is 100% complete.
- Previous area for Zone 2 is 100% complete.
- Previous area for Zone 3 is 100% complete.
- Next area for Zone 1 is 100% complete.
- Next area for Zone 2 is 100% complete.
- Next area for Zone 3 is 100% complete.
- Enemies for Zone 1 is 100% complete.
- Enemies for Zone 2 is 100% complete.
- Enemies for Zone 3 is 100% complete.
- Enemies for Zone 1 is 100% complete.
- Map for Zone 1 is 100% complete.
- Map for Zone 1 is 100% complete.
- Map for Zone 1 is 100% complete.
- Start walkthrough for Zone 4.
- Add some cheat codes.

Version: 2.1 [12-10-2002]

- Fourth FAQ.
- Walkthrough for Zone 4 is 100% complete.
- Previous area for Zone 4 is 100% complete.
- Next area for Zone 4 is 100% complete.
- Enemies for Zone 4 is 100% complete.
- Map for Zone 1 is 100% complete.
- Map for Zone 2 is 100% complete.
- Map for Zone 3 is 100% complete.
- Map for Zone 4 is 100% complete.
- Start walkthrough for Zone 5A.
- Start walkthrough for Zone 5B.
- Password section added.

Version: 2.2 [12-11-2002]

- Fifth FAQ.
- Battle mode information.
- Next area for Zone 5 is 100% complete.
- More information added.
- Previous area for Zone 5 is 100 % complete.
- Password added.
- Battle mode information is 90 % complete.
- Battle mode map is 100 % complete.

Version: 2.3 [12-11-2002]

- Sixth FAQ.
- Enemies for Zone 5 is 15 % complete.
- Note for Zone 5 is 15 % complete.
- Map for Zone 5 is 10 % complete.

Version: 2.4 [12-12-2002]

- Seventh FAQ.
- Enemies for Zone 5 is 70 % complete.
- Note for Zone 5 is 70 % complete.
- Map for Zone 5 is 70 % complete.

Version: 2.5 [12-13-2002]

- Eighthth FAQ.
- Enemies for Zone 5 is 100 % complete.
- Note for Zone 5 is 100 % complete.
- Map for Zone 5 is 100 % complete.

Version: 2.6 [12-14-2002]

- Nineth FAQ.
- Add Super Bomberman 5 Gold edition information.

Version: 2.7 [12-17-2002]

- Tenth FAQ.
- Add Super Bomberman 5 Gold edition information.

Version: 2.8 [12-18-2002]

- Eleventh FAQ.
- Cover some mistakes.

Version: 2.9 [12-31-2002]

- twelveth FAQ.
- Add some information.

Version: 3.0 [10:17 AM Tuesday, February 04, 2003] [177KB]

- thirteenth FAQ.
- Add bare bone walkthrough.
- walkthrough for zone 1 is completed.

Version: 3.1 [2:36 AM Thursday, February 06, 2003] [214KB]

- Fourteenth FAQ.
- walkthrough for zone 2 is completed.
- walkthrough for zone 3 is completed.
- walkthrough for zone 4 is completed.
- walkthrough for zone 5 is completed.

Version: 3.2 [2.36 AM Friday, Mac 14, 2003] [214KB]

- Add spike bomb information.
-

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 |
--*-*-*-*-*-*-*-*-*-*

- UP = Move up or push bomb.
DOWN = Move down or push bomb.
LEFT = Move left or push bomb.
RIGHT = Move right or push bomb.
A button = Pick up bomb on the ground and throw it away.
B button = explode bomb [If you have remote bomb].
X button = Do nothing.
Y button = Throw bomb, Rabbit's move.
L button = Do nothing.
R button = Do nothing.

--*-*-*-*-*-*-*-*-*-*
| ITEM LIST / POWERUPS |
--*-*-*-*-*-*-*-*-*-*

- Bomb = 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.
Kick = Let you kick bombs away by pressing Y.
Heart = 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.
Spike Bomb = Well, this power up can destroy multiples walls per bomb, i. e., if your bomb power is 5 squares, with the Spike Bomb you will be able to destroy 5 walls in any direction with only one bomb, counting from the bomb position. It also hits any enemies even if the bomb is behind one or more walls.
Seeking Bomb = This bomb will follow your enemy.
Food = Give you points.
Clock = Stop all the enemies for a while.

--*-*-*-*-*-*-*-*-*-*
| CHEAT CODES |
--*-*-*-*-*-*-*-*-*-*

MISC CODES

Infinite Time : 7E0E1D3B
Infinite Lives: 7E1D2309

=====

PLAYER 1 CODES

=====

=====

PLAYER 2 CODES

=====

7E4EBD63:Infinite Bombs	7E4EBE63:Infinite Bombs
7E17CA63:Max Bomb Power	7E17CB63:Max Bomb Power
7E15A205:Invulnerable	7E15A305:Invulnerable
7E166209:Unlimited energy	7E166309:Unlimited energy
7E167A80: Bomb/Wall Jump	7E167B80: Bomb/Wall Jump
7E15EA03:Super Speed	7E15EB03:Super Speed
7E15EA08:Max Speed	7E15EB08:Max Speed
7E4ED5XX: Bomb Type	7E4ED6XX: Bomb Type
00-Normal	00-Normal
05-Remote	05-Remote
14-Spike	14-Spike
40-Seeking	40-Seeking
A0-Mine	A0-mine
FC-Spike + Seeking + Strong	FC-Spike + Seeking + Strong
FF-Remote + strong	FF-Remote + strong

--*-*-*-*-*-*-*-*

| PASSWORD |

--*-*-*-*-*-*-*-*

5656= Start story mode with 9 lives.
0110= Changes all boulders to powerups.
1999= See Good ending.
2657= Start with a lots of power-ups.
0803= See bad ending.
4622= Everyone stay in the center of the map in battle mode.
3879= Fight all bosses.
1103= power-ups (maybe).
0413= Battle mode code.
0926= Battle mode code.

--*-*-*-*-*-*-*-*

| 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 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 |
          *-*-*-*-*-*-*-*-*-*-*-*
-----
```

There are 3 options in Battle mode.

- Battle Royal mode.
- Maniac mode.
- Config mode.

```
=====
          BATTLE ROYAL MODE
=====
          =====
          MATCH SELECTION
          =====
```

You can change the setting by Direction pad.

```
-----
          |   SINGLE MATCH   |
          |                   |
          |   TAG MATCH     |
          |                   |
          -----
          =====
          PARTICIPANTS SETTING
          =====
```

The chart show the default setting of the game. You may change it by Direction pad.

```

-----
| 1Player      MAN  |
| 2Player      MAN  |
| 3Player      COM  |
| 4Player      COM  |
| 5Player      COM  |
-----

```

```

=====
CHARACTER SELECTION
=====

```

All the Alpha stands for the characters in this mode. J is a secret character and you will be able to choose him if your normal game's save file reached 100%.

```

-----
| _____ |
| |__|__|__|__| | |
| | | | | | | |
| | | | | | | |
| 1p  2p      |
| [A] [B]  C  D  E |
| | | | | | | |
|  F  G  H  I  J |
-----

```

```

=====
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    |
| | | | | | | |
| TIME          2:00 |
| | | | | | | |
| SUDDEN DEATH  RANDOM|
| | | | | | | |
| MISSILE BOMB  SUPER |
| | | | | | | |
| BOWLING BOMBER ON |
-----

```

```

=====
TEAM SETTING
=====

```

Now, you must devide the players into 2 teams

```

-----
| _____ |

```



```
00 00
00 00 00 00 00 00 00 00
00V Z00
000000000000000000000000000000
```

MAP 4

```
000000000000000000000000000000
00X Z00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 W 00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00V Z00
000000000000000000000000000000
```

Legends:
X = Player 1 [start]
Y = Player 2 [start]
Z = Player 3 [start]
V = Player 4 [start]
W = Player 5 [start]
00 = Wall/ river/ brick/ mud

Note: you can only see a small part of the map.

MAP 5

```
000000000000000000000000000000
00X Z00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 W 00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00V Z00
000000000000000000000000000000
```

Legends:
X = Player 1 [start]
Y = Player 2 [start]
Z = Player 3 [start]
V = Player 4 [start]
W = Player 5 [start]
00 = Wall/ river/ brick/ mud

MAP 6

```
000000000000HHHHHH000000000000
00X Z00
00 00 00 00 00 00 00 00
00 OO 00
00 II II 00 00 00 00 00
00 W 00
00 II II 000000 II II 00
00 00
00 00 00 00 00 II II 00
00 OO 00
00 00 00 00 00 00 00 00
00V Z00
000000000000000000000000000000
```

Legends:
X = Player 1 [start]
Y = Player 2 [start]
Z = Player 3 [start]
V = Player 4 [start]
W = Player 5 [start]
00 = Wall/ river/ brick/ mud
HH = Snow ball
II = Igloo
OO = collapse floor


```
00                                00
00 00 00 00 00 00 00 00
00                                00
00 00 00 00 00 00 00 00
00V                               Z00
000000000000000000000000000000
```

```
-----
=====
```

MANIAC MODE

```
=====
```

In maniac mode, you can set almost everything to the battle.

```
=====
```

PARTICIPANTS SETTING

```
=====
```

The chart show the default setting of the game. You may change it by Direction pad.

1Player	MAN
2Player	MAN
3Player	COM
4Player	COM
5Player	COM

```
=====
```

CHARACTER SELECTION

```
=====
```

All the Alpha stands for the characters in this mode. J is a secret character and you will be able to choose him if your normal game's save file reached 100%.

_	_	_	_	_
1p	2p			
[A]	[B]	C	D	E
F	G	H	I	J

```
=====
```

SPECIAL SETTING

```
=====
```

ITEM SELECT
HANDICAP
BATTLE START

```
-----
```

```
=====
```



```

00 00 00 00 00 00 00 00      Y = Player 2 [start]
00      v<<<<<<<<<<<<<<<<<<<<<< 00      Z = Player 3 [start]
00 00 v00 00 00 00 ^00 00      V = Player 4 [start]
00      v          W          ^      00      W = Player 5 [start]
00 00 v00 00 00 00 ^00 00      00 = Wall/ river/ brick/ mud
00      v          ^      00      v = Arrow tiles
00 00 v00 00 00 00 ^00 00      << = Arrow tiles
00      >>>>>>>>>>>>>>>>>>^ 00      >> = Arrow tiles
00 00 00 00 00 00 00 00      ^ = Arrow tiles
00V                                Z00
000000000000000000000000000000

```

=====

MAP 3

=====

```

000000000000000000000000000000      Legends:
00X          | |      Z00      X = Player 1 [start]
00 00 00 00 TT TT 00 00      Y = Player 2 [start]
00                                00      Z = Player 3 [start]
00--TT 00 00 TT TT 00 00      V = Player 4 [start]
00                                W | |      00      W = Player 5 [start]
00--TT TT--TT TT TT TT--00      00 = Wall/ river/ brick/ mud
00          | |          00      TT = Tree
00 00 TT--TT 00 00 TT--00
00                                00
00 00 00 00 00 00 00 00
00V                                Z00
000000000000000000000000000000

```

=====

MAP 4

=====

```

000000000000000000000000000000      Legends:
00X                                Z00      X = Player 1 [start]
00 00 00 00 00 00 00 00      Y = Player 2 [start]
00                                00      Z = Player 3 [start]
00 00 00 00 00 00 00 00      V = Player 4 [start]
00                                W          00      W = Player 5 [start]
00 00 00 00 00 00 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
00V                                Z00
000000000000000000000000000000

```

Note: you can only see a small part of the map.

=====

MAP 5

=====

```

000000000000000000000000000000      Legends:
00X                                Z00      X = Player 1 [start]
00 00 00 00 00 00 00 00      Y = Player 2 [start]
00                                00      Z = Player 3 [start]
00 00 00 00 00 00 00 00      V = Player 4 [start]
00                                W          00      W = Player 5 [start]
00 00 00 00 00 00 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
00V
00000000000000000000000000000000
```

MAP 6

```
00000000000000000000000000000000
00X
00 00 00 00 00 00 00 00
00
00 II II 00 00 00 00 00
00
00 II II 000000 II II 00
00
00 00 00 00 00 II II 00
00
00 00 00 00 00 00 00 00
00V
00000000000000000000000000000000
```

Legends:
X = Player 1 [start]
Y = Player 2 [start]
Z = Player 3 [start]
V = Player 4 [start]
W = Player 5 [start]
00 = Wall/ river/ brick/ mud
HH = Snow ball
II = Igloo
OO = collapse floor

MAP 7

```
00000000000000000000000000000000
00X
00 00 00 00 00 00 00 00
00
00 00 00 00 00 00 00 00
00
00 00 00 00 00 00 00 00
00
00 00 00 00 00 00 00 00
00
00 00 00 00 00 00 00 00
00V
00000000000000000000000000000000
```

Legends:
X = Player 1 [start]
Y = Player 2 [start]
Z = Player 3 [start]
V = Player 4 [start]
W = Player 5 [start]
00 = Wall/ river/ brick/ mud
AA = Arrow with circle
BB = Arrow

MAP 8

```
00000000000000000000000000000000
00X
00 00 00 00 00 00 00 00
00
00 00 00 00 00 |00 00 00
00
00 00 00 00 00 |00 00 00
00
00 00 00 |00 00 |00 00 00
00
00 00 00 00 00 00 00 00
00V
00000000000000000000000000000000
```

Legends:
X = Player 1 [start]
Y = Player 2 [start]
Z = Player 3 [start]
V = Player 4 [start]
W = Player 5 [start]
00 = Wall/ river/ brick/ mud
CC = Car
| = railway
-- = railway

MAP 9

Set ability of the bomberman which you had just created.

```

=====
|  NAME BOMBER                |
|                              |
| STANDARD ABILITY            |
|  _   _   _                 |
|  |_|X1 |_|X2 |_|X1         |
|                              |
| EXTRA ABILITY <|_|_|>    |
|                              |
| SAVE POINTS NEEDED 09     |
|                              |
| EXIT          MAX POINT 12|
|                              |
-----

```

BATTLE START

After you had set everything, the battle will begin.

BATTLE MODE MAPS

MAP 1

```

00000000000000000000000000000000    Legends:
00X                                  Z00    X = Player 1 [start]
00 00 00 00 00 00 00 00              Y = Player 2 [start]
00                                  00    Z = Player 3 [start]
00 00 00 00 00 00 00 00              V = Player 4 [start]
00                                  W    W = Player 5 [start]
00 00 00 00 00 00 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
00V                                  Z00
00000000000000000000000000000000

```

MAP 2

```

00000000000000000000000000000000    Legends:
00X                                  Z00    X = Player 1 [start]
00 00 00 00 00 00 00 00              Y = Player 2 [start]
00      v<<<<<<<<<<<<<<<<<        00    Z = Player 3 [start]
00 00 v00 00 00 00 ^00 00            V = Player 4 [start]
00      v          W      ^      00    W = Player 5 [start]
00 00 v00 00 00 00 ^00 00            00 = Wall/ river/ brick/ mud
00      v          ^      00            v = Arrow tiles
00 00 v00 00 00 00 ^00 00            << = Arrow tiles
00      >>>>>>>>>>>>>>>>>^      00            >> = Arrow tiles
00 00 00 00 00 00 00 00            ^ = Arrow tiles
00V                                  Z00
00000000000000000000000000000000

```

MAP 3


```

00000000000000000000000000000000
00X          | |      Z00
00 00 00 00 TT TT 00 00
00
00--TT 00 00 TT TT 00 00
00
00--TT TT--TT TT TT TT--00
00      | |      00
00 00 TT--TT 00 00 TT--00
00
00 00 00 00 00 00 00 00
00V          Z00
00000000000000000000000000000000

```

```

Legends:
X = Player 1 [start]
Y = Player 2 [start]
Z = Player 3 [start]
V = Player 4 [start]
W = Player 5 [start]
00 = Wall/ river/ brick/ mud
TT = Tree

```

MAP 4

```

00000000000000000000000000000000
00X          Z00
00 00 00 00 00 00 00 00
00
00 00 00 00 00 00 00 00
00
00 00 00 00 00 00 00 00
00
00 00 00 00 00 00 00 00
00
00 00 00 00 00 00 00 00
00V          Z00
00000000000000000000000000000000

```

```

Legends:
X = Player 1 [start]
Y = Player 2 [start]
Z = Player 3 [start]
V = Player 4 [start]
W = Player 5 [start]
00 = Wall/ river/ brick/ mud

```

Note: you can only see a small part of the map.

MAP 5

```

00000000000000000000000000000000
00X          Z00
00 00 00 00 00 00 00 00
00
00 00 00 00 00 00 00 00
00
00 00 00 00 00 00 00 00
00
00 00 00 00 00 00 00 00
00
00 00 00 00 00 00 00 00
00V          Z00
00000000000000000000000000000000

```

```

Legends:
X = Player 1 [start]
Y = Player 2 [start]
Z = Player 3 [start]
V = Player 4 [start]
W = Player 5 [start]
00 = Wall/ river/ brick/ mud

```

MAP 6

```

0000000000000HHHHHH00000000000000
00X          Z00
00 00 00 00 00 00 00 00
00
00 II II 00 00 00 00 00
00
00          W      00

```

```

Legends:
X = Player 1 [start]
Y = Player 2 [start]
Z = Player 3 [start]
V = Player 4 [start]
W = Player 5 [start]

```

```

00 II II 000000 II II 00      00 = Wall/ river/ brick/ mud
00                                00      HH = Snow ball
00 00 00 00 00 II II 00      II = Igloo
00   OO                                00      OO = collapse floor
00 00 00 00 00 00 00 00
00V                                Z00
000000000000000000000000000000

```

=====
MAP 7
=====

```

000000000000000000000000000000      Legends:
00X          AA          Z00      X = Player 1 [start]
00 00 00 00 00 00 00 00      Y = Player 2 [start]
00   BB          BB   00      Z = Player 3 [start]
00 00 00 00 00 00 00 00      V = Player 4 [start]
00          BB W BB   00      W = Player 5 [start]
00 00 00 00 00 00 00 00      00 = Wall/ river/ brick/ mud
00          BB   BB   00      AA = Arrow with circle
00 00 00 00 00 00 00 00      BB = Arrow
00   BB          BB   00
00 00 00 00 00 00 00 00
00V          AA          Z00
000000000000000000000000000000

```

=====
MAP 8
=====

```

000000000000000000000000000000      Legends:
00X          Z00      X = Player 1 [start]
00 00 00 00 00 00 00 00      Y = Player 2 [start]
00          CC----- 00      Z = Player 3 [start]
00 00 00 00 00 |00 00 00      V = Player 4 [start]
00          W |   00      W = Player 5 [start]
00 00 00 00 00 |00 00 00      00 = Wall/ river/ brick/ mud
00          |   00      CC = Car
00 00 00 |00 00 |00 00 00      | = railway
00          ----- 00      -- = railway
00 00 00 00 00 00 00 00
00V          Z00
000000000000000000000000000000

```

=====
MAP 9
=====

```

000000000000000000000000000000      Legends:
00X      ||          Z00      X = Player 1 [start]
00 00 00AA00 00 00 00 00      Y = Player 2 [start]
00          ||   00      Z = Player 3 [start]
00 00 00 00AA00 00 00 00      V = Player 4 [start]
00          W   AA--00      W = Player 5 [start]
00 00 00 00 00 00 00 00      00 = Wall/ river/ brick/ mud
00--AA          00      || = moving range
00 00 00 00||00 00 00 00      -- = moving range
00          AA   00      AA = moving wall
00 00 00 00 00AA00 00 00
00V          ||          Z00
000000000000000000000000000000

```


= |___| ___/ |_| _| |___| |___| =
=====

Area : Zone 1 - 01
Enemies : Helicopter X 4
Previous area [possible] : 1 - 02
Next area [possible] : 1 - 02
 1 - 05
 1 - 07

Map

000000000000000000000000000000000000000000	Legends:
00X Y00	X = Player 1 [start]
00 00 00 00 00 00 00 00	Y = Player 2 [start]
00	* = Teleport spot
00 00 00 00 00 00 00 00	00 = Wall/ river/ brick/ mud
00 *1 00	*1 = Access to area 1 - 05
00 00 00 00 00 00 00 00	*2 = Access to area 1 - 02
00 *2 *3 00	*3 = Access to area 1 - 07
00 00 00 00 00 00 00 00	
00	
00 00 00 00 00 00 00 00	
00	
00 00 00 00 00 00 00 00	
00	
000000000000000000000000000000000000000000	

Note : This is the beginning of the game. Kill all the enemy and go to the next stage.

Area : Zone 1 - 02
Enemy : Helicopter X 4
Previous area [possible] : 1 - 01
Next area [possible] : 1 - 01
 1 - 03

Map

000000000000000000000000000000000000000000	Legends:
00X Y00	X = Player 1 [start]
00 00 00 00 00 00 00 00	Y = Player 2 [Start]
00 00	* = Teleport spot
00 00 00 00 00 00 00 00	00 = Wall/ river/ brick/ mud
00 *1 *2 00	*1 = Access to area 1 - 03
00 000000 00 00 000000 00	*2 = Access to area 1 - 01
00	
00 00 00 00 00 00 00 00	
00	
00 00 00 00 00 00 00 00	
00	
000000000000000000000000000000000000000000	

Note: This is a simple stage like area 1 - 01. Just kill 4 helicopter with your bombs.

Area : Zone 1 - 03
Enemies : Bomber X 5
Previous area [possible] : 1 - 02
Next area [possible] : 1 - 04
Map

```

00000000000000000000000000000000
00X          Y00
00 00 00 00 00 00 00 00
00          00
00 00 00 000000 00 00 00
00          00
00 00 000000*1000000 00 00
00          00
00 00 00 000000 00 00 00
00          00
00 00 00 00 00 00 00 00
00          00
00000000000000000000000000000000

```

```

Legends:
X = Player 1 [start]
Y = Player 2 [Start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 1 - 04

```

Note: A Bomber can put their bomb on the ground to kill you. Try not to stand close to them.

```

-----
Area          : Zone 1 - 04
Enemies       : Tank X 2
Previous area [possible] : 1 - 03
                                   1 - 05
                                   1 - 06
Next area [possible]  : 1 - 06
                                   1 - 09

```

Map

```

00000000000000000000000000000000
00X          00          Y00
00 00 00 00 00 00 00 00
00          00
000000 00 00 00 00 000000
00          *1          00
00 00 00 000000 00 00 00
00          *2          00
00 00 00 00 00 00 00 00
00          00
00 00 00 00 00 00 00 00
00          00          00
00000000000000000000000000000000

```

```

Legends:
X = Player 1 [start]
Y = Player 2 [Start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 1 - 06
*2 = Access to area 1 - 09

```

Note: The tank is strong. You must bomb it for three times to destroy it. Also, watch out for their fire cannon weapon which has 3 range and fire cannon can pass through wall. Just try to stay away from them and you will be able to kill them.

```

-----
Area          : Zone 1 - 05
Enemies       : Slime X 6
Previous area [possible] : 1 - 01
Next area [possible]  : 1 - 04
                                   1 - 06
                                   1 - 08

```

Map

```

00000000000000000000000000000000
00X          00          Y00
00 00 00 00 00 00 00 00
00          00          00
00 00 00 00 00 00 00 00

```

```

Legends:
X = Player 1 [start]
Y = Player 2 [Start]
* = Teleport spot
00 = Wall/ river/ brick/ mud

```


00 00 00 00 00 00 00 00
00 00
000000000000000000000000000000

Note: Those monsters are tricky. They will eat away your BOMB. What you can do is put a bomb near them and ran away as far as you could or you will be the monster's food.

Area : Zone 1 - 08
Enemies : Coin X 2, Bomb eater X 1
Previous area [possible] : 1 - 05
1 - 06
1 - 07
1 - 14
Next area [possible] : 1 - 06
1 - 12
1 - 13
1 - 14
1 - 15

Map

000000000000000000000000000000
00X Y00
00 000000 000000 000000 00
00 *1 *2 00
00 00 00 00 00 00 00 00
00 *3 00
00 00 00 00 00 00 00 00
00 *4 *5 00
00 00 00 00 00 00 00 00
00 00
00 000000 000000 000000 00
00 00
000000000000000000000000000000

Legends:
X = Player 1 [start]
Y = Player 2 [Start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 1 - 06
*2 = Access to area 1 - 14
*3 = Access to area 1 - 13
*4 = Access to area 1 - 12
*5 = Access to area 1 - 15

Note: Simple stage. Just kill all of them and access to the other area that you wished to go.

Area : Zone 1 - 09
Enemies : Knight X 2
Previous area [possible] : 1 - 04
1 - 09
1 - 10
Next area [possible] : 1 - 10
1 - 11
1 - BOSS-A

Map

000000000000000000000000000000
00X Y00
00 00 00 00 00 00 00 00
00 00 00 00
00 00 00 00 00 00 00 00
00 00
00 00*100 00*200 00*300 00
00 00
00 00 00 00 000000 00 00
00 00

Legends:
X = Player 1 [start]
Y = Player 2 [Start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 1 - 11
*2 = Access to area 1 - BOSS-A
*3 = Access to area 1 - 10

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

Note: Watch out for knight. They will run towards you when they saw you in front of their face. Just try to block them when they run towards you with your bomb and kill them with 4 bombs.

```
-----
Area                : Zone 1 - 10
Enemies             : Slime X 3, Bomb eater X 3
Previous area [possible] : 1 - 06
                    1 - 09
Next area [possible]  : 1 - 09
                    1 - BOSS-B
```

Map

```
000000000000000000000000000000
00X                00      Y00
00 00 00 00 00 00 00 00
00                  00 00
00 00 00 00 00 00 00 00
00          00*1  *200      00
00 00 00 00 00 00 00 00
00                  00
00 00 00 000000 00 00 00
0000                00      00
000000 00 00 00 00 00 00
00                  00
000000000000000000000000000000
```

Legends:
X = Player 1 [start]
Y = Player 2 [Start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 1 - 09
*2 = Access to area 1 - BOSS-B

Note: Kill all the Bomb eaters first, then kill all the slimes.

```
-----
Area                : 1 - 11
Enemies             : Knight X 2, Slime X 2
Previous area [possible] : 1 - 09
Next area [possible]  : 1 - 09
                    1 - BOSS-A
                    1 - BOSS-D
```

Map

```
000000000000000000000000000000
00X                Y00
00 00 00 00 00 00 00 00
00                  *100 00
00 00 00 00 00 00 00 00
00                  00 00
00 00 00 00 00 00*200 00
00                  00 00
00 00 00 00 00 00 00 00
00                  *300 00
00 00 00 00 00 00 00 00
00                  00
000000000000000000000000000000
```

Legends:
X = Player 1 [start]
Y = Player 2 [Start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 1 - 09
*2 = Access to area 1 - BOSS-A
*3 = Access to area 1 - BOSS-D

Note: Again, block the knight with your bomb. I recommend you to kill the knights first because slime will not chase you and the knights will.

Area : 1 - 12
Enemies : Top X 5
Previous area [possible] : 1 - 06
1 - 08
1 - 13
Next area [possible] : 1 - 13
1 - BOSS-B

Map

000000000000000000000000000000
00X 00 Y00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 00 0000
00*100 00 00 00 00 00*200
0000 00 00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 00
000000000000000000000000000000

Legends:
X = Player 1 [start]
Y = Player 2 [Start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 1 - BOSS-B
*2 = Access to area 1 - 13

Note: Top can walk through walls but that should not be a problem to you. They will not chase you. They just fooling around. One thing, you need to bomb them twice to kill them.

Area : 1 - 13
Enemies : Top X 5
Previous area [possible] : 1 - 08
1 - 12
Next area [possible] : 1 - 12
1 - BOSS-C

Map

000000000000000000000000000000
00X 00 Y00
00 00 00 00 00 00 00 00
00 00
00 00 00*100 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 00 00 00
00 00 00 00 00*200 00 00
00 00
00 00 00 00 00 00 00 00
00 00
000000000000000000000000000000

Legends:
X = Player 1 [start]
Y = Player 2 [Start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 1 - 12
*2 = Access to area 1 - BOSS-C

Note: Same as area 1 - 13. Kill the top by your bombs and take all the powerups.

Area : 1 - 14
Enemies : Top X 3
Previous area [possible] : 1 - 08
Next area [possible] : 1 - 08
1 - 15

Map

```

000000000000000000000000000000
00X      00      Y00
00 00 00 00 00 00 00 00
00      00      00
00 00 00 00 00 00 00 00
00      00
00 00 00 00 00 00 00 00
00      00
00 00 00 00 00 00 000000
00      *1      *2      00 00
00 00 00 00 00 00 00 00
00      00
000000000000000000000000000000

```

```

Legends:
X = Player 1 [start]
Y = Player 2 [Start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 1 - 08
*2 = Access to area 1 - 15

```

Note: This area is very easy. Just kill the tops.

```

-----
Area          : 1 - 15
Enemies       : Top X 4
Previous area [possible] : 1 - 08
                1 - 14
Next area [possible]   : 1 - BOSS-C
Map

```

```

000000000000000000000000000000
00X      Y00
00 00 00 00 00 00 00 00
00      *1      00
00 00 000000 000000 00 00
00      00
00 0000000000 0000000000 00
00      00
00 00 000000 000000 00 00
00      00
00 00 00 00 00 00 00 00
00      00
000000000000000000000000000000

```

```

Legends:
X = Player 1 [start]
Y = Player 2 [Start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 1 - BOSS-C

```

Note: This area is very easy. Just kill the tops.

```

-----
Area          : BOSS-A
Enemies       : BOSS
Previous area [possible] : 1 - 09
                1 - 11
Next area [possible]   : 2 - 01
                2 - 05
Map

```

```

000000000000000000000000000000
00X      Y00
00 00 00 00 00 00 00 00
00      00
00 00 00 00 00 00 00 00
00      *1      *2      00
00 00 00 00 00 00 00 00
00      00
00 00 00 00 00 00 00 00

```

```

Legends:
X = Player 1 [start]
Y = Player 2 [Start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 2 - 01
*2 = Access to area 2 - 05

```

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

Note: Watch out for mines!! The boss will put mines on the floor and they are invincible. If you step on a mine, it will explode in 1 seconds. So, run for your life if you noticed that you had step on a mone. The boss will also take away all the powerups. Try to avoid it to take the powerups away or you will be in troubles.

```
-----
Area : BOSS-B
Enemies : BOSS
Previous area [possible] : 1 - 10
                          1 - 12
Next area [possible] : 2 - 09
                      2 - 12
```

Map

```
000000000000000000000000000000
00X Y00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 *1 *2 00
00 00 00 00 00 00 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:
X = Player 1 [start]
Y = Player 2 [Start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 2 - 09
*2 = Access to area 2 - 12
```

Note: Watch out for mines!! The boss will put mines on the floor and they are invincible. If you step on a mine, it will explode in 1 seconds. So, run for your life if you noticed that you had step on a mone. The boss will also take away all the powerups. Try to avoid it to take the powerups away or you will be in troubles.

```
-----
Area : BOSS-C
Enemies : BOSS
Previous area [possible] : 1 - 13
                          1 - 15
Next area [possible] : 2 - 12
```

Map

```
1
000000000000000000000000000000
00X Y00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 *1 00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 00
```

```
Legends:
X = Player 1 [start]
Y = Player 2 [Start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 2 - 12
```

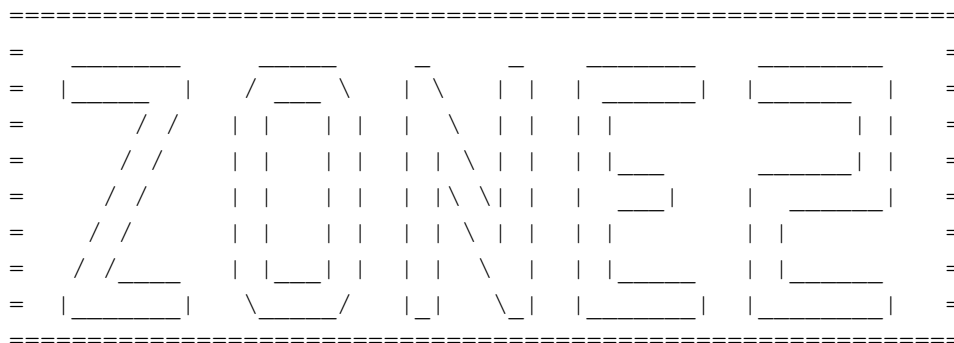
```
00 00 00 00 00 00 00 00
00                                00
000000000000000000000000000000
```

Note: Watch out for mines!! The boss will put mines on the floor and they are invincible. If you step on a mine, it will explode in 1 seconds. So, run for your life if you noticed that you had step on a mone. The boss will also take away all the powerups. Try to avoid it to take the powerups away or you will be in troubles.

```
-----
Area                : BOSS-D
Enemies             : BOSS X 2
Previous area [possible] : 1 - 11
Next area [possible]   : 2 - 02
Map
```

```
000000000000000000000000000000    Legends:
00X                                Y00    X = Player 1 [start]
00 00 00 00 00 00 00 00            Y = Player 2 [Start]
00                *1                00    * = Teleport spot
00 00 00 00 00 00 00 00            00 = Wall/ river/ brick/ mud
00                                00    *1 = Access to area 2 - 02
00 00 00 00 00 00 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
```

Note: Two Boss with guns? This is crazy. Don't even try to stay on a same row with them or pay the price. They will also take away your powerups.



```
-----
Area                : Zone 2 - 01
Enemies             : Stone X 2, Magnet X 2
Previous area [possible] : BOSS-A
Next area [possible]   : 2 - 02
                        2 - 03
Map
```

```
000000000000000000000000000000    Legends:
00X                000000            Y00    X = Player 1 [start]
00 00 00 00 00 00 00 00            Y = Player 2 [Start]
00                &&                00    * = Teleport spot
00 00 00 00 00 00 00 00            00 = Wall/ river/ brick/ mud
```

```

00          ++          &&    00          *1 = Access to area 2 - 02
00 00 00 00 00 00 000000    *2 = Access to area 2 - 03
00          &&            0000    ++ = Bomb awareness
000000 00 00 00 00 000000    && = Time bomb
0000          &&          00
000000 00*100 00*200 00 00
00          000000          00
0000000000000000000000000000

```

Note: You must kill stone with 2 bomb. A magnet will suck you and when you touch him, you die.

```

-----
Area              : 2 - 02
Enemies           : Stone X 2, Magnet X 3
Previous area [possible] : BOSS-D
                  2 - 01
Next area [possible]  : 2 - 04
                  2 - 07

```

Map

```

0000000000000000000000000000000000    Legends:
00X          000000          Y00        X = Player 1 [start]
00 00 00 00 000000 00 00 00        Y = Player 2 [Start]
00          000000          00        * = Teleport spot
00 00 00 00 00 00 00 00 00        00 = Wall/ river/ brick/ mud
00  ++  &&  &&  &&  ++  00        *1 = Access to area 2 - 04
00 00 00 00 00 00 00 00 00        *2 = Access to area 2 - 07
00  ++  *1&&*2  ++  00        ++ = Bomb awareness
00 00 00 00 00 00 00 00 00        && = Time bomb
00          000000          00
00 00 00 00 000000 00 00 00
00          000000          00
0000000000000000000000000000

```

Note: You must kill stone with 2 bomb. A magnet will suck you and when you touch him, you die.

```

-----
Area              : 2 - 03
Enemies           : Stone X 3, Magnet X 2
Previous area [possible] : 2 - 01
                  2 - 05
Next area [possible]  : 2 - 07

```

Map

```

0000000000000000000000000000000000    Legends:
00X          ++          ++          Y00        X = Player 1 [start]
00 00 00 00 00 00 00 00 00        Y = Player 2 [Start]
00          &&          &&          00        * = Teleport spot
00 00 00 00 00 00 00 00 00        00 = Wall/ river/ brick/ mud
00000000  ++          ++ 00000000        *1 = Access to area 2 - 07
0000000000 00 00 0000000000        ++ = Bomb awareness
00000000  ++          ++ 00000000        && = Time bomb
00 00 00 00 00*100 00 00 00
00          ++          &&          00
00 00 00 00 00 00 00 00 00
00          ++  &&  ++          00
0000000000000000000000000000

```

Note: You must kill stone with 2 bomb. A magnet will suck you and when you touch him, you die.

Area : 2 - 04
Enemies : Lightning robot X 3, Magnet X 3
Previous area [possible] : 2 - 02
Next area [possible] : BOSS-E
Map

0000000000000000000000000000000000000000000000000000000
00X Y00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 && && && 00
00 00 00 00 00 00 00 00
00 ++ ++ 00
00 00 00 00++00 00 00 00
0000000000 0000000000
0000000000 00 00 0000000000
0000000000 *1 0000000000
000000000000000000000000000000000000

Legends:
X = Player 1 [start]
Y = Player 2 [Start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area BOSS-E
++ = Bomb awareness
&& = Time bomb

Note: Lightning robot will attack you with lightning shock. His attack is range 1 but it can attack 4 direction from lightning robot. A magnet will suck you and when you touch him, you die.

Area : 2 - 05
Enemies : Bomb X 3
Previous area [possible] : BOSS-A
Next area [possible] : 2 - 03
2 - 06
Map

0000000000000000000000000000000000000000000000000000000
00X 00000000 Y00
00 00 00 00*100*200 00 00
00 00
00 00 00 00 00 00 00 00
00 *1
00 00 00 00 00 00 00 00 *2
00 ::= Bomb station
00 00 00 00 00 000000 00 | = Fire line
00 -----000000 00 - = Fire line
00 |00 00 00 00 00::00 00
00 ----- 00
000000000000000000000000000000000000

Legends:
X = Player 1 [start]
Y = Player 2 [Start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 2 - 03
*2 = Access to area 2 - 06
:: = Bomb station
| = Fire line
- = Fire line

Note: You must bomb bomn for 2 times to destroy it. Bomb will also run faster if you bomb it once.

Area : 2 - 06
Enemies : Bomb X 1, Fire jet X 2
Previous area [possible] : 2 - 05
2 - 09
2 - 10
Next area [possible] : 2 - 07

2 - 08
2 - 10

Map

```

00000000000000000000000000000000
00X          Y00
00 00 00 00 00 00 00 00
00  -----  00
00 00 |00 00 |00 00 00 00
00  |      |      00
00 00 |00 000000*100 00 00
00  |      000000      00
00 00 |00 00::00 00 00 00
00  ----- *2      00
00 00 00*300 00 00 00 00
00
00000000000000000000000000000000

```

Legends:

- X = Player 1 [start]
- Y = Player 2 [Start]
- * = Teleport spot
- 00 = Wall/ river/ brick/ mud
- *1 = Access to area 2 - 10
- *2 = Access to area 2 - 08
- *3 = Access to area 2 - 07
- :: = Bomb station
- | = Fire line
- = Fire line

Note: You must bomb bomn for 2 times to destroy it. Bomb will also run faster if you bomb it once. Fire jet has a fire gun with 3 range.

```

-----
Area          : 2 - 07
Enemies       : Lightning robot X 3, Bomb X 2
Previous area [possible] : 2 - 02
                                   2 - 03
                                   2 - 06
                                   2 - 08
Next area [possible] : 2 - 08
                    BOSS-E

```

Map

```

00000000000000000000000000000000
00X          000000      Y00
00 00 00 000000 00 00 00
00 00:00-----  00
00 00 00 00 |00 00 |00 00
00  |      |      00
000000 00 00 |00 00 |00 00
0000      ----  |  00
000000 00 00 00 |00 | 00 00
0000      ----  |  00
000000 00*100 |00*200 | 00 00
0000      -----  00
00000000000000000000000000000000

```

Legends:

- X = Player 1 [start]
- Y = Player 2 [Start]
- * = Teleport spot
- 00 = Wall/ river/ brick/ mud
- *1 = Access to area BOSS-E
- *2 = Access to area 2 - 08
- :: = Bomb station
- | = Fire line
- = Fire line

Note: Lightning robot will attack you with lightning shock. His attack is range 1 but it can attack 4 direction from lightning robot. You must bomb bomn for 2 times to destroy it. Bomb will also run faster if you bomb it once.

```

-----
Area          : 2 - 08
Enemies       : Bomb X 2, Fire jet X 2
Previous area [possible] : 2 - 06
                                   2 - 07
                                   2 - 10
Next area [possible] : 2 - 07
                    BOSS-E

```

BOSS-F

Map

```

00000000000000000000000000000000
00X                               Y00
00 00 00 00 00 00 00 00
00  ----- 00
0000000000 00 00 00 |00 00
00000000*1          | 00
0000::0000 00 00 00 |00 00
00  --          | 00
00 00 |00 00 00 00 |00 00
00  ----- 00
00*200 00 00 00 00 00 00
0000*3          00
00000000000000000000000000000000

```

```

Legends:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area BOSS-F
*2 = Access to area 2 - 07
*3 = Access to area BOSS-E
:: = Bomb station
| = Fire line
- = Fire line

```

Note: You must bomb bomn for 2 times to destroy it. Bomb will also run faster if you bomb it once. Fire jet has a fire gun with 3 range.

```

-----
Area                : 2 - 09
Enemies             : Penguin X 2, Balloon X 2
Previous area [possible] : BOSS-B
Next area [possible]  : 2 - 06
                    2 - 10

```

Map

```

00000000000000000000000000000000
00X                               Y00
00 00@@00@@00@@00@@00@@00 00
00  @@                @@ 00
00 00 00@@00@@00@@00 00 00
00  @@  @@                @@  @@ 00
00 00 00*100 00*200 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:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 2 - 06
*2 = Access to area 2 - 10
@@ = Spring

```

Note: You must bomb balloon two times to destroy it.

```

-----
Area                : 2 - 10
Enemies             : Penguin X 2, Balloon X 3
Previous area [possible] : 2 - 06
                    2 - 09
                    2 - 12
Next area [possible]  : 2 - 06
                    2 - 08
                    2 - 11

```

Map

```

00000000000000000000000000000000
00X          00 00          Y00
00 00 00 00*100 00 00 00
00          *2          00

```

```

Legends:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot

```


00 00 00 00*300 00 00 00 00 = Wall/ river/ brick/ mud
0000000000000000000000000000000000 *1 = Access to area 2 - 06
00 00 00 00 00 00 00 00 *2 = Access to area 2 - 08
00 00 *3 = Access to area 2 - 11
00 00 00 00 00 00 00 @@ = Spring
00 00
00 00 00 00 00 00 00 00
00 00
0000000000000000000000000000000000

Note: You must bomb balloon two times to destroy it.

Area : 2 - 11
Enemies : Penguin X 3, Balloon X 3
Previous area [possible] : 2 - 10
 2 - 13
 2 - 14
 2 - 15
Next area [possible] : BOSS-F
 BOSS-G

Map

0000000000000000000000000000000000	Legends:
00X 00000000000000 Y00	X = Player 1 [start]
00 00 00 00 00 00 00 00	Y = Player 2 [start]
00 00 00 00	* = Teleport spot
00 00 00 00 00 00 00 00	00 = Wall/ river/ brick/ mud
00 00 00 00	*1 = Access to area BOSS-G
00 00 00 00 00 00 00 00	*2 = Access to area BOSS-F
00 @@00 @@ @@ 00@@ 00	@@ = Spring
00 00 00 00 00 00 00 00	
00 00 00 00	
00 00 00 00 00 00 00 00	
00*1 00 00 *200	
0000000000000000000000000000000000	

Note: You must bomb balloon two times to destroy it.

Area : 2 - 12
Enemies : Dark robot X 3
Previous area [possible] : BOSS-B
 BOSS-C
Next area [possible] : 2 - 10
 2 - 13
 2 - 14

Map

0000000000000000000000000000000000	Legends:
00X 00000000000000 Y00	X = Player 1 [start]
00 00 00 00 00 00 00 00	Y = Player 2 [start]
00 00 00 00	* = Teleport spot
00 00 00 00 00 00 00 00	00 = Wall/ river/ brick/ mud
00 00 00 00	*1 = Access to area 2 - 10
00 00 00 00 00 00 00 00	*2 = Access to area 2 - 13
0000000000000000000000000000000000	*3 = Access to area 2 - 14
00 00 00 00 00 00 00 00	
00 00 00 00	
00 00 00 00 00 00 00 00	

00*1 *2 *300
000000000000000000000000000000

Note: Dark robot will run faster if you bomb him once. It take you
two bombs to destroy it.

Area : 2 - 13
Enemies : Dark robot X 5
Previous area [possible] : 2 - 12
 2 - 14
Next area [possible] : 2 - 11
 2 - 14

Map

000000000000000000000000000000 Legends:
00X 000000 Y00 X = Player 1 [start]
00 00 00 000000 00 00 00 Y = Player 2 [start]
00 000000 00 * = Teleport spot
00 00 00 000000 00 00 00 00 = Wall/ river/ brick/ mud
00 000000 00 *1 = Access to area 2 - 11
00 00 00 000000 00 00 00 *2 = Access to area 2 - 14
00 000000 00
00 00 00 000000 00 00 00
00 *1 *2 00
00 00 00 000000 00 00 00
00 000000 00
000000000000000000000000000000

Note: Dark robot will run faster if you bomb him once. It take you
two bombs to destroy it.

Area : 2 - 14
Enemies : Dark robot X 4
Previous area [possible] : 2 - 12
 2 - 13
Next area [possible] : 2 - 11
 2 - 13
 2 - 15

Map

000000000000000000000000000000 Legends:
00X 000000 Y00 X = Player 1 [start]
00 00 00 00 00 00 00 00 Y = Player 2 [start]
000000000000000000000000000000 * = Teleport spot
000000000000000000000000000000 00 = Wall/ river/ brick/ mud
00 000000 00 *1 = Access to area 2 - 13
00 000000000000000000000000000000 *2 = Access to area 2 - 11
00 000000000000000000000000000000 *3 = Access to area 2 - 15
00 00 00 00 00 00 00 00 *1 *2 *300
00 *1 *2 *300 00
00 00 00 00 00 00 00 00
00 000000 00
000000000000000000000000000000

Note: Dark robot will run faster if you bomb him once. It take you
two bombs to destroy it.

Map

```

00000000000000000000000000000000
00X                               Y00
00 00 00 00 00 00 00 00
00
00 00 00 00 00 00 00 00
00 *1                               *3 00
00 00 00 00 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:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 3 - 04
*2 = Access to area 3 - 05

```

Note: This guy can make a boulder to protect himself when you try to bomb him. Also, he can throws bomb. He can also take away your powerups.

```

-----
Area                : BOSS-G
Enemies             : BOSS X 2
Previous area [possible] : 2 - 11
Next area [possible]   : 3 - 13
Map

```

```

00000000000000000000000000000000
00X                               Y00
00 00 00 00 00 00 00 00
00 *1                               00
00 00 00 00 00 00 00 00
00
00 00 00 00 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:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 3 - 13

```

Note: One of the boss can shoot you with his gun. The other one will come close to you and slash you with his sword. They can take away your powerups.

```

-----
Area                : BOSS-H
Enemies             : Boss X 1
Previous area [possible] : 2 - 15
Next area [possible]   : 3 - 01
Map

```

```

00000000000000000000000000000000
00X                               Y00
00 00 00 00 00 00 00 00
00
00 00 00 00 00 00 00 00
00 *1                               00
00 00 00 00 00 00 00 00
00
00

```

```

Legends:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 3 - 01

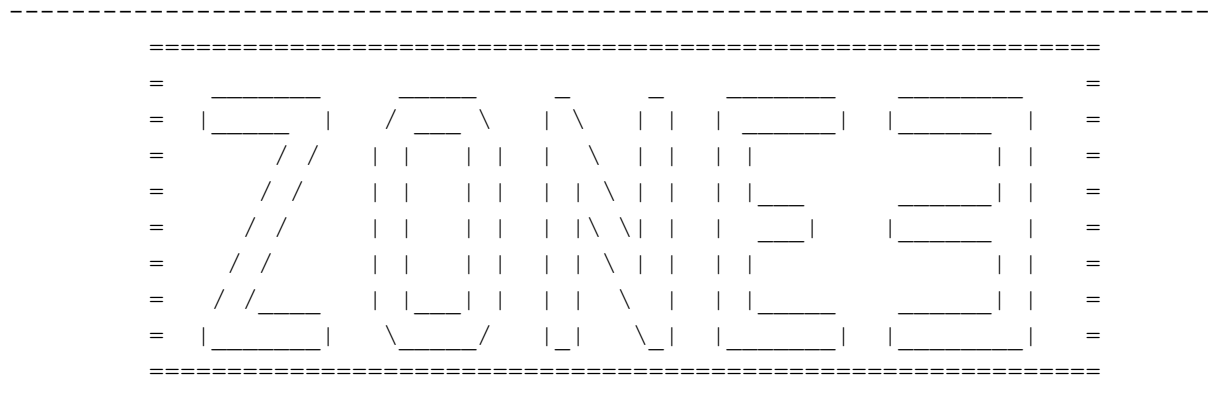
```

```

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

```

Note: This boss can put many bombs on the screen. He has seeking bomb.
 He will also take away your powerups.



```

Area                : 3 - 01
Enemies             : Fly X 4
Previous area [possible] : BOSS-H
Next area [possible]  : 3 - 06
Map

```

```

000000000000000000000000000000
00X          000000          Y00
00 00 00 000000 00 00*100
00          000000          00
00 00 00 000000 00 00 00
00          000000          00
00 00 00          00 00 00
00          000000          00
00 00 00 000000 00 00 00
00          000000          00
00 00 00 000000 00 00 00
00          000000          00
000000000000000000000000000000

```

```

Legends:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 3 - 06

```

Note: Fly can fly through boulders.

```

-----
Area                : 3 - 02
Enemies             : Rocket X 2, Fire ball X 2
Previous area [possible] : BOSS-E
Next area [possible]  : 3 - 07
                        3 - 08
Map

```

```

000000000000000000000000000000
00X          Y00
00 00 00 00 00 00 00 00
00          00
00*100 00 00 00 00 00*200
00      -----## ---          00
00 00 |00 00 00 |00 00 00
00      |          ---          00
00 00 |00 00 00 00 |00 00

```

```

Legends:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 3 - 07
*2 = Access to area 3 - 08
## = Car
- = Railway

```

```
00 ----- 00 | = Railway
00 00 00 00 00 00 00 00
00 00
00000000000000000000000000000000
```

Note: Rocket will fly towards you if it see you in front of them.
Fire ball will attack you with fireball which has 2 range.
Fire ball can attack 4 directions.

```
-----
Area : 3 - 03
Enemies : Rocket X 2, Fire ball X 2
Previous area [possible] : BOSS-E
Next area [possible] : 3 - 08
Map
```

```
00000000000000000000000000000000 Legends:
00X Y00 X = Player 1 [start]
00 00 00 00 00 00 00 00 Y = Player 2 [start]
00 00 * = Teleport spot
00 00 00 000000 00 00 00 00 00 = Wall/ river/ brick/ mud
00 00$00 00 *1 = Access to area 3 - 08
00 00 00 000000 00 00 00 $$ = Volcano
00 00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 *1 00
00000000000000000000000000000000
```

Note: Rocket will fly towards you if it see you in front of them.
Fire ball will attack you with fireball which has 2 range.
Fire ball can attack 4 directions. Volcano will explode and
kill you.

```
-----
Area : 3 - 04
Enemies : Jelly fish X 5
Previous area [possible] : BOSS-E
BOSS-F
Next area [possible] : 3 - 08
3 - 09
Map
```

```
00000000000000000000000000000000 Legends:
00X Y00 X = Player 1 [start]
00 00 00 00 00 00 00 00 Y = Player 2 [start]

00 * = Teleport spot
00 00 00 00 00 00 00 00 00 = Wall/ river/ brick/ mud
00 *1 = Access to area 3 - 08
00 00 00 00 000000 00 00 *2 = Access to area 3 - 09
00 *1 000000*2 00 00 = Whirpool
00 000000 00 000000 00 00
00 000000 00
00 000000 00 00 00 00 00
00 00
00000000000000000000000000000000
```

Note: Jelly fish will attack you with lightning which has 1 range.
 Jelly fish can attack 4 directions.

 Area : 3 - 05
 Enemies : Jelly fish X 5
 Previous area [possible] : BOSS-F
 Next area [possible] : 3 - 09
 3 - 10

Map

0000000000000000000000000000000000	Legends:
00X *1 Y00	X = Player 1 [start]
00 00 00 00 00 00 00 00	Y = Player 2 [start]
00	* = Teleport spot
00 00 00 00 00 00 00 00	00 = Wall/ river/ brick/ mud
00	*1 = Access to area 3 - 09
00 00 00 00 00 00 00 00	*2 = Access to area 3 - 10
00	00 = Whirlpool
00 00 00 00 00 00 00 00	
00	
00 00 00 00 00 00 00 00	
00 *2 00	
0000000000000000000000000000000000	

Note: Jelly fish will attack you with lightning which has 1 range.
 Jelly fish can attack 4 directions.

 Area : 3 - 06
 Enemies : Fly X 4
 Previous area [possible] : 3 - 01
 Next area [possible] : 3 - 13
 3 - 14
 3 - 15

Map

0000000000000000000000000000000000	Legends:
00X 000000 000000 Y00	X = Player 1 [start]
00 0000000000 0000000000 00	Y = Player 2 [start]
00 000000 000000 00	* = Teleport spot
00 0000000000 0000000000 00	00 = Wall/ river/ brick/ mud
00 000000 *3 00	*1 = Access to area 3 - 13
00 0000000000*20000000000 00	*2 = Access to area 3 - 14
00 *1 000000 00	*3 = Access to area 3 - 15
00 0000000000 0000000000 00	
00 000000 000000 00	
00 0000000000 0000000000 00	
00 000000 000000 00	
0000000000000000000000000000000000	

Note: Fly can fly through boulders.

 Area : 3 - 07
 Enemies : Mushroom X 5
 Previous area [possible] : 3 - 02
 Next area [possible] : 3 - 11
 BOSS-I

Map

00 0000 00 *1 = Access to area 3 - 08
00 00 00 000000 00 00 00 *2 = Access to area 3 - 11
00 0000 00 *3 = Access to area 3 - 12
00 00 00 000000 00 00 00 QQ = hole
00 QQ 0000 00
00 00 00 000000 00 00 00
00 *1 *20000*3 00
00000000000000000000000000000000

Note: Mushroom cam attack you with sand which has long range.

Area : 3 - 10
Enemies : Mushroom X 5
Previous area [possible] : 3 - 05
Next area [possible] : 3 - 12
 3 - 13

Map

000000000000000000000000000000000000
00X Y00 X = Player 1 [start]
00 00 00 00 00 00 00 00 Y = Player 2 [start]
00 00 * = Teleport spot
00 00 00 00 00 00 00 00 00 = Wall/ river/ brick/ mud
00>>>>>>>>>>>>>>>>>>>>>>>>>>>>>v00 *1 = Access to area 3 - 12
00 ^00 00*100 00*200 00 v00 *2 = Access to area 3 - 13
00 <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<00
00 00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00 00
00 00
000000000000000000000000000000000000

Note: Mushroom cam attack you with sand which has long range.

Area : 3 - 11
Enemies : Evil X 3, Snow man X 3
Previous area [possible] : 3 - 07
 3 - 08
 3 - 09

Next area [possible] : BOSS-J

Map

000000000000000000000000000000000000
00X SSSS0000 Y00 X = Player 1 [start]
00 00 00 SSSS000000 00 00 Y = Player 2 [start]
00 BB BB 00 * = Teleport spot
00 00 00 00 00 00 00 00 00 = Wall/ river/ brick/ mud
00 00 *1 = Access to area BOSS-J
00 00 AA AA 00 00 00 00 SS = Big snow ball
00 *1 BB 00 AA = Igloo
00 00 AA AA 00 00 00 00 BB = Floor (collapse)
00 BB 00
00 00BB00 00 00 00 00 00
00 BB BB 00
000000000000000000000000000000000000

Note: Snow man can jump and evil can attack you with chain which has 3 range, and some of the floor will collapse. The big snow ball

Area : 3 - 14
Enemies : Rocket X 2, Robot X 2
Previous area [possible] : 3 - 06
Next area [possible] : BOSS-L
Map

00000000000000000000000000000000	Legends:
00X *1 Y00	X = Player 1 [start]
00 00 00 00 00 00 00 00	Y = Player 2 [start]
00 00	* = Teleport spot
00 00 00 LL 00 00 00 00	00 = Wall/ river/ brick/ mud
00 \\ 00	*1 = Access to area BOSS-L
00 00 00 00 LL 00 00 00	LL = Generator
00 00	\\ = Lightning
00 00 00 000000 00 00 00	
00 000000 00	
00 00 00 000000 00 00 00	
00 000000 00	
00000000000000000000000000000000	

Note: Robot always hide themselves and when you get close to them, they will attack you. You must kill robot by 2 bombs. Rocket will fly towards you if it see you in front of them.

Area : 3 - 15
Enemies : Rocket X 4
Previous area [possible] : 3 - 06
Next area [possible] : BOSS-L
Map

00000000000000000000000000000000	Legends:
00X Y00	X = Player 1 [start]
00 00 00 00 00 00 00 00	Y = Player 2 [start]
00 v v 00	* = Teleport spot
00 00 00 v00 00 v00 00 00	00 = Wall/ river/ brick/ mud
00 *1 v v 00	*1 = Access to area BOSS-L
00 00 00 v000000 v00 00 00	v = Arrow tiles
00 v000000 v 00	
00 00 00 v000000 v00 00 00	
00 00	
00 00 00 00 00 00 00 00	
00 00	
00000000000000000000000000000000	

Note: Rocket fly towards you if it see you in front of them.

Area : BOSS-I
Enemies : BOSS X 2
Previous area [possible] : 3 - 07
Next area [possible] : 4 - 02
Map

00000000000000000000000000000000	Legends:
00X Y00	X = Player 1 [start]
00 00 00 00 00 00 00 00	Y = Player 2 [start]
00 *1 00	* = Teleport spot

```

00 00 00 00 00 00 00 00      00 = Wall/ river/ brick/ mud
00                                00      *1 = Access to area 4 - 02
00 00 00 00 00 00 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

```

Note: One of the boss can shoot you with his gun. The other one will come close to you and slash you with his sword. They can take away your powerups.

```

-----
Area                : BOSS-J
Enemies             : BOSS X 2
Previous area [possible] : 3 - 11
Next area [possible]   : 4 - 02
                       4 - 03
                       4 - 04

```

Map

```

000000000000000000000000000000      Legends:
000000000000000000000000000000      X = Player 1 [start]
000000 00 00 00 00 000000           Y = Player 2 [start]
0000                                * = Teleport spot
000000 00 00 00 00 000000           00 = Wall/ river/ brick/ mud
0000 *1      *2      *3 0000        *1 = Access to area 4 - 02
000000 00 00 00 00 000000        *2 = Access to area 4 - 03
0000                                *3 = Access to area 4 - 04
000000 00 00 00 00 000000
0000      X      Y      0000
000000 00 00 00 00 000000
000000000000000000000000000000
000000000000000000000000000000

```

Note: One of the boss has a rabbit. Don't next to the river or you will fall into it.

```

-----
Area                : BOSS-K
Enemies             : BOSS X 1
Previous area [possible] : 3 - 12
Next area [possible]   : 4 - 04
                       4 - 05

```

Map

```

000000000000000000000000000000      Legends:
000000000000000000000000000000      X = Player 1 [start]
000000 00 00 00 00 000000           Y = Player 2 [start]
0000                                * = Teleport spot
000000*100 00 00 00*2000000        00 = Wall/ river/ brick/ mud
0000                                *1 = Access to area 4 - 04
000000 00 00 00 00 000000        *2 = Access to area 4 - 05
0000                                0000
000000 00 00 00 00 000000
0000      X      Y      0000
000000 00 00 00 00 000000
000000000000000000000000000000

```

00000000000000000000000000000000

Note:Don't next to the river or you will fall into it.

```

-----
Area                : BOSS-L
Enemies             : BOSS X 1
Previous area [possible] : 3 - 13
                    3 - 14
                    3 - 15
Next area [possible]  : 4 - 05
                    4 - 06

```

Map

```

00000000000000000000000000000000
00000000000000000000000000000000
000000 00 00 00 00 000000
0000                                0000
000000*100 00 00 00*2000000
0000                                0000
000000 00 00 00 00 000000
0000                                0000
000000 00 00 00 00 000000
0000          X    Y    0000
000000 00 00 00 00 000000
00000000000000000000000000000000
00000000000000000000000000000000

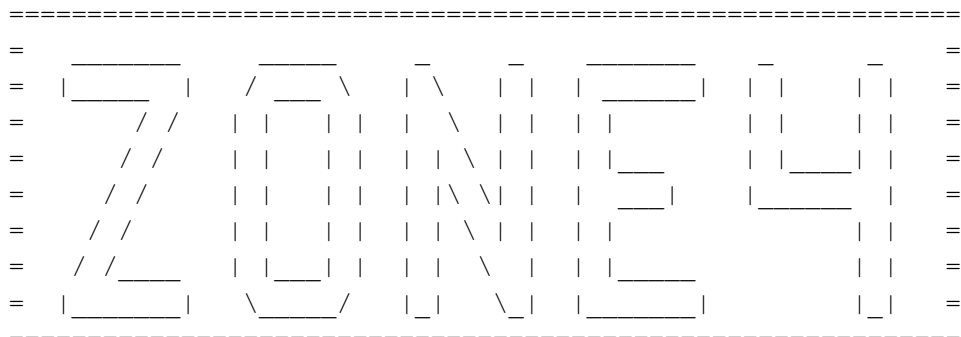
```

```

Legends:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 4 - 05
*2 = Access to area 4 - 06

```

Note:Don't next to the river or you will fall into it.



```

-----
Area                : 4 - 01
Enemies             : Ghost X 6
Previous area [possible] : 4 - 02
Next area [possible]  : 4 - 02
                    4 - 08

```

Map

```

00000000000000000000000000000000
00X    000000          Y00
00 00 000000 00 00 00 00
00                                00
00 00 000000 00 00 00 00
00    000000          00
00000000000000--0000000000000000
00                                000000 00
00 00 00 00 000000 00 00
00                                *1    *2    00
00 00 00 00 000000 00 00

```

```

Legends:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 4 - 08
*2 = Access to area 4 - 02
-- = Bridge/ stair

```

00 000000 00
000000000000000000000000000000

Note: Simple area. Just kill all the ghost.

Area : 4 - 02
Enemies : Ghost X 6
Previous area [possible] : BOSS-I
BOSS-J
4 - 01
Next area [possible] : 4 - 01
4 - 09

Map

000000000000000000000000000000
00X 000000 Y00
00 00 00 000000 00 00 00
00 000000 00
00 00 00*1 *200 00 00
0000000000--000000--0000000000
00 00 00 000000 00 00 00
00 000000 00
00 00 00 000000 00 00 00
00 000000 00
00 00 00 000000 00 00 00
00 000000 00
000000000000000000000000000000

Legends:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 4 - 01
*2 = Access to area 4 - 09
-- = Bridge/ stair

Note: JKust kill all the ghosts.

Area : 4 - 03
Enemies : Monsters X 5
Previous area [possible] : BOSS-J
Next area [possible] : 4 - 09
4 - 10
4 - 11

Map

000000000000000000000000000000
00X 00*1 *200 Y00
00 00 00 HHHHHH 00 00 00
00 00 HHHHHH 00 00
00 00 00 HHHHHH 00 00 00
00 00 00 00 00
00 00 00--0000000000 00 00
00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00
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:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 4 - 09
*2 = Access to area 4 - 11
*3 = Access to area 4 - 10
HH = Monster's hideout
-- = Bridge/ stair

Note: You must use 4 bombs to destroy Monster's hideout. Remember to
destroy monster's hideout first because there will be more
monster come out from there if you do not destroy it.

Area : 4 - 04

Enemies : Monsters X 5

Previous area [possible] : BOSS-J
BOSS-K

Next area [possible] : 4 - 11

Map

000000000000000000000000000000
00X Y00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 00
000000000000000000000000000000
00 00 00
00 HHHHHH 00 00 00 00 00
00 HHHHHH 00 *1 00
00 HHHHHH 00 00 00 00 00
00 00
000000000000000000000000000000

Legends:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 4 - 11
HH = Monster's hideout

Note: You must use 4 bombs to destroy Monster's hideout. Remember to destroy monster's hideout first because there will be more monster come out from there if you do not destroy it.

Area : 4 - 05
Enemies : Monster X 5
Previous area [possible] : BOSS-K
BOSS-L
Next area [possible] : 4 - 12
4 - 13

Map

000000000000000000000000000000
00X Y00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 000000 00
00 00
00 00 00 00 00 HHHHHH 00
00 *1 *2 00 HHHHHH 00
00 00 00 00 00 HHHHHH 00
00 00
000000000000000000000000000000

Legends:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 4 - 12
*2 = Access to area 4 - 13
HH = Monster's hideout

Note: You must use 4 bombs to destroy Monster's hideout. Remember to destroy monster's hideout first because there will be more monster come out from there if you do not destroy it.

Area : 4 - 06
Enemies : Monster X 5
Previous area [possible] : BOSS-L
4 - 07
Next area [possible] : 4 - 07
4 - 13
4 - 14
4 - 15

Map

```

00000000000000000000000000000000
00X                Y00
00 00 000000 000000 00 00
00  *1                *2  00
00 00 00  HHHHHH  00 00 00
00                HHHHHH  00
00 00 00  HHHHHH  00 00 00
00                00
00 00 00 00 00 00 00 00
00                *3      *4  00
00 00 00 00 00 00 00 00
00                00
00000000000000000000000000000000

```

```

Legends:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 4 - 13
*2 = Access to area 4 - 07
*3 = Access to area 4 - 14
*4 = Access to area 4 - 15
HH = Monster's hideout

```

Note: You must use 4 bombs to destroy Monster's hideout. Remember to destroy monster's hideout first because there will be more monster come out from there if you do not destroy it.

```

-----
Area                : 4 - 07
Enemies             : Green ninja X 3
Previous area [possible] : 4 - 06
Next area [possible]   : 4 - 06
                    4 - 15

```

Map

```

00000000000000000000000000000000
00X      *1      *2      Y00
00 00 00 00 00 00 00 00
00                00
00 00 00 00 00 00 00 00
00                AA      00
00 00 00 00 00 00 00 00
00                00
00 00 00 00 00 00 00 00
00 0000                00
00 000000 00 00 00 00 00
00                00
00000000000000000000000000000000

```

```

Legends:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 4 - 06
*2 = Access to area 4 - 15
AA = Car

```

Note: Green ninja will attack you with shuriken. There are many hidden roads in this area when you get in the car.

```

-----
Area                : 4 - 08
Enemies             : vegetable X 2, Blue ninja X 2
Previous area [possible] : 4 - 01
Next area [possible]   : BOSS-M

```

Map

```

00000000000000000000000000000000
00X      00*1      Y00
00 00 00 00 00 00 00 00
00  CC  00                00
00 00 00 00 00 00 00 00
00                00      00
0000000000000000EE00 00 00 00
00                00

```

```

Legends:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area BOSS-M
CC = Hidden spring
EE = Hidden spring

```



```
00 00 00 000000000000000000000000
00          00          00
00 00 00 00 00EE00CC00 00
00          00          00
00000000000000000000000000000000
```

Note: vegetable will become a rocket and shoot you after you bomb it.

```
-----
Area                : 4 - 09
Enemies             : Red ninja X 3, Vegetable X 2
Previous area [possible] : 4 - 02
                        4 - 03
Next area [possible] : BOSS-M
Map
```

00000000000000000000000000000000	Legends:
00X CC*1 Y00	X = Player 1 [start]
00 00 00 00 000000 00 00	Y = Player 2 [start]
00 00	* = Teleport spot
00 00 00000000000000000000 00	00 = Wall/ river/ brick/ mud
00 00 00 00	*1 = Access to area BOSS-M
00 00 00 00 00 00 00 00	CC = Hidden spring
00 00 CC 00 00	
00 00 00000000000000000000 00	
00 00	
00 00 000000 00 00 00 00	
00 00	
00000000000000000000000000000000	

Note: Red ninja will transform to bomb.vegetable will become a rocket and shoot you after you bomb it.

```
-----
Area                : 4 - 10
Enemies             : Squirrel X 6
Previous area [possible] : 4 - 03
                        4 - 11
Next area [possible] : 4 - 11
                        BOSS-M
Map
```

00000000000000000000000000000000	Legends:
00X Y00	X = Player 1 [start]
00 00 00 00 00 00 00 00	Y = Player 2 [start]
00 ?? 00	* = Teleport spot
000000000000000000000000 00 00	00 = Wall/ river/ brick/ mud
00 00 00	*1 = Access to area BOSS-M
00 00 00 00 00 00 00 00	*2 = Access to area 4 - 11
00 ??*1 00 00	;; = Alarm
0000000000000000--000000 00 00	?? = Arrow
00 *2 ;; ??00	-- = Bridge/ stair
00 00 00 00 00 00 00 00	
00 ?? 00	
00000000000000000000000000000000	

Note: Just kill all squirrels.

```
-----
Area                : 4 - 11
```

Enemies : White bear X 1, Squirrel X 4
Previous area [possible] : 4 - 03
4 - 04
4 - 10
Next area [possible] : 4 - 10
BOSS-N

Map

00000000000000000000000000000000000000
00*1X Y00
000000000000000000000000000000000000
00?? ??00 00
00 00000000000000000000000000 00 00
00 00 ?? 00 00 00
00 00 00 00;;00 00 00 00
00 00 00 ?? 00 00
00 00 000000000000000000000000 00
00 00 ??00
00 0000000000000000000000000000000000
00?? *200
00000000000000000000000000000000000000

Legends:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 4 - 10
*2 = Access to area BOSS-N
;; = Alarm
?? = Arrow

Note: You must kill bear with 2 bombs. White Bear can hit your bomb with his hammer and become powerups.

Area : 4 - 12
Enemies : White bear X 2, Squirrel X 2
Previous area [possible] : 4 - 05
Next area [possible] : BOSS-N
Map

00000000000000000000000000000000000000
00X ?? Y00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 ?? ;; ?? 00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 ?? 00
00 00 00 00 00 00 00 00
00 *1 00
00000000000000000000000000000000000000

Legends:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area BOSS-N
;; = Alarm
?? = Arrow

Note: You must kill bear with 2 bombs. White Bear can hit your bomb with his hammer and become powerups.

Area : 4 - 13
Enemies : White bear X 3, Squirrel X 1
Previous area [possible] : 4 - 05
4 - 06
4 - 14
Next area [possible] : 4 - 14
BOSS-N
Map

```

00000000000000000000000000000000
00X          Y00
00 00 00 00 00 00 00 00
00  ??          ??  00
00 00 00 00 00 00 00 00
00          ??    ??    00
00 00 00 00 00 00 00 00
00          ;;          00
00 00 00 00 00 00 00 00
00 *1    ??    ??    *2 00
00 00 00 00 00 00 00 00
00  ??          ??    00
00000000000000000000000000000000

```

```

Legends:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area BOSS-N
*2 = Access to area 4 - 14

```

Note: You must kill bear with 2 bombs. White Bear can hit your bomb with his hammer and become powerups.

```

-----
Area          : 4 - 14
Enemies       : Ghost X 2, brown bear X 2
Previous area [possible] : 4 - 06
                          4 - 13
Next area [possible]    : 4 - 13
                          BOSS-O

```

Map

```

00000000000000000000000000000000
00X          DD          Y00
00 00 00 00 00 00 00 00
00          00
00 00000000000000000000 00 00
00 DD00          00    00
00 000000 00*100 00 00 00
00  00DD          00  DD 00
00 000000000000000000DD00 00
00          00
00 00 00 00 00 00*200 00
00  DD          00
00000000000000000000000000000000

```

```

Legends:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 4 - 13
*2 = Access to area BOSS-O
DD = Moving wall

```

Note: Ghost has telteport skill. Brown bear may use psychic power to attack you.

```

-----
Area          : 4 - 15
Enemies       : Brown bear X 2, White ghost X 2
Previous area [possible] : 4 - 06
                          4 - 07
Next area [possible]    : BOSS-O

```

Map

```

00000000000000000000000000000000
00X          DD          Y00
00 00 00 00 00 00 00 00
00          DD          DD  00
00 00 00 00 00 00 00 00
00  DD          *1  DD    00
00 00 00 00 00 00 00 00
00          DD          DD  00

```

```

Legends:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area BOSS-O
DD = Moving wall

```

```
00 00 00 00 00 00 00 00
00 DD DD 00
00 00 00 00 00 00 00
00 DD 00
00000000000000000000000000000000
```

Note: Ghost has telteport skill. Brown bear may use psychic power to attack you.

```
-----
Area : BOSS-M
Enemies : Boss X 1, sidekick X 2
Previous area [possible] : 4 - 08
                          4 - 09
                          4 - 10
Next area [possible] : 5 - 01
                      5 - 02
                      5 - 03
```

Map

```
00000000000000000000000000000000
00000000000000000000000000000000
000000 00 00 00 00 000000
0000 0000
000000 00AA00 00AA00 000000
0000 *1AAAAAA*2AAAAAA*3 0000
000000 00AA00 00AA00 000000
0000 0000
000000 00 00 00 00 000000
0000 X Y 0000
000000 00 00 00 00 000000
00000000000000000000000000000000
00000000000000000000000000000000
```

```
Legends:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 5 - 01
*2 = Access to area 5 - 02
*3 = Access to area 5 - 03
AA = Fire launcher
```

Note: This boss start by ridding a rabbit. He can summon his sidekick if his sidekick was killed.

```
-----
Area : BOSS-N
Enemies : Boss X 1, sidekick X 3
Previous area [possible] : 4 - 11
                          4 - 12
                          4 - 13
Next area [possible] : 5 - 04
                      5 - 05
                      5 - 06
```

Map

```
00000000000000000000000000000000
00000000000000000000000000000000
000000 00 00 00 00 000000
0000 0000
000000 00AA00 00AA00 000000
0000 *1AAAAAA*2AAAAAA*3 0000
000000 00AA00 00AA00 000000
0000 0000
000000 00 00 00 00 000000
0000 X Y 0000
000000 00 00 00 00 000000
00000000000000000000000000000000
```

```
Legends:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 5 - 04
*2 = Access to area 5 - 05
*3 = Access to area 5 - 06
AA = Fire launcher
```

00000000000000000000000000000000

Note: This boss start by ridding a rabbit.

```

-----
Area                : BOSS-0
Enemies             : Boss X 1, sidekick X 3
Previous area [possible] : 4 - 14
                    : 4 - 15
Next area [possible]  : 5 - 07
                    : 5 - 08
Map

```

```

00000000000000000000000000000000
00000000000000000000000000000000
000000 00 00 00 00 000000
0000                0000
000000 00AA00 00AA00 000000
0000 *1AAAAAA AAAAAA*2 0000
000000 00AA00 00AA00 000000
0000                0000
000000 00 00 00 00 000000
0000                X Y 0000
000000 00 00 00 00 000000
00000000000000000000000000000000
00000000000000000000000000000000

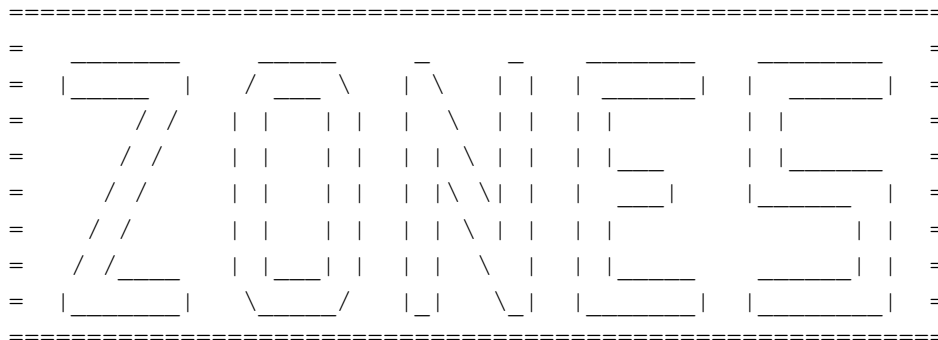
```

```

Legends:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 5 - 07
*2 = Access to area 5 - 08
AA = Fire launcher

```

Note: This boss start by ridding a rabbit.



```

-----
Area                : 5 - 01
Enemies             : Remote control X 4, Jumper X 4
Previous area [possible] : BOSS-M
                    : 5 - 02
Next area [possible]  : 5 - 02
                    : 5 - 09
                    : 5 - 10
Map

```

```

00000000000000000000000000000000
00X 0000000000000000 Y00
00 00 00000000000000 00 00
00 000000..000000 00
00 00 00*100*200*300 00 00
00 00
00 000000 00 00 000000 00
00 00

```

```

Legends:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 5 - 09
*2 = Access to area 5 - 10
*3 = Access to area 5 - 02

```

```

00 00 00 CC CC 00 00 00 .. = Enemy's hideout
00                               00 CC = Clock tower
00 00 00 CC CC 00 00 00
00                               00
00000000000000000000000000000000

```

Note: Destroy the bomb tower or there will be more enemy comes out from their hideout. Clock tower can attack you with their thunder shock.

```

-----
Area          : 5 - 02
Enemies       : Remote control X 4, Jumper X 1
Previous area [possible] : BOSS-M
                    5 - 01
                    5 - 03
Next area [possible] : 5 - 01
                    5 - 03

```

Map

```

00000000000000000000000000000000
00X      --*1--      Y00      Legends:
00 00 00 000000 00 00 00      X = Player 1 [start]
00      000000      00      Y = Player 2 [start]
00 000000 000000 00 00 00      * = Teleport spot
00      000000      00      00 = Wall/ river/ brick/ mud
00 00 00 000000 00 00 00      *1 = Access to area 5 - 01
00      000000      00      *2 = Access to area 5 - 03
00 00 00 CC00CC 00 00 00      CC = Clock tower
00      000000      00      -- = Bridge
00 00 00 CC00CC 00 00 00
00      --*2--      00
00000000000000000000000000000000

```

Note: Destroy the bomb tower or there will be more enemy comes out from their hideout. Clock tower can attack you with their thunder shock.

```

-----
Area          : 5 - 03
Enemies       : Remote control X 4, Jumper X 1
Previous area [possible] : BOSS-M
                    5 - 02
Next area [possible] : 5 - 02
                    5 - 10
                    5 - 11

```

Map

```

00000000000000000000000000000000
00X      Y00      Legends:
00 000000 00 00 00 00 00      X = Player 1 [start]
00      00      Y = Player 2 [start]
00 0000000000 00 00 00 00      * = Teleport spot
00 0000000000      00      00 = Wall/ river/ brick/ mud
00 0000000000      00      *1 = Access to area 5 - 02
00 0000000000 00 00 00 00      *2 = Access to area 5 - 10
00      00      *3 = Access to area 5 - 11
00 00 00 CC CC 00 00 00      CC = Clock tower
00      *1 *2      *3      00
00 00 00 CC CC 00 00 00
00      00

```

00000000000000000000000000000000

Note: Destroy the bomb tower or there will be more enemy comes out from their hideout. Clock tower can attack you with their thunder shock.

Area : 5 - 04
Enemies : Remote Control X 4
Previous area [possible] : BOSS-N
Next area [possible] : 5 - 12
Map

00000000000000000000000000000000 Legends:
00X Y00 X = Player 1 [start]
00 00 00 00 00 00 00 00 Y = Player 2 [start]
00 00 * = Teleport spot
00 000000 00 00 00 00 00 00 00 = Wall/ river/ brick/ mud
00 00 00 00 *1 = Access to area 5 - 12
00 00 00 00 00 00 00 00 CC = Clock tower
00 *1 00
00 00 00 CC CC 00 00 00
00 00
00 00 00 CC CC 000000 00
00 00
00000000000000000000000000000000

Note: Destroy the bomb tower or there will be more enemy comes out from their hideout. Clock tower can attack you with their thunder shock.

Area : 5 - 05
Enemies : Doll X 4, Clock X 2
Previous area [possible] : BOSS-N
Next area [possible] : 5 - 12
5 - 13
5 - 14

Map
00000000000000000000000000000000 Legends:
00X *3 Y00 X = Player 1 [start]
00 00 00 00 00 00 00 00 Y = Player 2 [start]
00 0000000000 00 * = Teleport spot
00 00 00 DDDDDD 00 00 00 00 = Wall/ river/ brick/ mud
00 *100 DDDDDD 00*2 00 *1 = Access to area 5 - 12
00 00 00 DDDDDD 00 00 00 *2 = Access to area 5 - 14
00 00 *3 = Access to area 5 - 13
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 00
00000000000000000000000000000000

Note: Destroy Doll's tower first or more dolls will come out from the tower. Clock can attack you with spring which has 3 range.

Area : 5 - 06
Enemies : Doll X 4, Clock X 1


```
00                      00      * = Teleport spot
00 00 00 00 00 00 00 00  00 = Wall/ river/ brick/ mud
00          DDDDDD       00    *1 = Access to area 5 - 15
00 00 00 DDDDDD 00 00 00  DD = Doll tower
00          DDDDDD       00
00 00 00 00 00 00 00 00
00
00 00 00 00 00 00 00 00
00
00          *1          00
0000000000000000000000000000
```

Note: Destroy Doll's tower first or more dolls will come out from the tower. Clock can attack you with spring which has 3 range.

```
Area                      : 5 - 09
Enemies                   : Fire robot X 3, Jumping robot X 2
Previous area [possible] : 5 - 01
Next area [possible]     : 5 - 10
Map
```

```
0000000000000000000000000000000000 Legends:
00X                         Y00      X = Player 1 [start]
00 00 00 00 00 00 00 00  00        Y = Player 2 [start]
00                         00        * = Teleport spot
00 00 00 00 00 00 00 00  00        00 = Wall/ river/ brick/ mud
00          00          00        00    *1 = Access to area 5 - 10
00 00 00 SSSSSS 00 00 00  00        SS = smoke provider
00          SSSSSS       00
00 00 00 SSSSSS 00 00 00
00          00          00
00 00 00 00 00 00 00 00
00*1                         00
0000000000000000000000000000
```

Note: Fire robot may attack you with their fire gun which has 3 range. If you step on smoke, you will be able to jump automatically.

```
Area                      : 5 - 10
Enemies                   : Fire robot X 2, Jumping robot X 3
Previous area [possible] : 5 - 01
                            5 - 03
                            5 - 09
                            5 - 11
Next area [possible]     : 5 - 16
                            5 - 18
Map
```

```
0000000000000000000000000000000000 Legends:
00X      00      GG00      00 Y00   X = Player 1 [start]
00 00      00  GG  00      00      Y = Player 2 [start]
00      00      00  GG  00  00     * = Teleport spot
00 00GG    00      00      00     00 = Wall/ river/ brick/ mud
00      00  GG  00      00  00     *1 = Access to area 5 - 16
00 00      00      00      00     *2 = Access to area 5 - 18
00 GG  00      00      00  00     GG = Glue
00 00  GG  00      00      00
00      00GG    00      00  00
00 00      00      GG00      00
```

00 00 00 GG00 00
00000000000000000000000000000000

Note: Fire robot may attack you with their fire gun which has 3 range. If you step on smoke, you will be able to jump automatically. Glue will slow down your movemont when you step on it.

Area : 5 - 11
Enemies : Fire robot X 3, Jumping robot X 2
Previous area [possible] : 5 - 03
Next area [possible] : 5 - 10
Map

00000000000000000000000000000000
00X Y00
00 00 00 00 00 00 00 00
00 00
00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00
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:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 5 - 10

Note: Fire robot may attack you with their fire gun which has 3 range. If you step on smoke, you will be able to jump automatically. Glue will slow down your movemont when you step on it.

Area : 5 - 12
Enemies : Bat X 5, Camera X 1
Previous area [possible] : 5 - 04
5 - 05
5 - 13
Next area [possible] : 5 - 13
5 - 19
Map

00000000000000000000000000000000
00X 00 Y00
00 00 00 00 00 00 00 00
00 00
00 00 SSSSSS 00 00 00 00
00 SSSSSS 00
00 00 SSSSSS 00 00 00 00
00 00
00 00 00 00 00 00 00 00
0000 0000
00*100 00 00 00 00 00*200
00 00 00
00000000000000000000000000000000

Legends:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 5 - 19
*2 = Access to area 5 - 13
SS = Smoke provider

Note: Camera will turn your bomb to a powerup. If you step on smoke, you will be able to jump automatically. Sometimes, bat will

defend itself when you try to destroy it.

Area : 5 - 13
 Enemies : Bat X 3, Camera X 2
 Previous area [possible] : 5 - 05
 5 - 12
 5 - 14
 Next area [possible] : 5 - 12
 5 - 14
 5 - 19

Map

```

000000000000000000000000000000
00X                       Y00
00 00 00 00 00 00 00 00
00
0000 00 00 00 00 00 0000
00 *1                       *2 00
00 00 00 00 00 00 00 00
00
0000 00 00 00 00 00 0000
00 *3       *4           00
00 00 00 00 00 00 00 00
00
000000000000000000000000000000
  
```

Legends:
 X = Player 1 [start]
 Y = Player 2 [start]
 * = Teleport spot
 00 = Wall/ river/ brick/ mud
 *1 = Access to area 5 - 12
 *2 = Access to area 5 - 14
 *3 = Access to area 5 - 19
 *4 = Access to area 5 - 21

Note: Camera will turn your bomb to a powerup. Sometimes, bat will defend itself when you try to destroy it.

Area : 5 - 14
 Enemies : Bat X 3, Camera X 2
 Previous area [possible] : 5 - 05
 5 - 06
 5 - 13
 Next area [possible] : 5 - 13
 5 - 21

Map

```

000000000000000000000000000000
00X                       Y00
00 00 00 00 00 00 00 00
00
00 00 00 00 00 00 00 00
00
00 00 00 00 00 00 00 00
00 *1       *2           00
00 00 00 00 SSSSSS 00 00
00          SSSSSS 00
00 00 00 00 SSSSSS 00 00
00
000000000000000000000000000000
  
```

Legends:
 X = Player 1 [start]
 Y = Player 2 [start]
 * = Teleport spot
 00 = Wall/ river/ brick/ mud
 *1 = Access to area 13
 *2 = Access to area 21
 SS = Smoke provider

Note: Camera will turn your bomb to a powerup. If you step on smoke, you will be able to jump automatically.

Area : 5 - 15
 Enemies : Camera X 4

Previous area [possible] : 5 - 07
5 - 08
Next area [possible] : 5 - 22
5 - 23

Map

```
00000000000000000000000000000000
00X    00                Y00
00 00  GG  000000  00  00  00
00     00                GG  00
00 00  00  00  00GG00  00  00
00                    GG      00
0000GG00  0000  000000  00  00
00   GG      *1000000*2    00
000000  00GG00  000000  00  00
000000                GG      00
000000  00  00GG00  00  00  00
000000                GG      00
00000000000000000000000000000000
```

Legends:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 5 - 22
*2 = Access to area 5 - 23

Note: Camera will turn your bomb to a powerup.

Area : 5 - 16
Enemies : Snake X 2
Previous area [possible] : 5 - 10
5 - 18
Next area [possible] : 5 - 17
5 - 24
5 - 25

Map

```
00000000000000000000000000000000
MMX          GGAA      YMM
MM 00 AA 00 00 AA 00 MM
MM  GG00  GG  ||GG|| MM
MM 00 00 00 00 00 AA MM
MM || GG          AA MM
MM AA 00 00--AAAA00 00GGMM
MM AA  ||          MM
MM 00 00AAAA 00 00 00 MM
MMGG *1 ||AA*2AAAA *3 MM
MM 00 00 00 AA||00 00 MM
MM          || GG MM
00000000000000000000000000000000
```

Legends:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area 5 - 24
*2 = Access to area 5 - 25
*3 = Access to area 5 - 17
MM = Magnet
AA = Moving wall
-- = moving range
|| = moving range
GG = Glue

Note: Magnet on the wall will suck your bomb to the wall. Glue will slow down your movement when you step on it.

Area : 5 - 17
Enemies : Snake X 1
Previous area [possible] : 5 - 16
5 - 18
Next area [possible] : 5 - 16
5 - 18

Map

```
00000000000000000000000000000000
MMX  ||      AA      AA YMM
```

Legends:
X = Player 1 [start]

MM000000000000000000000000AA--MM -- = Moving range
MM*2 MM
000000000000000000000000000000

Note: Egg always hide itself in the boulders.

Area : 5 - 20
Enemies : Snake X 1, Egg X 2
Previous area [possible] : 5 - 19
5 - 21
Next area [possible] : 5 - 19
5 - 21
5 - 27
5 - 28

Map

000000000000000000000000000000 Legends:
MMX YMM X = Player 1 [start]
MM 00 00 00 00 00 00 MM Y = Player 2 [start]
MM MM * = Teleport spot
MM 00 00 00 00 00 00 MM 00 = Wall/ river/ brick/ mud
MM MM *1 = Access to area 5 - 19
MM 00 00 00 00 00 00 MM *2 = Access to area 5 - 27
MM --AA --AA --AA MM *3 = Access to area 5 - 28
MM00 00 00 00 00 00 00MM *4 = Access to area 5 - 21
MM MM
MM00 00 00 00 00 00 00MM
MM *1 *2 *3 *4 MM
000000000000000000000000000000

Note: Egg always hide itself in the boulders.

Area : 5 - 21
Enemies : Egg X 4
Previous area [possible] : 5 - 13
5 - 14
5 - 15
5 - 20
Next area [possible] : 5 - 20
5 - 28

Map

000000000000000000000000000000 Legends:
MMX 00 || YMM X = Player 1 [start]
MM 00 00 00 00 AA 00 MM Y = Player 2 [start]
MM 00 00 00 AA MM * = Teleport spot
MM 00 00 00 00 || 00 MM 00 = Wall/ river/ brick/ mud
MM --AAAA--00 AA MM *1 = Access to area 5 - 20
MM 00 00 00 00 AA 00 MM *2 = Access to area 5 - 28
MM --AAAA--00 || MM AA = Moving wall
MM 00 00 00 00 AA 00 MM || = Moving range
MM --AAAA--00 AA MM -- = Moving range
MM 00 00 00 00 00 00 MM MM = Magnet
MM*100 00 *2MM
000000000000000000000000000000

Note: Egg always hide itself in the boulders.


```

00 00 00 000000 00 00 00      Y = Player 2 [start]
00                                * = Teleport spot
00 00 00 00 00 00 00 00      00 = Wall/ river/ brick/ mud
00000000000000MM00000000000000  *1 = Access to area BOSS-P
00                                *2 = Access to area 5 - 25
00000000000000MM00000000000000  MM = Moving wall
00 00 00 00 00 00 00 00
00                                00 *2 00
00 00 00 000000 00 00 00
00 *1      000000 00      00
000000000000000000000000000000

```

Note: The wall will shoot you. Tractor may throw away your bombs.

```

-----
Area                : 5 - 25
Enemies             : Machine X 4, tractor X 2
Previous area [possible] : 5 - 16
                    5 - 18
                    5 - 24
                    5 - 26
Next area [possible] : 5 - 24
                    5 - 26
                    BOSS-P

```

Map

```

000000000000000000000000000000  Legends:
00X      000000      Y00      X = Player 1 [start]
00 00 00 00 00 00 00 00      Y = Player 2 [start]
00                                * = Teleport spot
00 00 00 00 00 00 00 00      00 = Wall/ river/ brick/ mud
00                                *1 = Access to area 5 - 24
00000000000000MM00000000000000  *2 = Access to area BOSS-P
00      00      00      00      *3 = Access to area 5 - 26
00 00 00 00 00 00 00 00      MM = Moving floor
00 *1 00      00 *3 00
00 00 00 00*200 00 00 00
00      00      00      00
000000000000000000000000000000

```

Note: The wall will shoot you. Tractor may throw away your bombs.

```

-----
Area                : 5 - 26
Enemies             : Machine X 3, tractor X 1
Previous area [possible] : 5 - 25
Next area [possible]   : 5 - 25
                    BOSS-P

```

Map

```

000000000000000000000000000000  Legends:
00X      00 *1 00*2      Y00      X = Player 1 [start]
00 00 000000 000000 00 00      Y = Player 2 [start]
00      00      00      00      * = Teleport spot
00 00 000000 000000 00 00      00 = Wall/ river/ brick/ mud
00      00      00      00      *1 = Access to area BOSS-P
00MM00000000000000000000000000  *2 = Access to area 5 - 25
00                                MM = moving floor
00 00 00 00 00 00 00 00

```



```
00                      00
00 00 00 000000 00 00 00
00          000000      00
000000000000000000000000000000000000
```

Note: The wall will shoot you. Tractor may throw away your bombs.

Area : 5 - 27
Enemies : Frog X 3, Grass X 2
Previous area [possible] : 5 - 19
5 - 20
Next area [possible] : BOSS-Q
Map

```
000000000000000000000000000000000000
00X  ||      ||      Y00
00 00--II--00 00--II--00 00
00 ||  ||      ||  ||  || 00
00--II--00 00--II--00--II--00
00      ||      ||  ||  || 00
00 00--II--00 00--II--00 00
00 ||  ||  ||      ||  || 00
00--II--00--II--00 00--II--00
00 ||  ||  ||      ||  || 00
00 00--II--00 00--II--00 00
00      ||      *1      ||      00
000000000000000000000000000000000000
```

Legends:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area BOSS-Q
II = Sword
|| = Sword's attack range
-- = Sword's attack range

Note: Frog will eat away your bomb. If you get hit by sword, Your power will fall out from your body.

Area : 5 - 28
Enemies : Frog X 2, Grass X 3
Previous area [possible] : 5 - 20
5 - 21
Next area [possible] : BOSS-Q
Map

```
000000000000000000000000000000000000
00X ||      ||      || Y00
00--II--00--II--00 00--II--00
00 ||*1      ||  ||      || 00
00 00 00 00--II--00 00 00
00 ||      ||  ||      || 00
00--II--00--II--00 00--II--00
00 ||      ||  ||      || 00
00 00 00 00--II--00 00 00
00 ||      *2||  ||      || 00
00--II--00--II--00 00--II--00
00 ||      ||      || 00
000000000000000000000000000000000000
```

Legends:
X = Player 1 [start]
Y = Player 2 [start]
* = Teleport spot
00 = Wall/ river/ brick/ mud
*1 = Access to area BOSS-Q
*2 = Access to area BOSS-Q
II = Sword
|| = Sword's attack range
-- = Sword's attack range

Note: Frog will eat away your bomb. If you get hit by sword, Your power will fall out from your body.

Area : 5 - 29
Enemies : Machine X 4

You can find a couple of screenshots as well as pictures of the actual cartridge here:

<http://bombermanfans.uhome.net/game/snes/superbman5/gold/>

Information from jacob.poon@utoronto.ca

You can unlock the extra stages found in Super Bomberman 5 Gold Edition in regular version of Super Bomberman 5 by loading save games of Super Bomberman 5 Gold Edition.

After clearing 100% of stages in normal game, you can choose golden bomber in battle mode

=====

PASSWORD

=====

1103 Unlock 'super' COM level in battle mode
5656 Start story mode with 9 lives, extends clock to 8 minutes in normal stage

some of the features in password list can be activated without entering any password.

=====

normal mode

=====

5656 press select+y+a in zone map
2657 press x+y+a in zone map battle mode
4622 press r+a in stage select
0413 press l+a in stage select
0926 press l+r+a in stage select

=====

CONFIG MODE password

=====

To use these passwords, use the load password function in config mode

PPPPP0 invisible bomber
X04GJX max power
555V65 freeze game
RRRRRK max power
V24G0G max power
JAPANP pirate bomber

--*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
| BARE BONE WALKTHROUGH |
--*-*-*-*-*-*-*-*-*-*-*-*-*-*

=====

=	_____	_____	_____	_____	_____	_____	=
=	_____	/_____\	\		_____	/_____\	=
=	//			\		//	=
=	//			\		//	=
=	//			\		//	=
=	//			\		//	=
=	_____	_____/	\		_____	_____	=

=====

AREA 1 - 01	AREA 1 - 02	AREA 1 - 03	AREA 1 - 04
PREVIOUS AREA			
.1 - 02	.1 - 01	.1 - 02	.1 - 03
---	---	---	.1 - 05
---	---	---	.1 - 06
---	---	---	---
---	---	---	---
NEXT AREA			
.1 - 02	.1 - 01	.1 - 04	.1 - 06
.1 - 05	.1 - 03	---	.1 - 09
.1 - 07	---	---	---
---	---	---	---
---	---	---	---

AREA 1 - 05	AREA 1 - 06	AREA 1 - 07	AREA 1 - 08
PREVIOUS AREA			
.1 - 01	.1 - 04	.1 - 01	.1 - 05
---	.1 - 05	---	.1 - 06
---	.1 - 08	---	.1 - 07
---	---	---	.1 - 14
---	---	---	---
NEXT AREA			
.1 - 04	.1 - 04	.1 - 08	.1 - 06
.1 - 06	.1 - 08	---	.1 - 12
.1 - 08	.1 - 10	---	.1 - 13
---	.1 - 12	---	.1 - 14
---	---	---	.1 - 15

AREA 1 - 09	AREA 1 - 10	AREA 1 - 11	AREA 1 - 12
PREVIOUS AREA			
.1 - 04	.1 - 06	.1 - 09	.1 - 06
.1 - 09	.1 - 09	---	.1 - 08
.1 - 10	---	---	.1 - 13
---	---	---	---
---	---	---	---
NEXT AREA			
.1 - 10	.1 - 09	.1 - 09	.1 - 13
.1 - 11	.1 - BB	.1 - BA	.1 - BB
.1 - BA	---	.1 - BD	---
---	---	---	---

--- | --- | --- | ---

AREA 1 - 13 | AREA 1 - 14 | AREA 1 - 15 | AREA - - -

PREVIOUS AREA

.1 - 08	.1 - 08	.1 - 08	---
.1 - 12	---	.1 - 14	---
---	---	---	---
---	---	---	---
---	---	---	---

NEXT AREA

.1 - 12	.1 - 08	.1 - BC	---
.1 - BC	.1 - 15	---	---
---	---	---	---
---	---	---	---
---	---	---	---

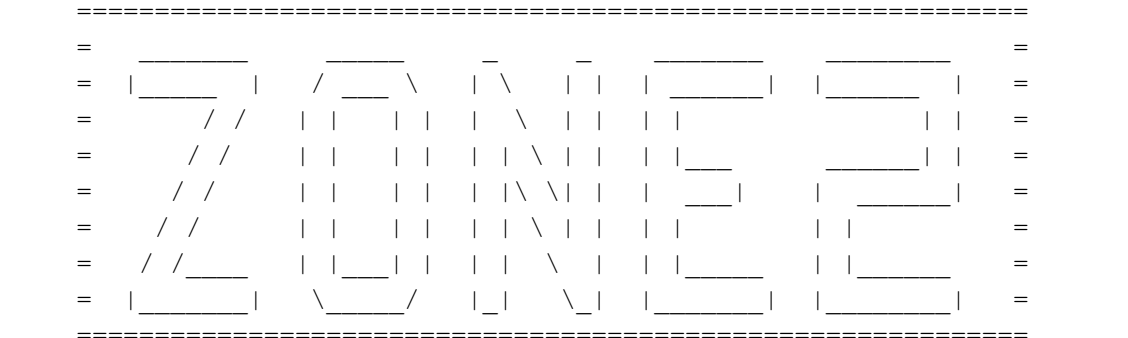
AREA 1 - BA | AREA 1 - BB | AREA 1 - BC | AREA 1 - BD

PREVIOUS AREA

.1 - 09	.1 - 10	.1 - 13	.1 - 11
.1 - 11	.1 - 12	.1 - 15	---
---	---	---	---
---	---	---	---
---	---	---	---

NEXT AREA

.2 - 01	.2 - 09	.2 - 12	.2 - 02
.2 - 05	.2 - 12	---	---
---	---	---	---
---	---	---	---
---	---	---	---



AREA 2 - 01 | AREA 2 - 02 | AREA 2 - 03 | AREA 2 - 04

PREVIOUS AREA

.1 - BA	.2 - 01	.2 - 01	.2 - 02
---	---	.2 - 05	---
---	---	---	---
---	---	---	---

NEXT AREA

.2 - 02	.2 - 04	.2 - 07	.2 - BE
.2 - 03	.2 - 07	---	---
---	---	---	---
---	---	---	---
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AREA 2 - 05	AREA 2 - 06	AREA 2 - 07	AREA 2 - 08
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PREVIOUS AREA

.1 - BA	.2 - 05	.2 - 02	.2 - 06
---	.2 - 09	.2 - 03	.2 - 07
---	.2 - 10	.2 - 06	.2 - 10
---	---	.2 - 08	---
---	---	---	---

NEXT AREA

.2 - 03	.2 - 07	.2 - 08	.2 - 07
.2 - 06	.2 - 08	.2 - BE	.2 - BE
---	.2 - 10	---	.2 - BF
---	---	---	---
---	---	---	---

AREA 2 - 09	AREA 2 - 10	AREA 2 - 11	AREA 2 - 12
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PREVIOUS AREA

.1 - BB	.2 - 06	.2 - 10	.1 - BB
---	.2 - 09	.2 - 13	.1 - BC
---	.2 - 12	.2 - 14	---
---	---	.2 - 15	---
---	---	---	---

NEXT AREA

.2 - 06	.2 - 06	.2 - BF	.2 - 10
.2 - 10	.2 - 08	.2 - BG	.2 - 13
---	.2 - 11	---	.2 - 14
---	---	---	---
---	---	---	---

AREA 2 - 13	AREA 2 - 14	AREA 2 - 15	AREA - - -
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PREVIOUS AREA

.2 - 12	.2 - 12	.2 - 14	---
.2 - 14	.2 - 13	---	---
---	---	---	---
---	---	---	---
---	---	---	---

NEXT AREA

.2 - 11	.2 - 11	.2 - 11	---
.2 - 14	.2 - 13	.2 - BH	---
---	.2 - 15	---	---
---	---	---	---
---	---	---	---

AREA 2 - BE | AREA 2 - BF | AREA 2 - BG | AREA 2 - BH

PREVIOUS AREA

.2 - 04	.2 - 08	.2 - 11	.2 - 15
.2 - 07	.2 - 11	---	---
.2 - 08	---	---	---
---	---	---	---
---	---	---	---

NEXT AREA

.3 - 02	.3 - 04	.3 - 13	.3 - 01
.3 - 03	.3 - 05	---	---
.3 - 04	---	---	---
---	---	---	---
---	---	---	---



AREA 3 - 01 | AREA 3 - 02 | AREA 3 - 03 | AREA 3 - 04

PREVIOUS AREA

.2 - BH	.2 - BE	.2 - BE	.2 - BE
---	---	---	.2 - BF
---	---	---	---
---	---	---	---
---	---	---	---

NEXT AREA

.3 - 06	.3 - 07	.3 - 08	.3 - 08
---	.3 - 08	---	.3 - 09
---	---	---	---
---	---	---	---
---	---	---	---

AREA 3 - 05 | AREA 3 - 06 | AREA 3 - 07 | AREA 3 - 08

PREVIOUS AREA

.2 - BF	.3 - 01	.3 - 02	.3 - 02
---	---	---	.3 - 03
---	---	---	.3 - 04
---	---	---	.3 - 09
---	---	---	---

NEXT AREA

.3 - 09	.3 - 13	.3 - 11	.3 - 09
.3 - 10	.3 - 14	.3 - BI	.3 - 11
---	.3 - 15	---	---
---	---	---	---
---	---	---	---

AREA 3 - 09 | AREA 3 - 10 | AREA 3 - 11 | AREA 3 - 12

PREVIOUS AREA

.3 - 04	.3 - 05	.3 - 07	.3 - 09
.3 - 05	---	.3 - 08	.3 - 10
.3 - 08	---	.3 - 09	.3 - 13
---	---	---	---
---	---	---	---

NEXT AREA

.3 - 08	.3 - 12	.3 - BJ	.3 - BK
.3 - 11	.3 - 13	---	---
.3 - 12	---	---	---
---	---	---	---
---	---	---	---

AREA 3 - 13 | AREA 3 - 14 | AREA 3 - 15 | AREA - - -

PREVIOUS AREA

.2 - BG	.3 - 06	.3 - 06	---
.3 - 06	---	---	---
.3 - 10	---	---	---
.3 - 12	---	---	---
---	---	---	---

NEXT AREA

.3 - BL	.3 - BL	.3 - BL	---
---	---	---	---
---	---	---	---
---	---	---	---

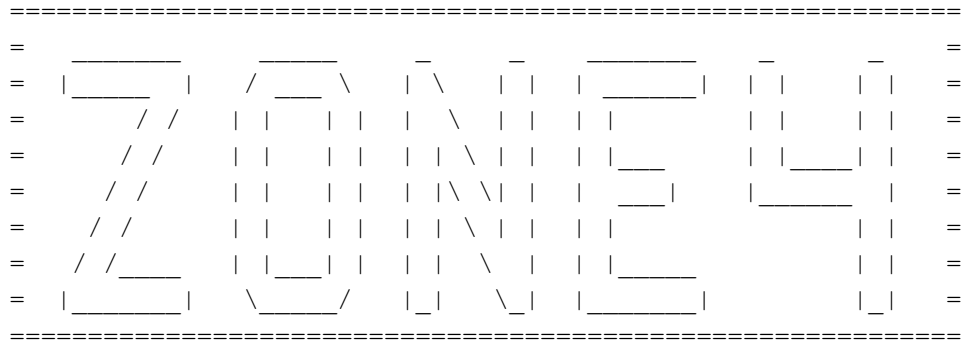
AREA 3 - BI	AREA 3 - BJ	AREA 3 - BK	AREA 3 - BL
-------------	-------------	-------------	-------------

PREVIOUS AREA

.3 - 07	.3 - 11	.3 - 12	.3 - 13
---	---	---	.3 - 14
---	---	---	.3 - 15
---	---	---	---
---	---	---	---

NEXT AREA

.4 - 02	.4 - 02	.4 - 04	.4 - 05
---	.4 - 03	.4 - 05	.4 - 06
---	.4 - 04	---	---
---	---	---	---
---	---	---	---



AREA 4 - 01	AREA 4 - 02	AREA 4 - 03	AREA 4 - 04
-------------	-------------	-------------	-------------

PREVIOUS AREA

.4 - 02	.3 - BI	.3 - BJ	.3 - BJ
---	.3 - BJ	---	.3 - BK
---	.4 - 01	---	---
---	---	---	---
---	---	---	---

NEXT AREA

.4 - 02	.4 - 01	.4 - 09	.4 - 11
.4 - 08	.4 - 09	.4 - 10	---
---	---	.4 - 11	---
---	---	---	---
---	---	---	---

AREA 4 - 05	AREA 4 - 06	AREA 4 - 07	AREA 4 - 08
PREVIOUS AREA			
.3 - BK	.3 - BL	.4 - 06	.4 - 01
.3 - BL	.4 - 07	---	---
---	---	---	---
---	---	---	---
---	---	---	---

NEXT AREA			
.4 - 12	.4 - 07	.4 - 06	.4 - BM
.4 - 13	.4 - 13	.4 - 15	---
---	.4 - 14	---	---
---	.4 - 15	---	---
---	---	---	---

AREA 4 - 09	AREA 4 - 10	AREA 4 - 11	AREA 4 - 12
PREVIOUS AREA			
.4 - 02	.4 - 03	.4 - 03	.4 - 05
.4 - 03	.4 - 11	.4 - 04	---
---	---	.4 - 10	---
---	---	---	---
---	---	---	---

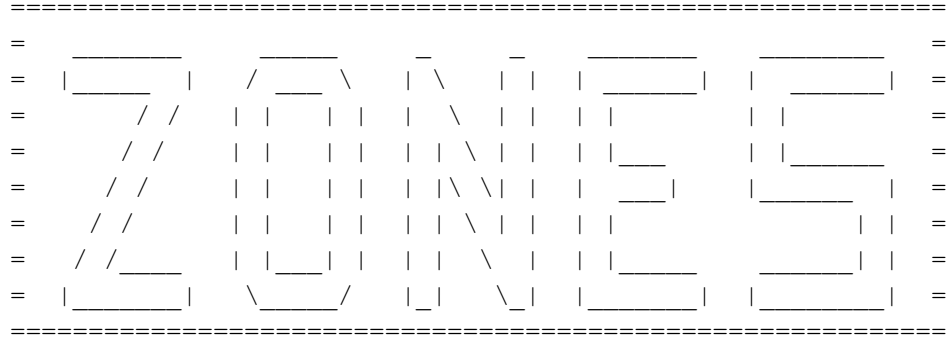
NEXT AREA			
.4 - BM	.4 - 11	.4 - 10	.4 - BN
---	.4 - BM	.4 - BN	---
---	---	---	---
---	---	---	---
---	---	---	---

AREA 4 - 13	AREA 4 - 14	AREA 4 - 15	AREA - - -
PREVIOUS AREA			
.4 - 05	.4 - 06	.4 - 06	---
.4 - 06	.4 - 13	.4 - 07	---
.4 - 14	---	---	---
---	---	---	---
---	---	---	---

NEXT AREA			
.4 - 14	.4 - 13	.4 - BO	---
.4 - BN	.4 - BO	---	---
---	---	---	---
---	---	---	---
---	---	---	---

AREA 4 - BM	AREA 4 - BN	AREA 4 - BO	AREA - - -
PREVIOUS AREA			
.4 - 08	.4 - 11	.4 - 14	---
.4 - 09	.4 - 12	.4 - 15	---
.4 - 10	.4 - 13	---	---
---	---	---	---
---	---	---	---

NEXT AREA			
.5 - 01	.5 - 04	.5 - 07	---
.5 - 02	.5 - 05	.5 - 08	---
.5 - 03	.5 - 06	---	---
---	---	---	---
---	---	---	---



AREA 5 - 01	AREA 5 - 02	AREA 5 - 03	AREA 5 - 04
PREVIOUS AREA			
.4 - BM	.4 - BM	.4 - BM	.4 - BN
.5 - 02	.5 - 01	.5 - 02	---
---	.5 - 03	---	---
---	---	---	---
---	---	---	---

NEXT AREA			
.5 - 01	.5 - 01	.5 - 02	.5 - 12
.5 - 02	.5 - 03	.5 - 10	---
.5 - 03	---	.5 - 11	---
---	---	---	---
---	---	---	---

AREA 5 - 05	AREA 5 - 06	AREA 5 - 07	AREA 5 - 08
PREVIOUS AREA			

.4 - BN	.4 - BN	.4 - BO	.4 - BO
---	.5 - 07	.5 - 06	---
---	---	---	---
---	---	---	---
---	---	---	---

NEXT AREA

.5 - 12	.5 - 07	.5 - 06	.5 - 15
.5 - 13	.5 - 14	.5 - 15	---
.5 - 14	---	.5 - 22	---
---	---	---	---
---	---	---	---

AREA 5 - 09 | AREA 5 - 10 | AREA 5 - 11 | AREA 5 - 12

PREVIOUS AREA

.5 - 01	.5 - 01	.5 - 03	.5 - 04
---	.5 - 03	---	.5 - 05
---	.5 - 09	---	.5 - 13
---	.5 - 11	---	---
---	---	---	---

NEXT AREA

.5 - 10	.5 - 16	.5 - 10	.5 - 13
---	.5 - 18	---	.5 - 19
---	---	---	---
---	---	---	---
---	---	---	---

AREA 5 - 13 | AREA 5 - 14 | AREA 5 - 15 | AREA 5 - 16

PREVIOUS AREA

.5 - 05	.5 - 05	.5 - 07	.5 - 10
.5 - 12	.5 - 06	.5 - 08	.5 - 18
.5 - 14	.5 - 13	---	---
---	---	---	---
---	---	---	---

NEXT AREA

.5 - 12	.5 - 13	.5 - 22	.5 - 17
.5 - 14	.5 - 21	.5 - 23	.5 - 24
.5 - 19	---	---	.5 - 25
---	---	---	---
---	---	---	---

AREA 5 - 17 | AREA 5 - 18 | AREA 5 - 19 | AREA 5 - 20

PREVIOUS AREA

.5 - 16	.5 - 10	.5 - 12	.5 - 19
.5 - 18	.5 - 17	.5 - 13	.5 - 21
---	---	.5 - 20	---
---	---	---	---
---	---	---	---

NEXT AREA

.5 - 16	.5 - 17	.5 - 20	.5 - 19
.5 - 18	.5 - 25	.5 - 27	.5 - 21
---	.5 - 26	---	.5 - 27
---	---	---	.5 - 28
---	---	---	---

AREA 5 - 21 | AREA 5 - 22 | AREA 5 - 23 | AREA 5 - 24

PREVIOUS AREA

.5 - 13	.5 - 07	.5 - 15	.5 - 25
.5 - 14	.5 - 23	.5 - 22	---
.5 - 15	---	---	---
.5 - 20	---	---	---
---	---	---	---

NEXT AREA

.5 - 20	.5 - 23	.5 - 22	.5 - 25
.5 - 28	.5 - 29	.5 - 30	.5 - BP
---	.5 - 30	---	.5 - BQ
---	---	---	---
---	---	---	---

AREA 5 - 25 | AREA 5 - 26 | AREA 5 - 27 | AREA 5 - 28

PREVIOUS AREA

.5 - 16	.5 - 25	.5 - 19	.5 - 20
.5 - 18	---	.5 - 20	.5 - 21
.5 - 24	---	---	---
.5 - 26	---	---	---
---	---	---	---

NEXT AREA

.5 - 24	.5 - 25	.5 - BQ	.5 - BQ
.5 - 26	.5 - BP	---	---
.5 - BP	---	---	---
---	---	---	---
---	---	---	---

AREA 5 - 29 | AREA 5 - 30 | AREA - - - | AREA - - -

PREVIOUS AREA

.5 - 22	.5 - 22	---	---
---	.5 - 23	---	---
---	---	---	---
---	---	---	---
---	---	---	---

NEXT AREA

.5 - BQ	.5 - BQ	---	---
---	---	---	---
---	---	---	---
---	---	---	---
---	---	---	---

AREA 5 - BP	AREA 5 - BQ	AREA - - -	AREA - - -
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PREVIOUS AREA

.5 - 24	.5 - 24	---	---
.5 - 25	.5 - 27	---	---
.5 - 26	.5 - 28	---	---
---	.5 - 29	---	---
---	.5 - 30	---	---

NEXT AREA

GOOD ENDING	BAD ENDING	---	---
---	---	---	---
---	---	---	---
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4)About upgrade

I would not upgrade this FAQ because it is totally complete. But, I will upgrade it if I get some new information, suggestion or even corrections to my FAQ.

5)Copyright issue

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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 5 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.

Mariyoshi

- informed me about Super Bomberman Gold Edition.

Lucas Nnes

- informed me about spike bombs.

jacob.poon@utoronto.ca

- give me more information about super bomberman gold version.

Darth Nemesis (darthnemes1s@aol.com)

-I take some PAR codes from him.

J-boy, Brain bomber, Spud, Savior V

-thank you for all the passwords.

<http://www.gamewinners.com>

-I get some password from there.

<http://www.math.wisc.edu>

-I get battle mode information from there.

-I get Zone 5 information from there.

-I get Roo-eyes information from there.

-You should visit this site for more details and information.

Hudson company

-Made this game.

<http://bombermanfans.uhome.net/game/snes/superbman5/gold/>

- Screenshots for Super Bomberman 5 Gold Edition.

You

-Read this FAQ until the end.

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