GAME BOY COLOR

DMG-AVOE-USA

# BOMBERMAN
## QUEST

™

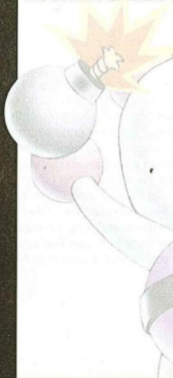**ELECTRO BRAIN**®

**INSTRUCTION BOOKLET**

Thank you for selecting the Bomberman Quest™ Game Pak for the Nintendo® Game Boy® system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

# CONTENTS

Bomberman Quest has two modes: Normal Mode, which is a 1-player action RPG, and Battle Mode, where you can use a Game Link® cable to battle with your friends. If you want to start a new Normal Game -> Select New Game. If you want to continue a saved Normal Game -> Select Continue. If you want to play a Battle Game -> Select Battle Use the **Control Pad** to highlight an item from the menu, and press the **A Button** to select it. Now you're ready to begin playing!

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There are three different types of screens in Bomberman Quest: The Movement Screen, the Battle Screen, and the Menu Screen. How the controls are used depends on your current screen. Refer to the chart below for instructions on how to use the controls.

| | Movement Screen | Battle Screen | Menu Screen |
|---|---|---|---|
| **A BUTTON** | Use Weapon Assigned to A Button | Talk | Assign Weapon to A Button or B Button |
| **B BUTTON** | Use Weapon Assigned to B Button | Cancel | Use Weapon Assigned to B Button/Cancel |
| **START** | Open/Close Menu Screen | Open/Close Menu Screen Not Used | |
| **SELECT** | Open/Close Map Screen | Open/Close Map Screen Not Used | |
| **CONTROL PAD** | Move Bomberman | Move Bomberman | Navigate Game Options, etc |

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| CONTROL PAD | Move Bomberman | Move Bomberman | Navigate Game Options, etc |

## Bomb Workshop

By bringing the items you find during the game here, you will be able to build many new and different items and weapons. By combining Bomb Components and Explosive Cores here, you can make new bombs or increase the firepower of bombs you already have.

## View World Map

You can view the areas you've explored on the World Map by pressing the **SELECT**. The cursor displayed on this screen shows your current position.

Experiment at the Bomb Workshop and see what you can make!

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## Equipment

You can use this screen to equip Bomberman with various helpful items. Use the **Control Pad** to highlight the item you want to equip, and press the **A Button** to select it. You can only equip one item at a time.

## Items

You can use this screen to check and use items you have collected. You can use the **Control Pad** to highlight a Bomb Component or Item, and press the **A Button** to select it. Highlighting an item causes a description of the item to be displayed.

## Bomb Components

These can be used to create new bombs, or increase the power of ones you already have. When you find a new Bomb Component, you should go back to Peace Town and enter the Bomb Workshop to see if the component can be used. A Bomb Component is used up when you use it to make a bomb or enhance a bomb.

## Items

You will find many useful items as you play, including ones that make you invincible and others that heal you. Some items are destroyed when used, while others can be used as many times as you want.

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## How to Clear Each Zone

Somewhere in each zone, one of the Four Commanders is waiting. If you can find him or her and win, you will recover one of the Bomber Shuttle engines. Doing so means you have cleared that zone and you will be able to enter the next zone. You can go back freely to zones you have already cleared.



## Winning the Game

Once you have defeated all Four Commanders and recovered all four engines, the game will be finished, and you can return to Planet Bomber.

## Losing the Game

If you run out of hit points (HP), you lose the game.



You can finish the game, even if you don't defeat every monster in each zone.

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Maximum engine increased by 1!

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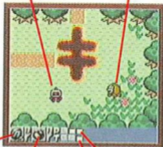


GAME OVER

## Losing the Game

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Bomberman    Monster

B Button Weapon

A Button Weapon

Bomberman's HP

Monster's HP

If you leave the Battle Screen, the monster will heal all its damage. So be careful not to move off the screen!
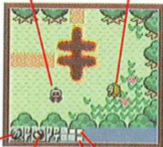
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B Button Weapon

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**Boss: Water Commander**
**Personality:**
The only female member of the
Commanders, she is very strong-willed and
specializes in infiltration techniques.

**Attacks:** Able to manipulate water at will.
Prefers to use Rubber Bombs.

**Ballom**
Weak; will move
towards any bomb
it sees.

**Blobby**
Bounces from place
to place.

**Pengy**
Chases after anything that
looks it in the eyes.

**Archer**
Shoots arrows at anything
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**Boss: Electro Commander**
Personality: The smartest of the Four
Commanders, he is their strategist.
**Attacks:** Able to manipulate electricity at will.
Attacks by discharging 3 balls of energy that
chase their targets.

**Mechabomb**
Kicks any bombs it
finds at its enemies.

**Balballoon**
Floats through the air.
Shoots propellers at
its enemies.

**Sandy**
Catches bombs thrown at
it and throws them back.

**Shelterine**
Mirrors its enemies' movements
in the opposite direction.

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### Sandy
Catches bombs thrown at it and throws them back.

### Shelterine
Mirrors its enemies' movements in the opposite direction.

## Boss: Hurricommander

**Personality:** Proud and a little narcissistic. Likes to get things done and see a plan through to its completion.

**Attacks:** Able to manipulate bombs at will, and can cause waterspouts and tornados to form. Also uses Search Bombs.

### Pinokion
Throws and kicks snowballs at its enemies.

### Seaballoon
Spits fountains of ink at its enemies.

### Dragon Pup
Shoots fireballs at its enemies.

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**Boss: Pyro Commander**
Personality: Relaxed and laid back, he is the strongest of the four Commanders. His job is to carry around all of the items the Commanders steal.

**Hippity Hop**
A large Rabbit that hops around continuously.

**Hoopster**
A ghost with a hula-hoop. Attacks its enemies by throwing hula-hoops at them.

**Shadow Knight**
Throws 3 swords simultaneously at its enemies. Can jump over obstacles.

**Walking Hat**
Can split into two. One is the real Hat, the other is a decoy.

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## Equipment:
### *(Must be equipped to be used)*

**Silver Armor.**     Reduces all damage by half.

**Steel Shoes.**     Heavy boots that reduce movement speed.

**Lamp.**     Used to light up dark places.

## Bomb Components:

**Explosive Core.**     Needed to make new bombs.

**Rubber.**     Needed to make Rubber Bombs.

**Skull.**     Needed to make Skull Bombs.

## Other Items:

**Flute.**     Instantly takes Bomberman back to Peace Town.

**Heart.**     Restores 3 HP.

**White Card.**     One of a series of different colored cards. They're hard to find, but if you can collect all of them you get a Radio Control Bomb!

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## Rules Options

Use the Control Pad to move the cursor and change options.
Games: 1-5
Time: 1-5 minutes or (untimed)
Item Change:
**Yes** (allows players to change items and weapons
before each game).
**No** (players may only select items and weapons once,
before the first game).

## Stage Selection

Use the Control Pad to select from one of 6 stages,
or choose to have a stage randomly selected for you.
Choose your items and weapons carefully, some will be
more useful than others on certain stages.

## Rules Options
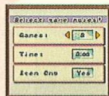Use the Control Pad to move the cursor and change options.
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## Stage Selection
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## Winning

When you or your opponent get caught in a bomb blast, your HP are reduced. Whoever reduces their opponent's HP to 0, or has the most remaining HP, wins. When a player wins a game, that player receives a medal. If both players have the same amount of HP when time runs out, or both players run out of HP simultaneously, then the game is a draw.



## Win/Lose Screen

After a certain number of games have been played (as specified in the Battle Game Rules Options), the match ends, and the Win Screen is displayed on the winner's screen, while the Lose Screen is displayed on the loser's screen.

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## Beach Stage

This stage has few obstacles.
You'll take damage when you touch the water at the edge
of the screen if you don't have the Scuba Gear equipment.



## Desert Stage

There are a large number of rocks randomly distributed around
this stage. You can use the Gauntlets to throw bombs from behind
the rocks.



## Obstacle Course

Any player touching the spikes on the floor will take damage.
Because of the pattern on the floor, you won't be able to see
a Land Mine until you step on it.

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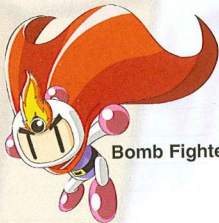this stage. You can use the Gauntlets to throw bombs from behind
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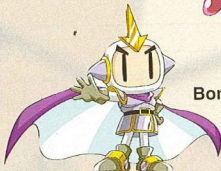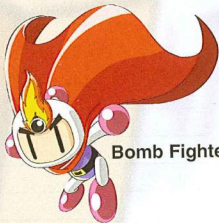a Land Mine until you step on it.

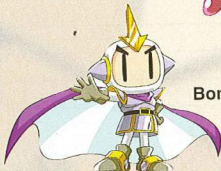**Bomb Junior**

**Bomb Fighter**

**Slimebomb**

**Bomb Emperor**

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**Bomb Emperor**

# WARRANTY AND SERVICE INFORMATION

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