

Nintendo®

GAME BOY®



DMG-AB2E-USA

BOMBERMAN



TM*

INSTRUCTION BOOKLET

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

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STORY

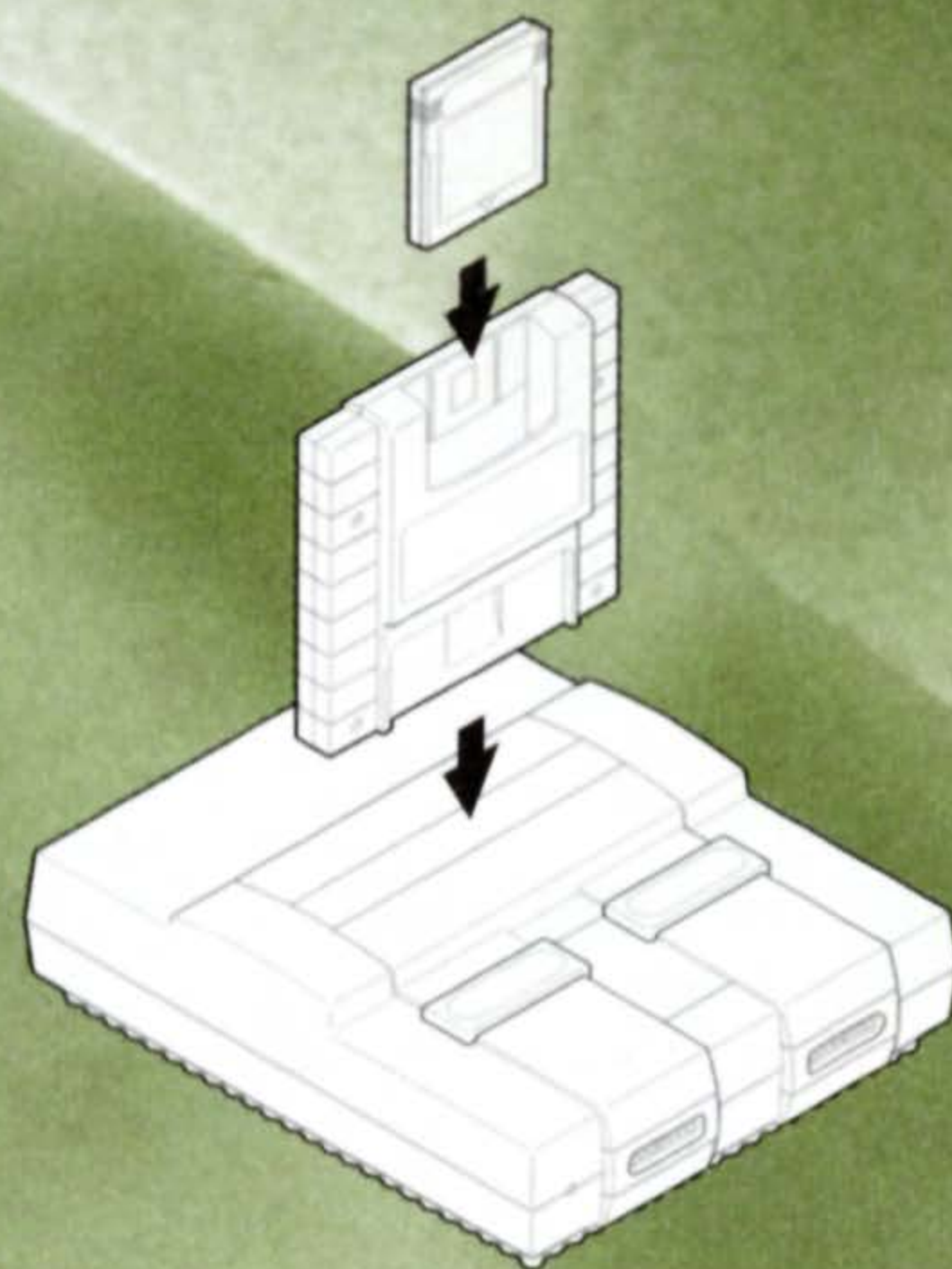
Traveling long and far in search of the Legendary Treasure, believed to grant the beholder any wish, Bomberman had finally found where the Legendary Treasure lay hidden. But at that very moment, the earth split open and Bomberman fell deep into the darkness below. And so began, the new adventure of Bomberman.



STARTING THE GAME

Correctly insert the Game Pak into the Game Boy system and turn the power on. After the Title screen appears, use the +Control Pad to select the mode you wish to play and press START.

Correctly insert the Bomberman GB Game Pak into the Super Game Boy[®] accessory. Next, insert the Super Game Boy accessory into the Super NES[®] and move the power switch to the ON position. For further operation information, please consult your Super Game Boy and/or Super NES instruction manuals.



CONTROLLER INFORMATION

+Control Pad

Press the +Control Pad to move Bomberman. After finding the Whip item, move Bomberman into the bomb to have him whip the bomb into motion.

SELECT

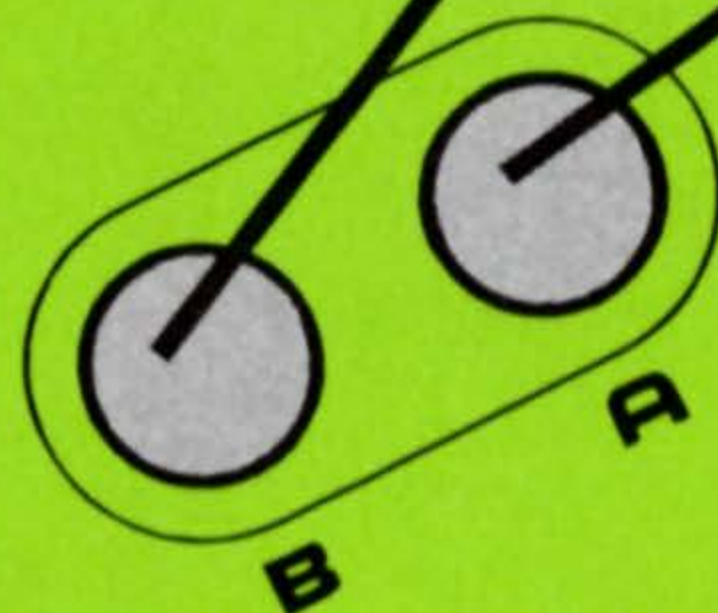
Causes Bomberman to lose one life.

START

Used to start and pause the game.



Nintendo **GAME BOY**TM



B Button

After finding the Whip item, use this button to stop the moving bomb. After finding the Dash item, keep this button pressed while moving to run.

A Button

Sets the bombs. To Line-Bomb, press the button twice.

STORY MODE

FIGHT THROUGH THE 8 DIFFERENT AREAS

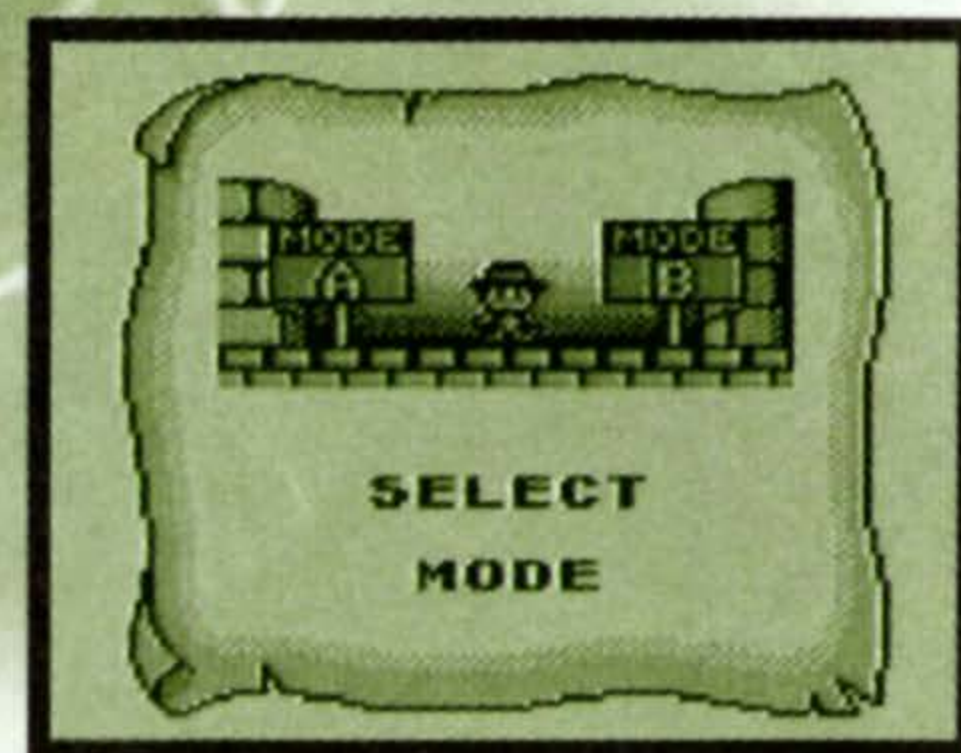
The Story Mode consists of 8 different Areas and in each Area there are 6 different Stages. Collect the Items by destroying the Soft Block and advance through the Stages. Clear the Stages by satisfying the special conditions in each Area. The Game is over when 3 Bombermen are lost.



Advance through all 8 Areas sequentially.

CHOOSE BETWEEN THE 2 DIFFERENT MODES

Each Area has 2 different Modes. The Area clear conditions are different depending on the Mode you choose.



Choose the Mode you like.

CONTINUE & PASSWORD

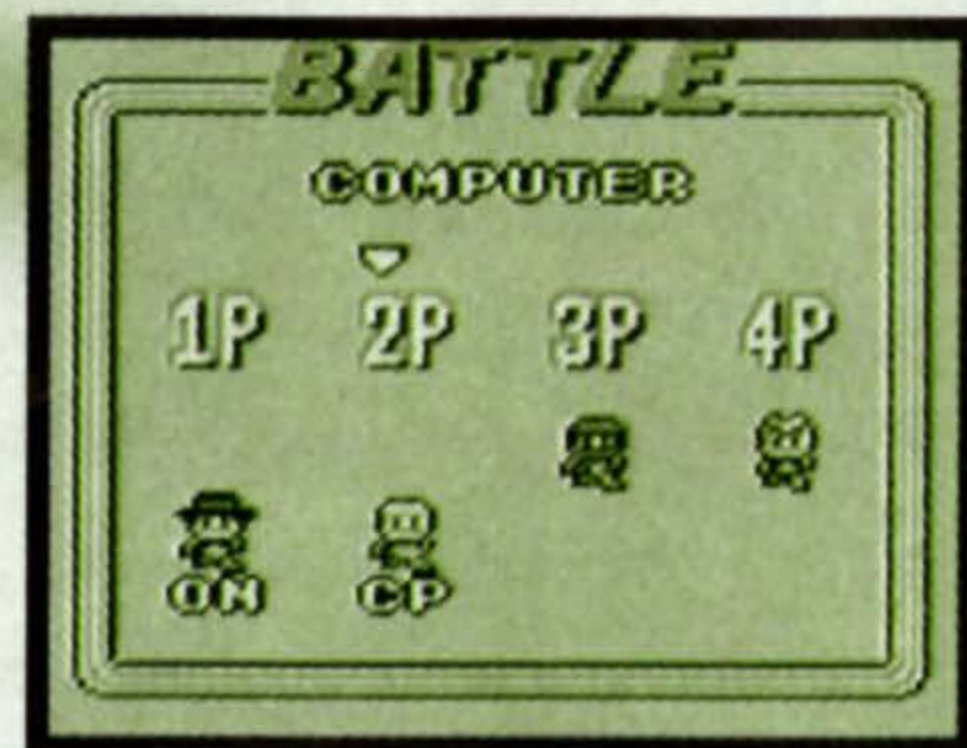
After Game Over, you will be able to continue the Game from the Stage you were playing. You must select 'Continue' before the time runs out. You can also continue the Game by remembering the Password, which appears on the Continue screen, and inputting it on the Password screen. To input the Password, select 'Password' from the Title screen. You will be able to continue the Game from the beginning of the selected Area.



Press up or down on the +Control Pad to move through the numbers.
Press the A Button to make the selection.

DEFEAT THE BOSS AND COLLECT AN ITEM

When the Boss, which appears at the last stage of each Area, is defeated you will collect an item to power-up Bomberman.



Press START to continue the Game.

BATTLE MODE / LESSON MODE

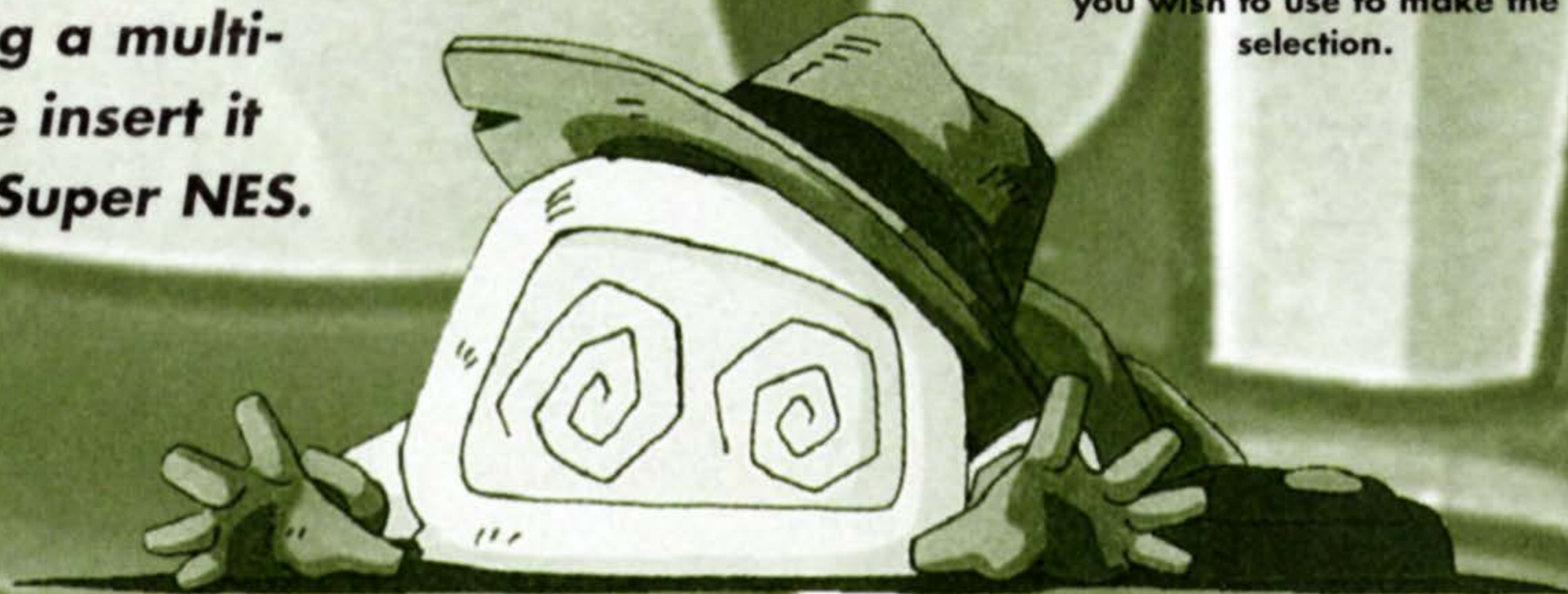
BATTLE MODE WITH THE SUPER GAME BOY ACCESSORY

Battle Mode is the old favorite, where one to four players battle it out with each other. To enter a battle, insert your Controller and select 'ON' for your character. When there aren't enough players, characters can be controlled by the computer. Move the cursor to the computer-controlled Bomberman and select 'ON'.

****If you wish to battle it out with 3 or 4 players, please use a multi-player accessory (sold separately). When using a multi-player accessory, please insert it before turning on your Super NES.***



****Use the Controller of the character you wish to use to make the selection.***



BATTLE SETTINGS

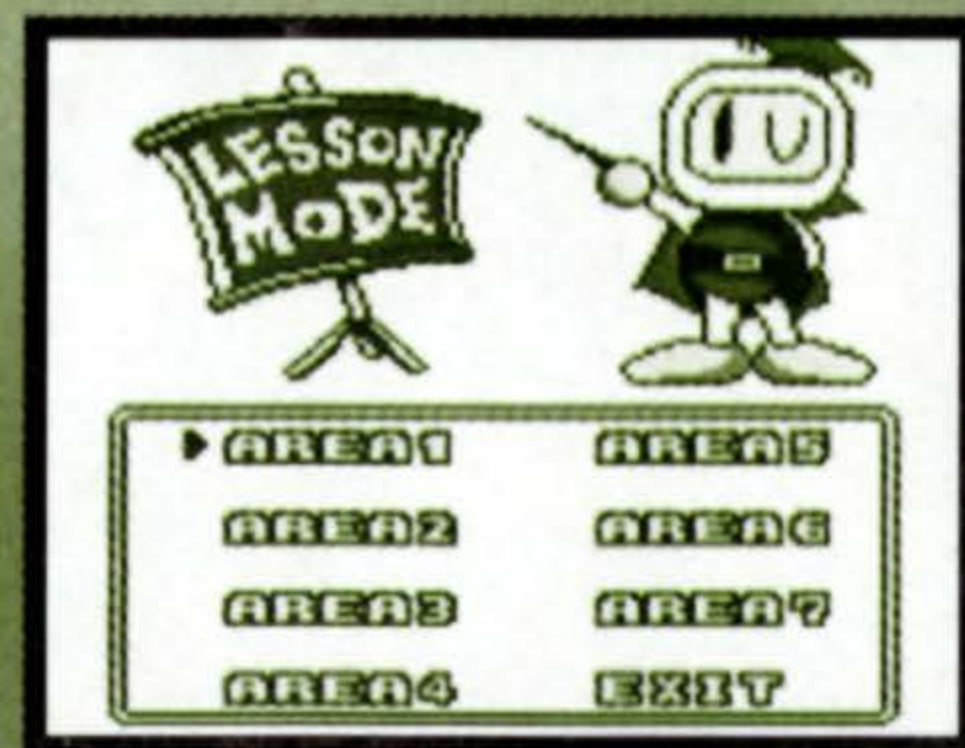
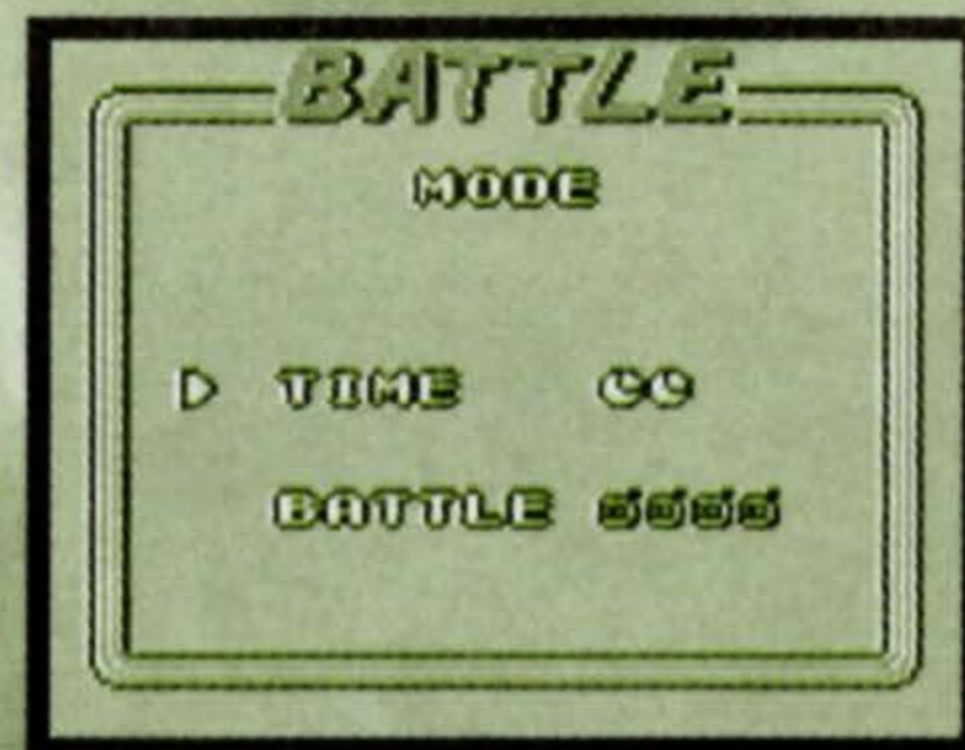
The settings for time and the number of battles can be changed. You can choose the Stage you wish to do battle in.

GAME RULES

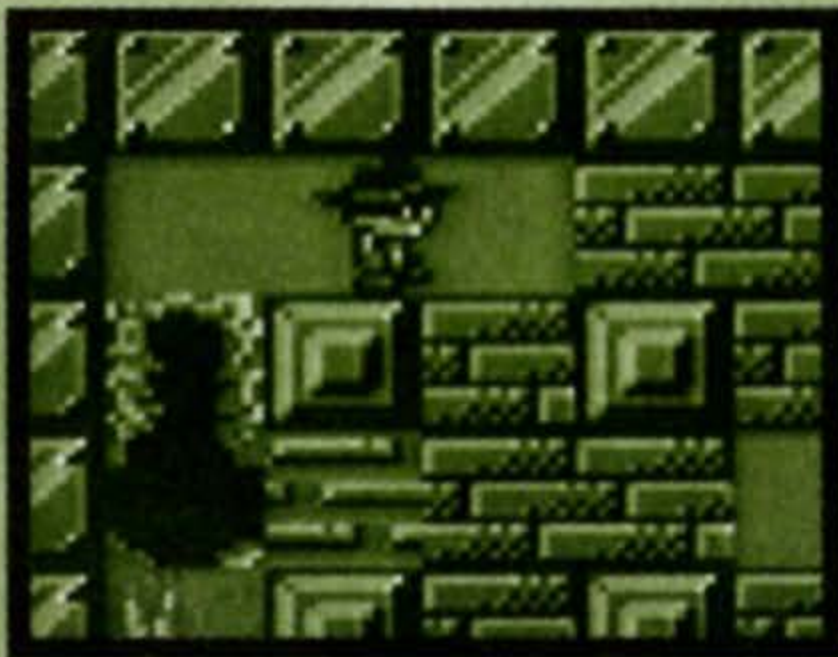
Use the bombs to blow-up the other Bombermen. The Bomberman who's left at the end is the winner of the battle. The Bomberman who wins the number of battles decided in the Settings, wins the match. After a Draw Game or if the time runs out, the battle is played again

LESSON MODE

In the Lesson Mode, you will play the first Stage of each Area. This Mode allows you to practice satisfying the special conditions and avoiding the traps of the Story Mode.



BATTLE STAGES



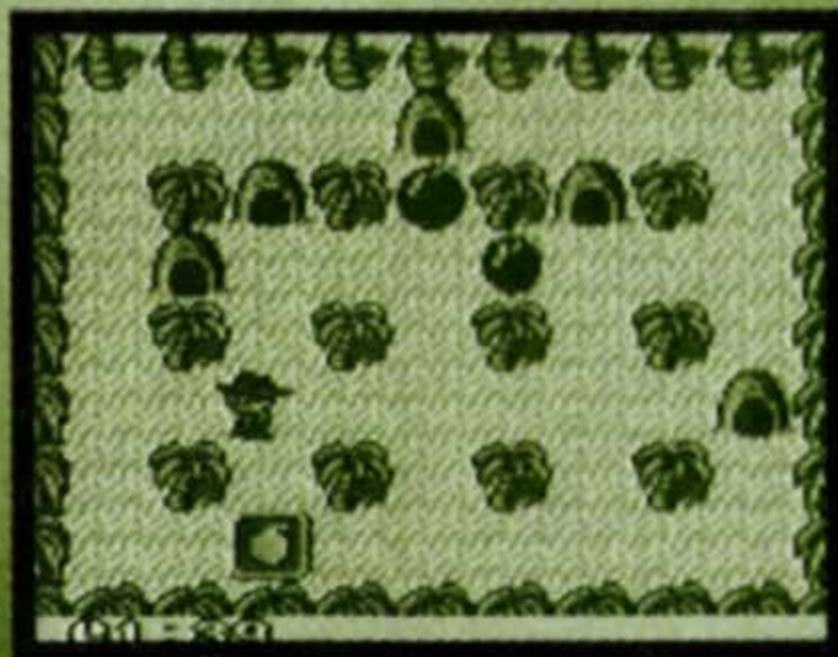
STAGE 1

This is a normal Stage where no special item appears.



STAGE 2

Bomberman can kick the bombs, to make them move in this stage. When the bombs pass over the panel with an arrow, the path of it's movement will change.



STAGE 3

You can warp between the shrines in this stage. Use these shrines to win the battle.



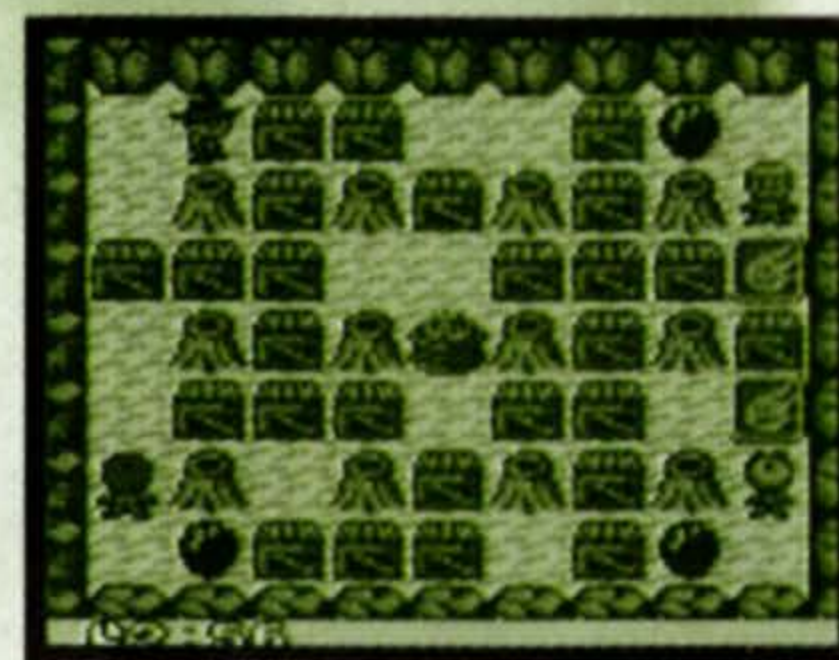
STAGE 4

When the bomb blast hits the cracked floor, a poisonous gas with the same effects as the Skull Item spurts out.



STAGE 5

The screen gradually becomes dark. When the bomb blast hits the drum can, the screen lightens again.



STAGE 6

Bomberman starts out with full power in this Stage. The only items that appear are the Skull Items.



ITEMS

There are two different types of items. The Normal Items, which appear when a Soft Block is destroyed, cannot be carried over into the next Area. The Special Items, which are found after defeating a Boss, can be carried over into the next Area.

NORMAL ITEMS

SKULL

Causes Bomberman to become ill. The Item only appears on Battle Stages.



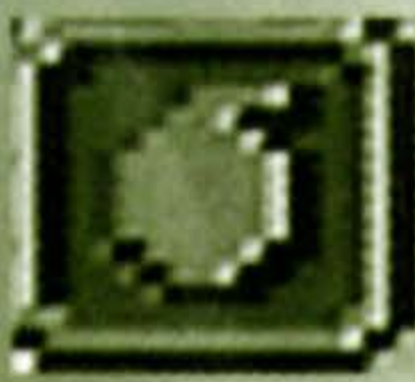
EXTRA FIRE POWER

Increases the range of explosions (the number of ground squares a bomb blast can travel) by one. Maximum number of fire power-up is four.



EXTRA BOMB

Increases the number of bombs that can be set on the ground by one, to a maximum of four.



SPECIAL ITEMS

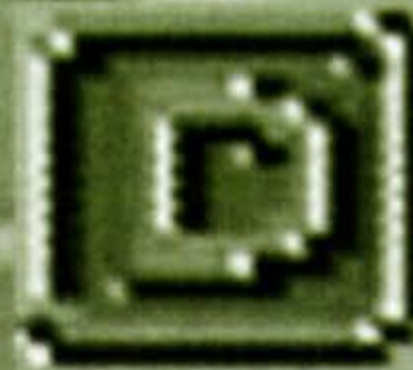
WHIP

Allows Bomberman to whip a bomb into motion. Pressing the B Button stops the moving bomb.



DASH

Pressing the B Button while moving, causes Bomberman to move faster.



TACKLE

By running into the enemy while using the Dash, you can paralyze the enemy for a few seconds.



LINEBOMB

Press the A Button twice to drop all the bombs Bomberman is carrying.



MOTO-BOMBER

Allows Bomberman to jump over one Soft Block.

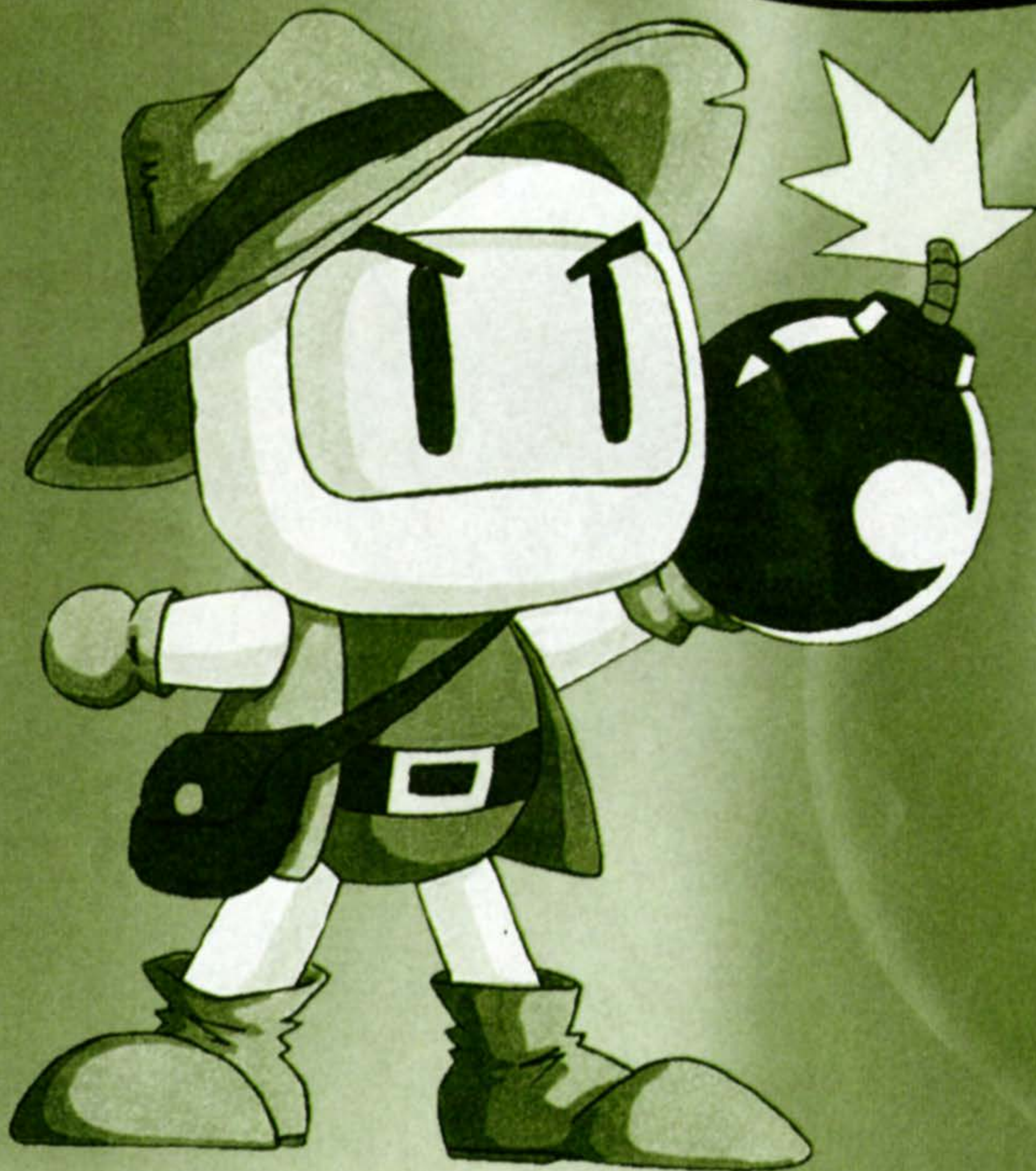


FULL-POWER

Bomberman is already carrying all the items from the start.



AREAS AND BOSSES



In the Story Mode, the conditions for Area clear differ according to the Area. Each Area has two Modes of conditions which you may choose from. There are many puzzle solving elements included in the game. Here are some of the Areas and the conditions for clearing them:

1 UNDERGROUND AREA

MODE A **MONSTER TRIAL**

Defeat all the monsters within the time period to clear the Area.

MODE B **MONSTER COUNT**

Defeat the monsters with the arrow in order. If you defeat the monster without an arrow the monster will regenerate.

BOSS: KAHS

While moving around, he creates little clones of himself to attack you. You will find the Whip Item, when you defeat him.



2 SWAMP AREA

MODE A

HIDEOUT SWAMP

Destroy all of the hidden hideouts which appear when you are close.

MODE B

REGENERATION SWAMP

Destroy all the hideouts and defeat the monsters to clear the Area. Destroy the hideouts first or the monsters regenerate.

BOSS: MADBOT

When you face him, he spins around and charges into you. You will find the Dash Item when you defeat him.



3 RUINS AREA

MODE A

SWITCH RUINS

Advance by turning off the switches and defeating all of the monsters.

MODE B

SWITCH ON SWITCH

Turn all of the Off switches to On. When a switch is turned On, the next switch will appear.

BOSS: CORINTMAN

He spins around, spreads his arms and chases after you. You will find the Linebomb Item when you defeat him.



4 PYRAMID AREA

MODE A

MIGHTY MONSTERS

Destroy all of the gems in the stage to clear the Area. You cannot defeat the monsters with a bomb blast.

MODE B

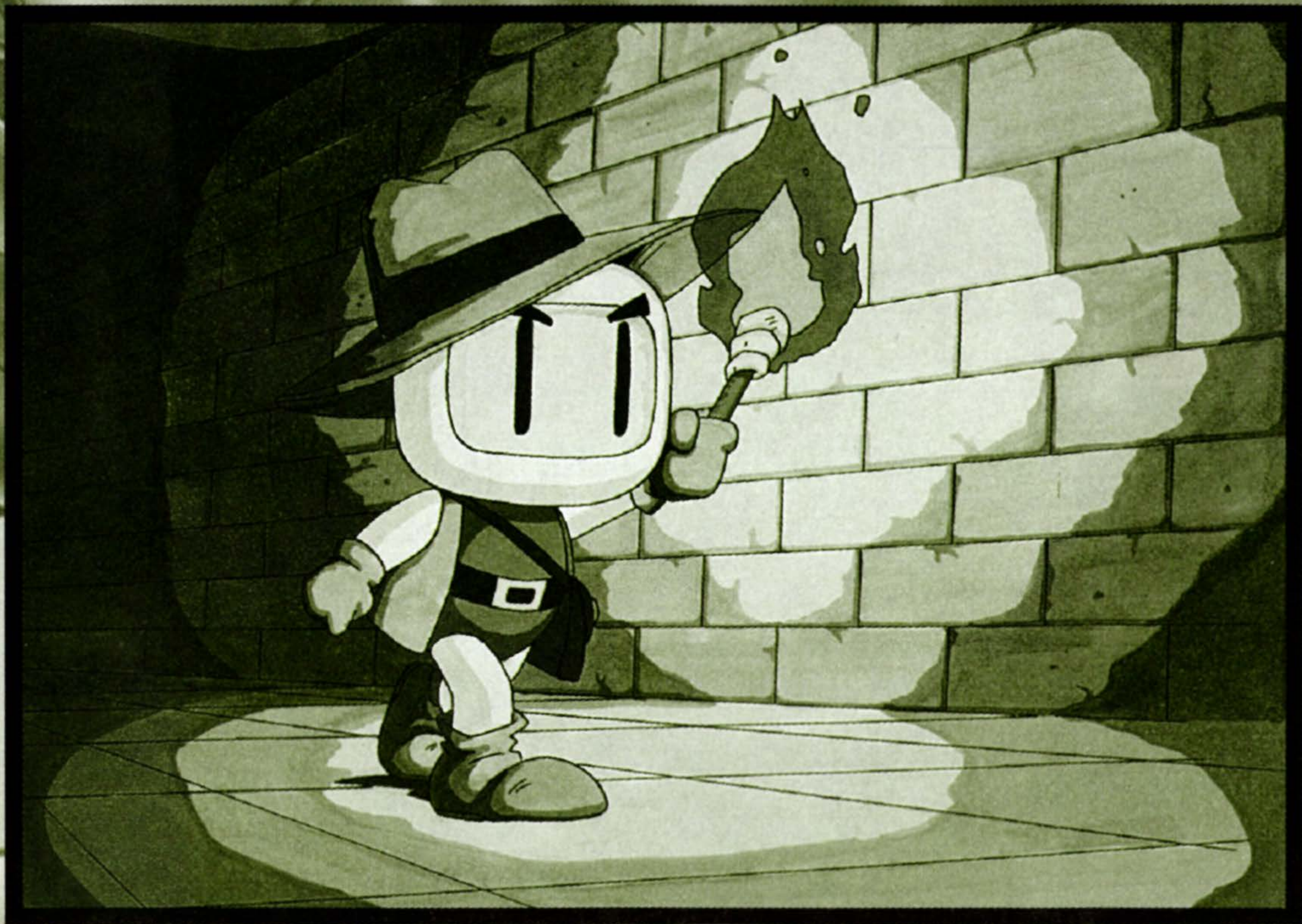
THE FAKE GEM

Destroy the real gem to clear the Area. When you destroy the fake gem, a poisonous gas spurts out.

BOSS: DAIMUMMY

He attacks you by shooting laser beams in three directions while chasing you. You will find the Tackle Item when you defeat him.





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REV-B

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REV-J

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