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Nintendo

GAME BOY



GAME PAK

DAG-AB2E-USA

BOMBERMAN



INSTRUCTION BOOKLET

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STORY

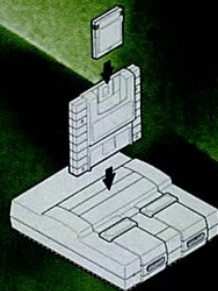
It was long and far in search of the Legendary Treasure, believed to grant Bomberman his wish. Bomberman had finally found where the Legendary Treasure was hidden. But at that moment, the earth split open and Bomberman fell deep into the darkness below. And so began the new adventure of Bomberman.



STARTING THE GAME

Correctly insert the Game Pak into the Game Boy. When the Game Pak is inserted correctly, use the \rightarrow Control Pad to

Correctly insert the Bomberman GB Game Pak into the Super Game Boy accessory. Make sure the Super Game Boy accessory is inserted into the power switch of the Super Game Boy. For more information, see the Super Game Boy and Super Game Boy accessory manuals.



CONTROLLER INFORMATION

+Control Pad

Press the Control Pad to move Bomberman. After finding the Dash item, move the Control Pad to move Bomberman quickly.

SELECT

Press the SELECT button to change Bomberman's item.

START

Press the START button to start and pause the game.

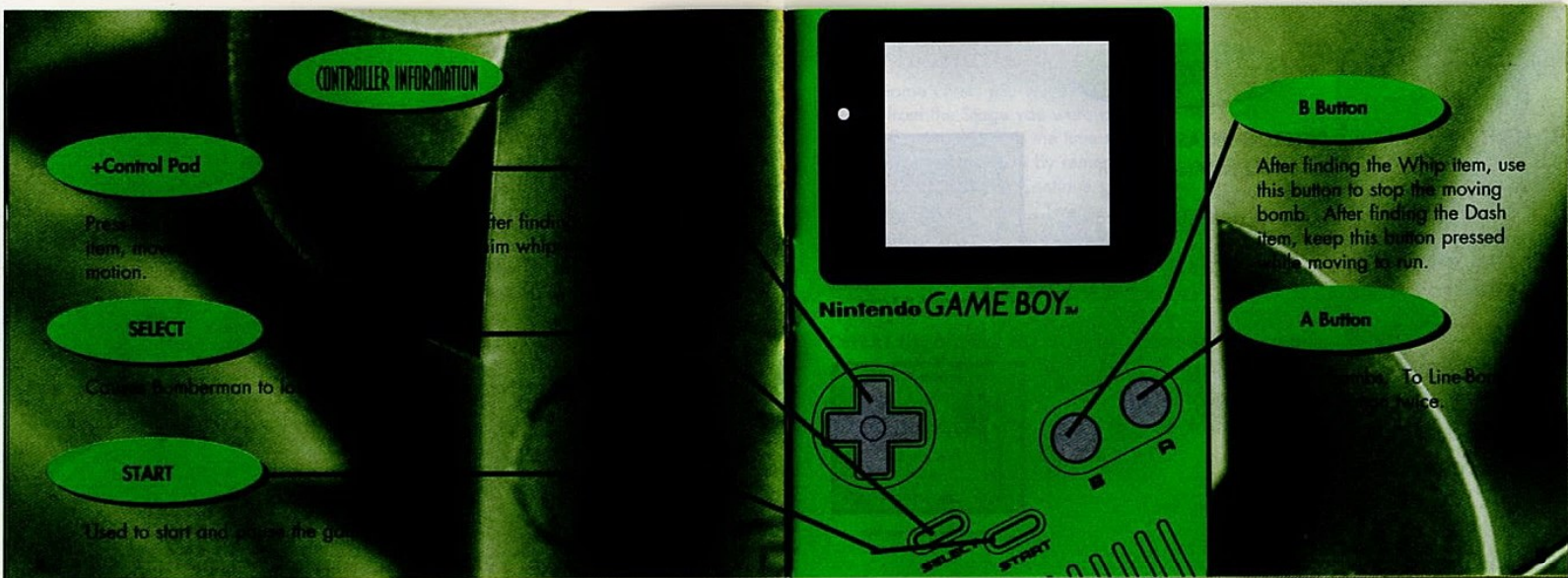
Nintendo GAME BOY™

B Button

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

A Button

Press the A button to line-Bomb. Press the A button twice to line-Bomb.



STORY MODE

FIGHT THROUGH THE 8 DIFFERENT AREAS

Story Mode consists of 8 different Areas and in each Area there are 2 different Stages. Collect the items, defeat the enemies, break and advance through the stages. The conditions for completing the Area are different depending on the Bomberman you choose.

CHOOSE BETWEEN THE 2 DIFFERENT MODES

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



Advance through all 8 Areas sequentially.



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.

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



Press START to continue the Game.

BATTLE MODE / LESSON MODE

THE SUPER GAME BOY ACCESSORY

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

If you wish to play it out with 3 or 4 players, you will need to use a multi-player accessory (sold separately). When using a multi-player accessory, please insert it into the Super NES on your Super NES.



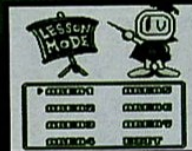
*Use the controller of the character you wish to use to make the selection.

BATTLE SETTINGS

The settings for time and the number of bombs can be changed. You can choose the Stage you wish to play in.

Use the controller to select the other Bomberman. The Bomberman who's left at the end is the winner. If there are two Bomberman who wins the match, the Bomberman who has the most bombs left out, the Bomberman who has the most bombs left out, the Bomberman who has the most bombs left out.

When you play Lesson Mode, you will play through the Story Mode. Lesson Mode allows you to practice surviving through the Story Mode and avoiding the traps of the Story Mode.



BATTLE STAGES

STAGE 1

This is a normal stage. The Skull Item appears.

Click the Bomb button to move Bomberman to the left panel. The path of change.

Use the warp between the shrines in this stage. Use the 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 in battle stages.



EXTRA BOMB

Increases the number of bombs that Bomberman can carry to the ground. The maximum number of bombs is 10.



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.



ICE
Allows Bomberman to wrap a bomb in ice. Bomberman can then freeze the enemy.



SHIELD
When Bomberman is hit, the shield causes the enemy to be stunned. Bomberman is able to move during this time.



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



SPECIAL ITEMS

SOFT BLOCK
Allows Bomberman to place a Soft Block. Bomberman can carry only one Soft Block.



NOTE BOMBER
Allows Bomberman to jump over a Soft Block.



ALL POWER
Bomberman can already carry all the items from the start.



AREAS AND BOSSES



...the, the
...clear differ
...Area. Each
...Modes of co
...may choose
...puzzle
...included in the game
...some of the Areas an
...and/or clear

MODE A MONSTER TRAP

Defeat all the monster within the time period in the Area.

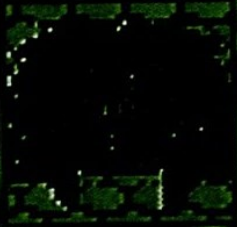
MODE B MONSTER COUNT

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

MODE C KAU'S

While moving around, KAU will sometimes of himself to attack you. You will
and the W...
...

MONSTER BOSS



2 SWAMP AREA



3 RUINS AREA

MODE A SWITCH RUINS

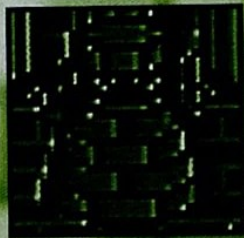
Advance by turning off the switches and defeating all of the monsters.

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

NOTE:

Use the Bomb to clear the Area. You can only use the Bomb once on the stage to clear the Area. You cannot use the Bomb on the Bomb.

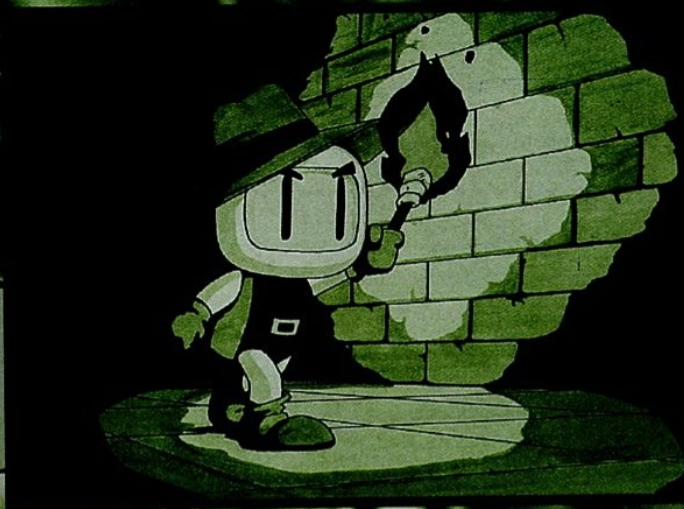
NOTE:

THE FAKI GEM

Use the Fake Gem to clear the Area. When you use the Fake Gem, poisonous gas spurts out.

BOSS: DAIMUNNY

Daimunny attacks you by shooting laser beams in three directions while chasing you. You will find the Toss Bomb when you defeat him.



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