

Bomberman Jettters: Game Collection (Import) FAQ

by Eastman

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Bomberman Jettters Game Collection FAQ V0.5

Written by Paul Acevedo

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1. Introduction

Bomberman Jettters Game Collection is a collection of minigames based on the Bomberman Jettters anime. The anime (which has not been officially released in America) revolves around Shiro Bomb, a young Bomberman whose brother Mighty disappeared while fighting Mujoe and the Hige Hige Clan. Shiro joins the Jettters, an group dedicated to protecting the precious items of the universe from evil hands. Several of the minigames on this cartridge are updated versions of those found in Bomberman Land 2 for Playstation 2 and GameCube, while the battle mode is the latest update of the same mode found in Bomberman Tournament and Bomberman Jettters on GameBoy Advance.

2. Version history

02/02/05 Version 0.5 FAQ created.

3. Menu translation

When you power on for the first time, you will be asked to intialize the save data. Choose the top option (2 characters) for yes.

Title Screen:

- 1-Pinball
- 2-Battle Game
- 3-Minigame Collection

4-Gallery

The Bomberman Jetters theme song plays at the title screen.

4. Pinball

The object of Pinball mode is to rescue the Jetters team from the Hige Hige Bandits, while trying for a high score.

Controls:

D-pad (any direction): Left flipper
A button: Right flipper (and confirm menu selections)
B button: Nudge the table
L button: Nudge the table
R button: Nudge the table
Start button: Pause

Pause Menu Translation:

-Resume
-Sleep mode: Once selected, choose the top option to enter sleep mode and the bottom option to cancel. Sleep mode conserves battery life by turning off the screen. To turn off Sleep mode, press the L and R buttons + Select.
-Quit: Choose the left option for yes or right to cancel.

5. Battle Game controls

D-pad: Move
A button: Lay a bomb. Double-tap to use line bombs, or press and hold to use the Power Glove and Super Power Glove
B button: Use a character's unique special move (not available in single-cart multiplayer) or move faster in Miso Bomb form
L button: Stop a kicked bomb
R button: Stop a kicked bomb
Start button: Pause

6. Battle Game menu translation and explanation

Menu translation:

1. One-player battle
2. Multi-cartridge battle: Multiplayer for up to four players
3. Single-cartridge battle: Play with up to four players with only one cartridge. Connect all Game Boy Advances with link cables. If a system is detected, that player number's description will appear in blue text. If not, the text is red. Press A when each system is detected to send data to the other systems.

In single-cartridge mode, characters can't be selected and only 5 stages are available. But it's still fun!

Player Menu:

Highlight a player's name and press left or right to toggle between PLAYER (human controlled), "COM", or OFF. When playing with computer players, press up or down to highlight the stars beneath the word COM.

Use left or right to change the number of stars for that player. The more stars, the more fiendish the computer will be.

When playing in One-player battle or Multi-cartridge battle, each person will select their character next. Single-cartridge battle skips to the Team menu.

Team Menu:

The top option leaves teams off, while the bottom option turns them on. Press left or right on a player to switch that player between teams. Press A to confirm your selection, then pick the top option to confirm again, or the bottom option to return to the team on/off choice. If a team member is hit by an explosion, the other members have a few seconds to touch that player and keep him from dying.

Rules Menu:

1. Rounds: 1-5. 3 is the default.
2. Time: 1-5 minutes or infinite. 3 is the default.
3. Shuffle: After the first round of a match, each person's starting position will be shuffled. Blue is Off and Green is On.
4. Sudden Death: When on, blocks fall during the last minute of a match until only one player remains. When off, the blocks fall but not in the center of the area. Blue is Off and green is On.
5. Skulls: Green allows skulls to be destroyed, while Red does not.
6. Misobomb Get: Determines whether the minigame is played between games. Blue is Off, and Green is On.
7. Miso Bomb: Blue is Off, Green is On, and Red is Super. When on, a fallen player can still cause trouble by firing bombs into the arena.
Super allows you to come back to life if you manage to kill someone.

Stage Menu:

Use left and right so select a stage. Before choosing the stage, press the L button to enter the Item Select menu or the R button to enter the Handicap menu.

Stages: (from right to left)

- Standard: Classic Bomberman stage.
- Band Fire: Bomb explosions will reflect off the crystals, which change directions randomly.
- Bad Weather: (not available in single-cartridge play)
Wind blows, pushing players and bombs against the edge of the screen, and rain creates puddles that slow players down.
- Boi-oi-oing Ring: (not available in single-cartridge play)
Press against the ropes, then release to dash in the opposite direction. Run into another player to steal an item. Bombs bounce off the ropes too.
- Water Bomb: Rings circle around, carrying with them any bombs they touch.
- Transformation Cos-play: (not available in single-cartridge play)
Touch a randomly-cycling character panel to change into that character.
- Bomb House: (not available in single-cartridge play)
You can jump down from the porch, but you have to use the stairs to get back on it.
- Secret Block: The soft blocks (ice cubes) are invisible part of the time.

-Dangerous Bomb: Explosions pass through the hard blocks.

Item Select Menu:

Choose the top option to play a stage with the default items. The bottom option allows you to set the number of each item that will appear in the stage. You can add up to 9 of each item, but only 24 items total can be used. After adding all 24 items, press A, then choose the top option to confirm your choices or the bottom option to toggle default or custom items again.

Handicap Menu:

Choose the top option to play without handicaps. The bottom option allows you to select which items each player will start each round with. Highlight a player with up and down on the D-pad, then press left or right to choose one of the player's 5 item slots. Press up and down to choose the item for that slot. When finished, press A, then choose the top option to confirm your selections or the bottom option to toggle handicap on or off again.

Confirm selections:

After choosing a stage, press A to play the match or B to return to the stage selection menu. This screen appears after each match as well.

Pause Menu: The top option resumes and the bottom quits to the Confirm selections screen.

7. Battle Game characters

From left to right, the characters are:

ShiroBomb (White Bomb) AKA Bomberman

Japanese Voice Actor: Tomoko Kanada

Special Move: Shiro can lay skull bombs at will. However, their explosions will be small unless he collects Fire Up symbols.

Description: The younger brother of Mighty. He joins the Jetters to follow in his brother's footsteps. He's a bit unreliable and childish, but he has a strong heart and never gives up. What, you've never seen an anime character like this? Shiro is sillier than most, though.

Shout

Special move: Throws a boomerang which dizzies anyone it hits and causes bombs to explode instantly.

Japanese Voice Actor: Mizuno something

Description: The leader and only female member of the Jetters. She is a serious person and very impatient with Shiro Bomb's antics. She uses a boomerang to fight. Shout normally helps out at her parents' noodle house. She offers advice in the Normal Game and is the announcer in the Battle Game.

Birdy

Special move: Throws wind, which tosses around bombs that it hits.

Japanese Voice Actor: Iwasaki Masami

Description: The Jetters' pilot. He was close friends with Mighty. He is a pessimistic loner, but he can always be depended on in times of crisis. He can fly in bird form. Birdy drives a taxi for a living.

Bongo

Special move: Press and hold B to send soft blocks flying forward.
Description: A big, hungry guy. He loves curried rice and has an excellent sense of smell. He ends every sentence with the word "bongo", which gets old fast. Bongo is a mechanic who can fix anything, and frequently modifies Gangu to suit the group's needs.

Gangu

Special move: Gangu can jump over 1 block.

Description: Gangu was designed by Dr. Ein. He has information about all the planets the Jetters visit. Bongo is always modifying Gangu to give him new functions, such as being an alarm clock or tea kettle. Gangu's suffering is the source of much comic relief in the TV series.

Mujoe

Special move: Mujoe can pick up other players and throw them.

Description: Mujoe is the second-in-command of the Hige Hige Clan, under Master Bagara. He leads the Hige Hige Bandits into battle. The Jetters often foil his plans, a source of much frustration for him. Mujoe spends his free time at a bar, where he has a crush on the bartender.

Dr. Mechadoc

Special move: Press and hold B, then use the D-pad to move the radio-controlled bomb. Devious!

Description: Dr. Mechadoc is the evil scientist of the Hige Hige Clan. He designs all of their tools, including the Combined Bomberman Machine, which created the Elemental Bombers. Dr. Mechadoc looks out only for himself, and has secretly betrayed Mujoe on occasion.

Hige Bandit

Special move: Kicks bombs over objects.

Description: Diminutive robots created by Master Bagara, the Hige Hige Bandits are similar to the Putties in Mighty Morphin' Power Rangers. They do all the dirty work under Mujoe's direction. They can only say "hige" but Mujoe understands them. They're cute and loveable - you almost feel guilty for blowing them up. The word "Hige" means humility.

Mighty

Special move: Lays P-bombs, which act like full fire bombs.

Description: Mighty is Shiro's older brother and the original leader of the Jetters. He was injured by Mujoe and disappeared, causing Shiro to join the Jetters.

Max

Special move: Lays plasma bombs, whose explosions penetrate soft blocks (like spike bombs, which are not in this game)

Japanese Voice Actor: Takahashi Koki

Description: Max is a soldier of the Hige Hige group, who often steals treasures while Mujoe and the Jetters are busy fighting. His bombing abilities are unsurpassed and reminiscent of Mighty's. It's unclear where his loyalties lie. Is he a friend of the Jetters or a foe?

8. Battle Game items

Fire Up: Makes your explosions one space bigger.

Full Fire: Makes your explosions as big as they can get. This cannot be assigned with Item Select.

Bomb Up: Lets you lay one extra bomb. The maximum is eight.

Speed Up: Makes you walk a little faster.

Bomb Kick: Push against a bomb and it will fly in the opposite direction. You can stop the bombs before they hit a wall.

Speed Down: Makes you walk a little slower.

Boi-oi-oing Bomb: These bombs bounce off walls when kicked, and bounce around randomly when thrown.

Line bomb: Lays all of your bombs at once in a line.

Power Glove: Lets you pick up a bomb you have just laid and are still standing on, then throw it.

Super Power Glove: Lets you pick up a bomb and charge it by holding the button. After a moment it will turn into a skull bomb, which has a huge explosion. You can use each Super Bomb Glove only once.

Invisibility: Turns you invisible to other players for 16 seconds. This new item is terrible and takes a lot of fun out of the game. I suggest using Item Select to get rid of it.

Heart: Allows you to take one hit without dying.

Skull: Gives you one of 10 random negative effects. You can spread it to others by touching them.

9. Battle Game minigame: Miso Bomb Get

Four bombs appear, then are covered up and switched around. The winner of the previous match then chooses one. The bomb you pick determines what kind of bomb you throw during the minigame. The object of Miso Bomb Get is to throw a bomb on top of one of the other players, who are carrying items. If you hit someone, you get the item they had during the next match. If not, better luck next time.

Controls:

D-pad: Move

A button: Press and hold to aim. Release to fire. (Miso Bomb player only)

This is similar to Saturn Bomberman's Miso Bomb control setup. Why can't the main battle game do it this way?

B button: Move faster (Miso Bomb player only)

10. Minigame Collection

Coming soon!

11. Gallery

The Gallery is a collection of 60 unlockable images. They are mostly production art from the various Bomberman Jetters videogames. A merry remix of the theme song plays while you browse them. To unlock pictures, you must satisfy various conditions in the Pinball and Minigame Collection modes.

Unlock conditions coming soon!

12. Theme song lyrics

English lyrics: I'm at the Edge

Translation by fansub group Anime Kraze and edited by me.

Ha! Ha! The bombs are bursting!
Fire! Fire! In English it's fire!!
Fu Fu! The bombs are increasing!
Hey! Hey! Let's make fires of peace!

Somehow we're always involved
All this time, being either cold or sweating
There are many things to decide
I'm at the edge of a cliff (Hah ha~)
If I have to, I'll do it, regardless of how many times
Raise the power! (Yes~!!)
If I don't do it, who will?
I'll answer the call for hope.
3,2,1 - I won't forget this even when I become an adult.
3,2,1 - Your heart is bursting because you're invincible.

Today and tomorrow
I'm at the edge of a cliff.
Ba! Ba! Babibube bombs!
Good good! Good looking fire!
Pu! Pu! What about fractions?
Bey! Bey! I'm learning about fire!!

Japanese lyrics: Boku Wa Gakeppuchi
Performed by Suwa Hideo

Ha Ha - Hajikeru BOMBAA
Hi Hi - Eigo de FAIYAA!!
Fuu Fuu - Fuyasuze BOMBAA
Hei Hei - Heiwa no FAIYAA!!

Nazeka maki komarete
Itsumo hiya ose
Mou kakugo wo kimeru
Boku wa gakeppuchi (Ha Ha~)

Yaru tokya yaruze nando demo
PAWAA wo agete (Sou da~!!)
Boku ga yaranakya dare ga yaru
Kitai ni kotaemasu!

3, 2, 1 - Otona ni nattemo wasurenai
3, 2, 1 - Moeru kokoro areba, muteki da kara

Kyou mo, soshite asu mo
Boku wa gakeppuchi

Ba Ba - Ba Bi Bu Be BOMBAA
Bi Bi - Bidanshi FAIYAA!!
Puu Puu Punsuu ga nandaa
Be Be Bengaku FAIYAA!!

13. Links

Bomberman Jettters Game Collection official Japanese site:
hudson.co.jp/gamenavi/gamedb/softinfo/bombj_collection/index.html

Order the Japanese Region 2 Bomberman Jettters DVD Box Set 1:
us.yesasia.com/en/PrdDept.aspx/pid-1002842392/code-j/section-anime/did-

Altavista's Babel Fish Translation Service (use for Japanese links)
babelfish.altavista.com/babelfish/tr

14. Contact information

If I've made any mistakes, please let me know. I would be happy to answer questions by email as well. I don't know that much Japanese so I may not be able to get any more specific than I already have.

Email: suppliesx@dbzmail.com
Xbox Live Gamertag: EastX
Sega Saturn Net Link Handle: Eastman

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