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=====
=====[I N T R O D U C T I O N]=====
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Welcome, one and all, to my ultimate guide for [Bomberman Tournament], for GameBoy Advance. You will enjoy this one, I promise. For the troubled, please use this trick for navigating: use EDIT-FIND(on this page) and find the title that you are looking for. Or, follow the double-spaced titles, like the one above, to navigate quickly through the sections.

-----[The Game]-----

The Bad Bomber is back... well, not exactly... This time Bomberman is on another journey to save the world. Like always, he will meet interesting friends, deadly foes, and tons of puzzles.

This is an Action game, featuring Mini-Games and a RPG-Based Game.

It features battling animals called Karabon, just like in other recent titles. These creatures are similar to the all-popular Pokemon, and the battle interface also have its similarity. But, this is more simpler.

-----[The Guide]-----

This is my 4th Official Guide on Games. I just love telling my experience and helping troubled beings. That's it, start reading, people!

=====
=====[G A M E]=====
=====

This game have easy-to-use navigations. I used to have the Japanese Version, and with the little Japanese I knew, I passed the game with 100%. No difficulty. Piece'a Cake!

-----[Interface]-----

The game is a Over-the-Head view. It features Side Mini-Games. There are 2 save slots for the Quest.

The main Menu contains 3 screens. One is Item. This one tells you all of your items, special or normal. The second one is Bombs. In this screen, you will see your available bombs, also fuse items that can be made into other bombs. The last one is Karabons. Here you can select Karabon as well as see their characteristics.

-----[Controls]-----

```
/-----|-----\  
|START  |Pause Game      |  
|-----|-----|  
|SELECT |Save Game Screen  |  
|-----|-----|  
|(A)    |Set Bomb          |  
|       |Confirm           |  
|       |Activate certain Moves|  
|-----|-----|  
|(B)    |Activate Karabon Power|  
|       |Decline           |  
|-----|-----|  
|(L)    |Bring/Close Map    |  
|-----|-----|  
|(R)    |Bring/Close Menu   |  
|-----|-----|  
|NAV PAD|Navigate           |  
\-----|-----/
```

=====
=====[I T E M S]=====

-----[Items]-----

```
/-----|-----\  
|Brnz Coin|worth 1 G          |  
|Slvr Coin|worth 5 G          |  
|Gold Coin|worth 10 G         |  
|Sm. Med.*|recover 1 heart    |  
|Lg. Med.*|recovers all hearts - 100 G |  
|Comic #1 |Tips on how to defeat MagnetBomber. - 100 G |  
|Comic #2 |Tips on how to defeat PrettyBomber. - 150 G |  
|Comic #3 |Tips on how to defeat PlasmaBomber. - 200 G |  
|Comic #4 |Tips on how to defeat GolemBomber. - 250 G |  
|Comic #5 |Tips on how to defeat Brainbomber. - 300 G |  
|Camera   |Snap pix of Louie with this camera. |  
|Louie Pic|Keep it as a memory. |  
|Ring     |Return this ring to its owner. |  
|IceFlwrs |Ice flowers! One pedal's been eat'n. |  
|Disinfect|Karabon Medicine. Not for Bomberman. |  
|FishHook |Take it back to the fisherman for a prize. |  
|Flour    |Bring this Flour to Ghin. |
```

```

|Bread      |Give it to a hungry person.          |
|Egg        |A Karabon Egg! If I warm it up...    |
|StepCount  |Step Counter, xxx steps left.         |
|Teri Beef  |Exchanging for a heart or wake up a  |
\-----/

```

*: If you already have a potion, additional will be automatically used.

```

-----[Special]-----

```

```

/-----\
|ITEM      |LOCATION  |DESCRIPTION  |
|-----|-----|-----|
|Radar      |Ralph    |Detects Bosses  |
|-----|-----|-----|
|Silver Shoes|MagnetBase|Faster Speed  |
|-----|-----|-----|
|Golden Shoes|PlasmaBase|Faster Speed  |
|-----|-----|-----|
|Silver Armor|PrettyBase|Stronger resistance  |
|-----|-----|-----|
|Golden Armor|GolemBase |Stronger resistance  |
|-----|-----|-----|
|Crystals    |All Bases |Show map of Fortresses|
\-----/

```

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-----[Bombs]-----

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/=====\
|NAME      |HOW TO FIND  | |
|---|---|---|
|FUZE ITEMS  |NAME          |DESCRIPTION  |
|=====|=====|
|N/A         |Bomb          |normal bomb  |
|=====|=====|
|Sensor      |In Alpha, talk to Temmay. He will give you a camera and ask you |
|            |to snap a picture of Louie, the bunny. Head to L. Forest, where |
|            |you will find Louie. You will automatically snap his picture.  |
|            |Return to Temmay to recieve the Sensor.                          |
|-----|-----|
|Sensor + Bomb  |Landmine      |mine; invisible to enemies  |
|=====|=====|
|Transistor    |In a Colosseum, win 5 consecutive battles to recieve the  |
|            |Transistor.                                             |
|-----|-----|
|Transistor + Bomb |RC Bomb      |remote control  |
|=====|=====|
|RainDrop      |West of S. Forest, there is the great fisherman's house. Talk to |
|            |him to recieve the RainDrop.                            |
|-----|-----|
|Raindrop + Bomb  |Aqua Bomb    |works only in water  |
|=====|=====|
|Balloon       |After beating PlasmaBomber, head back to Fairy Palace. Go to the |
|            |top-left green door to recieve the Balloon.              |
|-----|-----|
|Balloon + Bomb  |Hold Bomb    |hold bombs to gather up power up to lvl 5|
|=====|=====|

```

```
| Hammer      | Buy the Hammer at Theta for 300 G. | |
|---|---|---|
| Hammer + Bomb | Power Bomb | Explodes multi-panels |
\=====|
```

```
-----
----- [Power-Ups] -----
-----
```

```
/-----\
| Fire-Up | MagnetBase, PlasmaBase, Fantasy |
| Bomb-Up | PrettyBase, GolemBase, Fantasy |
| Heart   | MagnetBase, L. Forest underground, WetWoods underground, PrettyBase, |
|         | PlasmaBase, Girl at Volcano, GolemBase |
\-----|
```

```
=====
===== [ W A L K T H R O U G H ] =====
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-----
----- [Story] -----
-----
```

[Deep Space. On the rim of ... Bomber Galaxy, on planet Phantaron... 5 meteors came crashing down...]

They created Fortress that controled the planet...

An adventurer, Max, tried to tackle the enemies inside the Fortresses, but he lost...

Doc: [Come in! Come in! It's me, Doc! Remember the SOS from Phantaron that Max went to check out?]

Bomberman: [Yeah. Last week, he reported some strange fortress been built there. We haven't heard from him since, and can't get in contact with him.]

Doc: [That's where you come in. Go to Phantaron and find Max. You'll need to look around first. It's up to you, Bomberman!]

```
-----
----- [Walkthrough] -----
-----
```

-Alpha-

```
/L1\          /L2\ Legend: (L-Link; H-House; S-Special)
| |          | | L1 - to Plains
| |          | | L2 - to L. Forest
| [H1] [H2] [H3] | H1 - Bomb Shop
|              | H2 - Temmay's house
|              | H3 - Honey's house
|              | H4 - Fujiwara's house
| [H4]          [S1] | S1 - Spaceship
|                |
|_____|
```

- (ADDITIONAL) goto Fujiwara's house to learn on Karabons.
- goto Temmay's house and get the camera.
- goto Honey's house to accept quest.
- goto L2 to continue to L. Forest.

-L. Forest-

Head West (bombing vines), into the warp hole, head North-East (kill all enemies), into the warp hole, and come up near a trapped Pommy. Place bombs at the 2 sides of the vine to free Pommy. Pick up the Ring. Back to the warp hole, and head North. Navigate until you find Louie. Head back to Alpha next.

-Alpha-

- goto Honey's house to return the Ring and get a Sm. Med. On your way out, Pommy will stop you and talk, then join you.
- goto Temmay's house. He will let you keep the camera and give you a copy of Louie's picture. He will also give you the Sensor.
- goto the bomb shop and fuse a new bomb: Landmine.
- (ADDITIONAL) go back to L. Forest to get some Power-Ups.
- goto L1, you will enter in your first Karabon battle. I suggest using Attack moves to injure his lv.1 Dorako.

-Plains-

Navigate West. Remember to power-up your Karabon with panels.

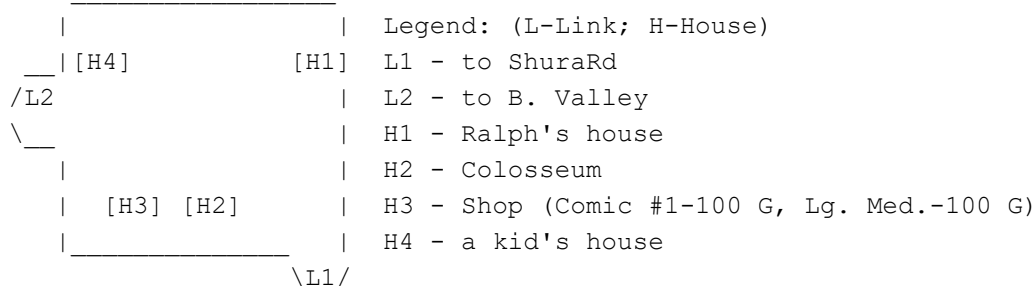
-ColdSea-

Keep going West. Head North, and watch for a weak wall on the top-right side. Bomb it and go inside for a tip for the future. Now head South-West. Navigate through the 2 sets of islands, ending ultimately on the North-East side. Continue North.

-ShuraRd-

Try to go East, zig-zaging your way through the place. When you reach a small canyon, you will be shot back by arrows. Ceedrun will appear and play a mini-game with you. Win, equip Ceedrun, and continue North, blocking the arrows.

-Beta-



- complete Ralph's challenge to win the Radar.
- (ADDITIONAL) compete in the Colosseum for money.
- (ADDITIONAL) buy anything you like.
- (ADDITIONAL) goto the kid's house for some advice.
- exit at L2

-B. Valley-

Make a counter-clockwise turn to continue. Bomb the weak wall to find the Arcade, where you can compete for a Lg. Med. by blowing balloons in a given time. When you are done, head up the stairs, step on the switch, come down and step on the second switch, then proceed South. Step on both switches to end inside your first fortress.

-Magnet Base-

A	B	C	Points of Interest:
1	[_]-[_]		C0: Entrance B7: Yellow Crystal C6: Wise Man
2	[_]		C8: Lg. Med. C5: SID
3	[_].[_]		A4: Fire-Up A3: Silver Shoes
4	[_]-[_]-[_]		B1: Boss A1: Medal of Bravery
5	[_]-[_]	[_]	
6	[_]-[_]	[_]	
7	[_]-[_]-[_]		
8	[_].[_]		
9	[_]		
0	[_]-[_]		

!!: [.] means there is a secret passage

!!: Sometimes the only way to open doors is to defeat all enemies in the area.

B9: When you step on the switches, arrows will come out of mouths on the wall.
use Ceedrun to block them.

B8: Use Ceedrun to block the fireballs.

C8: Push top or bottom block, then the left block to take the treasure.

A7: Push red block to continue.

A6: Red block opens right door, while blue block opens top and bottom door.

B4: Green opens left door, blue-bottom, red-right, yellow-top.

B1: BOSS: MagnetBomber

DESC: Slithering dragon

ATTK: Spitflame, bomb devore, self-explode

KILL: 4 shots to his head when it's alone

-ToPlain-

Keep heading South-West to find Sharkun trapped inside a house. To unlock him, you have to play the Mini-Game in his basement. You have to blow up the blocks so they look like this:

```
  | - |           (Take off all blocks on both side extremities)
  | - |
 | - | - | - | |
|---|---|---|---|
| - | - | - | - |
| - | - | - | - |
 | - | - | - |
```

Say hello to your new Karabon, Sharkun.

-Gamma-

```

/L3\          /L1\   Legend: (L-Link; H-House)
| |_____| |_   L1 - to ToPlain
|           |   L2 - to Gamma Surrounding
|   [H5]  [H1] |   L3 - cave to Delta (magically hidden)
|           |   H1 - a guy's house
| [H4]   [H3] [H2] | H2 - a fat guy's house
| _____|   H3 - a granny's house
| |           |   H4 - another fat guy's house
\L2/          H5 - panic man's house

```

- (ADDITIONAL) goto every house, from 1 to 4, to get to know more about the story of this village.
- (ADDITIONAL) goto L2 and explore the area. This is your first chance to get the transistor from the colosseum.
- goto H5 with Sharkun to unveal (indirectly) L3.
- goto cave and end up at Delta

-Delta-

```

/L4\          /L6\ /L3\ Legend: (L-Link; H-House)
| |_____| |_ | | L1 - cave to Gamma
__| [H4] [H3] | | L2 - S. Forest
/L5          [H1] | | L3 - Wetwoods
\__ [H5] [H2] | | L4 - Wetwoods
|           | | L5 - to Beluga
| _____| | L6 - to Jetty (blocked)
| |           | | H1 - Town Chief's house
\L2/          \L1/ H2 - Shop (Comic #2-150 G, Lg. Med.-100 G)
                H3 - Bomb Shop
                H4 - a fat guy's house
                H5 - a fisherman's house

```

- (ADDITIONAL) if you already have the Transistor, head to the Bomb Shop and fuse it.
- (ADDITIONAL) explore the town if you like
- goto L2 to continue your quest

-S. Forest-

NOW REMEMBER! FOLLOW THE STAGES SAID E-X-A-C-T-L-Y AS I CLASSED THEM, I AM TIRED OF RECIEVING THOUSANDS OF E-MAILS ASKING WHY YOU CANNOT HEAL KAI-MAN. FOLLOW THE STEPS AND YOU'LL BE ALRIGHT.

Explore carefully the area and head for the lower West exit. Talk to the lady inside the house, then head back to the higher West exit to find the great fisherman's house. Talk to him to recieve the RainDrop. Head back to Delta and fuse your RainDrop to get the Aqua Bomb. Now head out L3.

-Wetwoods-

On the East side, there is a hidden passage with a girl who have a extra heart for you. After that, equip Sharkun and head West to HighMt.

-HighMt.-

Keep going West to find a hidden cave.

-LiteCave-

Push the middle block, then the rest is naturel. Keep exploring until you

find a treasure chest containing the Disinfect. Return to HighMt. and head North to find two houses. Enter both, and you will get Kai-man. Head to the lower East exit of S. Forest and keep going West until you can enter the sea. (you have to equip Kai-man to go into the sea; don't forget that only AquaBomb work under the sea).

-BigOcean-

At North, there is a hidden cave, but nothing special, so walk West and stand on the top spring, aim right, and fire away (automatically). Head North through the first exit. Keep going North, make a little turn East, then North. Step on the switch on the West side, then go see the school of fishes. "Talk" to the middle fish and take the fishhook out of his mouth. After that, MarinGon will join you. Goto the newly opened route and enter the second fortress.

-Pretty Base-

A	B	C	D	E	F	G	Points of Interest:
							F9: Entrance
1	[_]	[_]	[_]				C6: Red Crystal
							B2: Bomb-Up
2			[_]				F4: Silver Armor
							F5: Wise Man
3			[_]			[_]	B6: Lg. Med.
							A7: SID
4			[_]	[_]	[_]	[_]	G4: Boss
				.			G3: Medal of Justice
5	[_]	[_]	[_]	[_]	[_]	[_]	
6	[_].	[_]	[_].	[_]			
7	[_]		[_]				
8			[_]				
9			[_]	[_]	[_]		

!!: Inside a fortress is not inside water, so de-equip AquaBomb.
!!: Most of the puzzles are easy, so just use your common sense to pass them.
D3: Use RC Bomb and send a bomb to both switches.
B1: Watch out for spike blocks! They look almost like normal blocks, but the four sides are a little bit curved. When you approach it, it will launch the spikes, which hurt just like a bomb.
F5: Talk to Bibidi and recieve Pommy Nucklez.
G4: BOSS: PrettyBomber
DESC: Huge Octopus, turns into a Jellyfish when hit, when Jellyfish is hit, it explodes into small Jellys, who will come together and reforme into the Octopus.
ATTK: throw rock, launch JellyEgg
KILL: Turn it into a Jellyfish, wait till it launches 2 JellyEggs, then target the curved area before it regenerates. 4 Shots should do the job.

-Big Ocean-

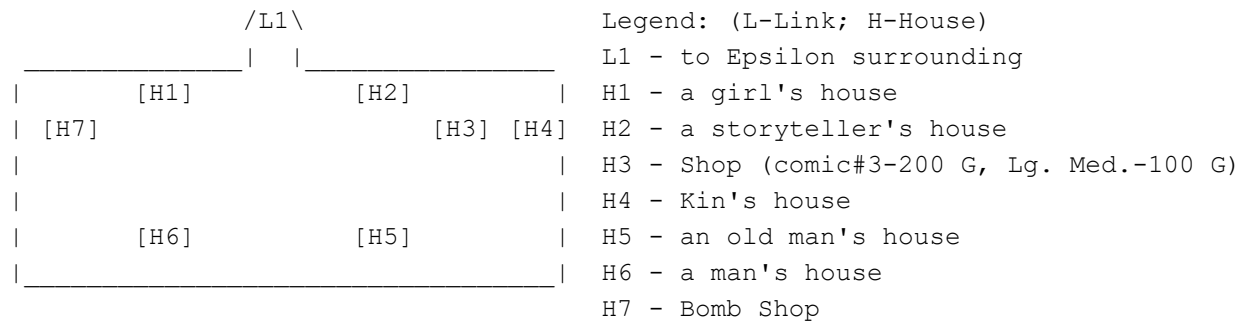
Head South, then East, then North. Navigate your way until you find another switch. Step on it to open another route. Meet the big whale, who will swallow you, but will blow you out. You will land on the little ciff that the Karabon at HighMt. is trapped. Talk to him and he will join you. Head back to the great fisherman's house to return the fishhook and recieve a Lg. Med. Go back to

Delta and take the boat, next to the Town Chief's house.

-Jetty-

Head North then East to find ToughGuy trapped. Play a Mini-game with the machines: bomb the cannon fuses at the right time to destroy machines in a time limit. Return to Jetty and head West. At the extremity, pitch bombs at the 3 machines to destroy them and create an avalanche at the same time. Cross over and head North then East to find Epsilon.

-Epsilon-

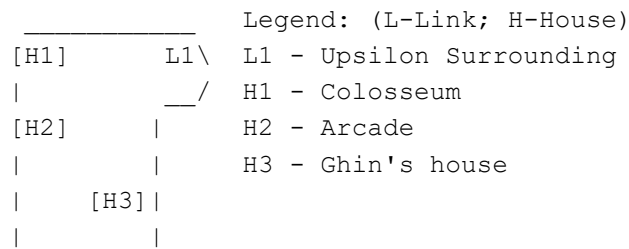


- (ADDITIONAL) explore the town, buying stuff and such...
- head to H4 and talk to Kin to recieve some flour.
- Exit L1 and head East, bomb the switch at the propriate time to stop the switch.

-Upsilon Surrounding-

Watch out for the regenerating snowball field. Throw bombs inside to destroy more snowmans. Quick is the key.

-Upsilon-



- (ADDITIONAL) goto Colosseum and Arcade
- give the flour to Ghin and recieve some bread.
- Warp back to Epsilon, give the bread, recieve the egg, go counter-clockwise around Epsilon to find the Hot Spring, where you can hatch P. Beast. Go back to Epsilon's entrance and head North, with P. Beast equipped to cross the bridge.

-Fairy Palace Surrounding-

Don't go inside the castle, just head West.

-Ice Valley-

Walk South to find the Ice Flower and Pteradon. Then just explore the area until you find PlasmaBase.

-Plasma Base-

A	B	C	D	E	F	Points of Interest:
						A3: Entrance
1 (1st Floor)	[_]	[_]-[_]	[_]	[_]	[_]	D2: Lg. Med.
				.		D1: Wise Man
2	[_]-[_]-====-	[_]	[_]-[_]			E1: Green Crystal
						Stairs: E2 <-> F5
3	[_]		[_]-[_]-[_]			C6: Fire-Up
						Stairs: B5 <-> A8
						E7: SID
4	[_]-[_]-[_]	(2nd Floor)				E8: Gold Shoes
						F8: Boss
5	[_]	[_]	[_]-====-	[_]-[_]		F7: Medal of Love
			.			
6	[_]-[_]	[_]				
7 (3rd Floor)	[_]-[_]	[_]				
				.		
8	[_]-[_]-====-	[_]	[_]	[_]		
9			[_]-[_]-[_]			

!!: C2; D5 and C8 are all Gateways.

!!: Watch out for cracked floors that break after two steps on them!

!!: Bomb red switch, step on green switch, and hold down yellow switch!

A3: Lay a bomb on the switch and hurry to the door.

F2: Pitch a bomb at the switch to make the door open.

C6: Push left block down, then right block right.

A6: Push rightmost block down, and keep pushing blocks until you can throw a bomb at the switch.

B5: Use Sharkun to uncover the stairs.

D8: Low Block-Low Door; Left Block-Left Door, Upper Block-Upper Door

D9: Push top, second from left block down, then the block right of you right, then head all the way down and push that block left. Now go to the other end of the "unbreakable, unpushable blocks" and pitch a bomb at the switch.

F8: BOSS: PlasmaBomber

DESC: Big fat flying bird, pitches wings at 90', 67.5', 45', 22.5' and 0' when in the air, lands occasionally; when blasted, flies up and drops eggbombs, then lands and start blowing a wind towards the bottom of the screen.

ATTK: Pitch wings, eggbombs

KILL: When he lands, give him a blast. Then, just stay covered by the blocks and keep attacking when he lands again. Again, 4 shots will send him to his harp-playing friends.

-Fairy Palace-

Visit the top-left green door to recieve the Balloon. Then go see queen Emeraldalda to collect yet another Karabon, Youno. No that the road to the desert has being opened and you have the Balloon, celebrate for a moment. Too tired to pull Pommy Beast to cross the bridge? So am I, so take Pommy and warp back to Epsilon, where you'll get Hold Bomb. Now goto Upsilon and head East.

-MtRoad-

Just a note: cactus are bombable. Okay, nothing much here, just don't forget to equip Youno before leaving here.

-Zeta-

			Legend: (L-Link; H-House)
	[H2] [H6]		L1 - to MtRoad
	[H1] [H5]		L2 - SararMts
__			H1 - a kid's house
/L1 [H3] [H4]			H2 - a girl's house
\			H3 - Colosseum
	\L2/		H4 - a girl's house
			H5 - a guy's house
			H6 - Mr. Tekuji's house

- WATCH OUT FOR FALLING METEORS!
- (ADDITIONAL) explore the town
- Head to Mr. Tekuji's house, take his counter, and walk until your counter reaches 0, then return it back to him to get Sibaloon.
- Exit at L2

-SararMts-

If you don't want to waste your time, then don't go inside the cave at the bottom left of the first screen. If you are hurt or curious, go. Watch out for the Rock-alikes here. Nothing to tell you people here, just navigate through.

-FrontBase-

Keep going until you meet Pommy Animal trapped. Here you are going to play another mini-game! There is a maze, with a rotating "bar" and some bouncing "balls", all made of Dancing machines. You have to navigate successfully to the end of the maze without touching the machines once. To make things even more complex, there is a dizzy feeling in this mini-game because the maze vibrates up and down, so cool down, and give it a shot. Pommy Animal awaits you at the end.

-OldBase-

Keep going South to arrive at Ita.

-Ita-

/L2_____ /L1\	Legend: (L-Link; H-House; S-Special)
	L1 - to OldBase
[H1]	L2 - to OldBase
[H2] __	L3 - to Desert
L3\	H1 - Bomb Shop
[H3] [S1] [H4] [H5] __/	H2 - Shop (Teriyaki Beef-200 G, Lg. Med.-100 G)
_____	H3 - a lady's house
	H4 - a kid's house
	H5 - a girl's house
	S1 - Altar (need Unagi to make rain)

- (ADDITIONAL) Explore the town
- buy Teriyaki Beef
- head to Desert

-Desert-

Okay, this is optional, but I am going to say it anyways: you are going to get yourself 3 new Karabons!

Elekong: at the Desert, wander around until you find a small oasis. Enter it and Elekong will join you. Be patient, my records for finding it is

15 minutes of crazy dashing with Pommy Animal equipped.

Th. Tiger: remember the cave where you got the Disinfectant? Keep continuing deeper down the cave, use Dorako to light the rooms, and you will find a humble T. Tiger at the end.

FireKong: Remember ColdSeas? The first place where you've learned how to bomb sapins to make bridges? Well, there is a temple there, and if you use Sibaloon's power, you can build a bridge to the temple, where FireKong awaits his next master.

Once you are done, just head for the lower cave at the entrance of the Desert, when you come from Ita. Continue South to find Omega, a hidden place where you can find Unagi and can't be teleported to.

-Omega-

```

/L1\ _____ [S2] Legend: (L-Link; H-House; S-Special)
|  |_[H1] [H3] |  | [H5]_____ | | L1 - cave to Desert
|          [H4] _ [S1]|__| | | H1 - a guy's house
|      [H2] | | _ [H6][H7]|_ | H2 - an old lady's house
|_____ | | | _____ | H3 - a lady's house
                                           H4 - a guy's house
                                           H5 - an old lady's house
                                           H6 - a guy's house
                                           H7 - a guy's house
                                           S1 - Sleeping Giant
                                           S2 - Unagi's Temple

```

- give your Teriyaki Beef to the Sleeping Giant
- go see Unagi
- warp back to Ita

-Ita-

- equip Unagi and walk up the altar
- buy another Teriyaki Beef
- equip Sibaloon, head East, through Desert, using the lower path, to arrive at LavaPool

-LavaPool-

Navigate until you end up on the gold rock island. Then, head North-West to exit this annoying pool, filled with stupid fireheads.

-Volcano-

Watch out for falling Meteors and lava. Make your way West, as fast as you can, to make it in one shot. Keep going West and enter the cave. Exit and head North-East asap to stealth through the lava. Head up the the stairs, and into the East cave. Exit and head down the stairs. The girl wants Teriyaki Beef, so give it to her and recieve a heart. Pretty nice trade, don't you think? Out the door, up the stairs, and East it is. Another cave, hoye. Through this one, head up the stairs, and bomb the weak wall for a little healing spirit. Here is the forth Base, Golem Base, but first, go West for a little shopping.

-GolemBase-

```

    A   B   C   D   E   Points of Interest:
                                C5: Entrance
1st Floor                       A5: Blue Crystal
1 [_]-[_] [_] [_]-[_] Stairs: D2 <-> D7

```

```

| | | | D6: Bomb-Up
2 [_] [_] [_] [_]-[_] E9: Lg. Med.
| | | | Stairs: D9 <-> D4
3 [_].[_] [_] [_] [_] D3: Sm. Med.
| . . | B3: Gold Armor
4 [_]-[_]-[_]-[_] [_] Stairs: B2 <-> B7
| A7: Sm. Med.
5 [_]-[_]-[_]-[_]-[_] C7: Wise Man
D1: SID
B0: Lg. Med.
2nd Floor Hole: C8 -> C3
6 [_] C2: Boss
. C1: Medal of Friendship
7 [_].[_]-[_] [_]
| |
8 [_] [_] [_]
| | |
9 [_]-[_] [_].[_]
.
0 [_]

```

!!: Watch out for little spots on the ground: mines! These explode after 4 sec!
!!: Watch out also for tile-holes!
!!: Sometimes, statues can tell you more about the direction of a room...

D6: Take a detour around the furnace, then turn down and head right to the end, then up and left to the stairs, and you will be save to take the Bomb-Up.
E9: Kiss the wall (not litterally) to survive.
B2: Dead end? I don't think so. Maybe something can be viewed by help of ...
C7: Oh man, a huge DETOUR! Anyway, say hello to Rao and recieve Youni.
B8: Head to 2nd column from the right, and walk down to 2nd row from bottom. Make a small left turn then down, then out the door.
C2: BOSS: GolemBomber
DESC: a dark shadow that can raise up to 4 zombie and throws fireballs at you. The zombies go on the side and pitch bombs at you once hit. If you injure GolemBomber, he will detonate the zombies. Sometimes he can make the side-scrolling zombies come back into the soil then re-raise them.
ATTK: Raise Zombie, Fireball, Bomb Pitch, Zombie Detonation
KILL: 11 attacks on Golem Bomber and you win.

-Desert-

With the new road open, I suggest you take it...

-Theta-

```

_____ /L1\ _____ Legend: (L-Link; H-House)
| | L1 - to Desert
|[H1] [H2]| L2 - to T. Forest
| | H1 - a kid's house
|[H3] |__ H2 - a guy's house
| [H4] [H5] L2\ H3 - a lady's house
| _____ / H4 - shop (Hammer - 300 G; Lg. Med. - 100 G)
H5 - an old woman's house

```

- buy the Hammer, teleport back to Ita, get the Powerbomb, and return here
- head to T. Forest

-T. Forest-

Here you will confront Karabon King at the North-West corner, a 3 round battle with his lv. 56 KameKing. If you can beat him twice, KameKing is yours. Use special attacks of your strongest Karabons. Time to go to Fantasy, or atleast to the gateway, or known in the game, Access Point.

-AccessPt-

Use Youni to dig up COMPLETELY all four dirt piles. You know that it's digged up when you can insert a medal into it. Insert all four medals, equip KameKing, and stand in the center. Enter the door into Fantasy!

-Fantasy-

A	B	C	D	E	F	G	H	Points of Interest:
								C7: Entrance
1			[_]-[_]					A5: Sm. Med.
			.					E1: Lg. Med.
2			[_]-[_]-[_]-[_]					H4: Fire-Up
								D8: Bomb-Up
3			[_]-[_]	[_]-[_]	[_]-[_]			D3: Sm. Med.
								F5: Purple Crystal
4	[_].[_]	[_]	[_]	[_]-[_]	[_]	[_]		C4: Lg. Med.
								D4: Boss
5	[_]	[_]	[_]-[_]-[_]	[_]	[_].[_]			
6			[_]-[_]	[_]-[_]	[_]-[_]			
7			[_]	[_]-[_]-[_]				
				.				
8			[_]-[_]					

!!: In this last stronghold, there are green portals all over the place. Step inside one and teleport to another. Be careful, kill the enemies first, then teleport.

!!: This time, the blue "block-things" can be pushed.

!!: Here, you have to use everything you've learned from the other four fortresses, because old puzzles are back.

D1: Push left switch up, then navigate around to push top switch, finally make it to the door.

F3: There's a BlockBot at the corner, so destroy it.

E3: Equip FireKong, solve the puzzle by pushing ultimately the top block right, then pitch bombs until it lands on the yellow switch.

D5: Use KameKing to enter the Boss's Lair.

D4: BOSS: Brainwashed Max

DESC: Max is brainwashed, and he have the same basic ability you have: bombs! Use FireKong and RC Bomb to trick him into a trap.

ATTK: Bomb

KILL: 5 shots

BOSS: BrainBomber

DESC: Last boss: caped bomber that can throw jelly bombs at you and Max. Also, when he's hovering, he can use targetting and send thunder to the earth, which will explode into horizontal and vertical direction, which is hard to avoid.

ATTK: Jelly Bomb, Target Thunder, Small Thunder

KILL: a lucky 13 shots will take him to hell

-Ending-

I don't want to spoil everything, so here's only one quote:

Bomberman: [Let's go home!]

Hope you enjoyed the game as much as I did!

-----[Credits]-----

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T H E E N D

-----[Mini-Games]-----

/-----\
|SpitFlame Challenge|In ShuraRd, Ceedrun will challenge you to this mini-game. |
| |The goal is to guess correctly 3 times which side he will |
	blow, TOP or BOTTOM. If you lose, come back for a retry.
Arcades	Play to compete for Lg. Med. by blowing up balloons in a
	given time and passing the base score to win. You are
	invisible, so use the infinite bombing trick. 10 G a game
	LOCATIONS: MagBase Surr., B. Valley, Upsilon, Volcano
-----	-----
Sharkun's Challenge	To unlock Sharkun's cage, you'll play a mini-game in his
	basement. You have to blow up the blocks so they look

Description - Pink Loch Ness

Where to Find - North of Coldseas, there is a narrow path. When you are shot down by arrows, Ceedrun will come out and play a game with you. Guess which height his Spitflame will go and if you win 3 times, he will join you.

Utility - Can block attacks with shield.

Element - Fire

Special Attack - Flame (Spitflame)

Maximum Status -

Lvl - 60
Att - 75
Def - 60
Spc - 45
HP - 180

03 - Elifan

Description - Big Elephant

Where to Find - Wiseman in MagnetBase.

Utility - Can push special blocks anytime.

Element - Rock

Special Attack - Quake (Earthquake)

Maximum Status -

Lvl - 60
Att - 60
Def - 50
Spc - 70
HP - 180

04 - P. Fangs (Pommy Fangs)

Description - Small Yellow Raichu

Where to Find - Fuse Pommy and Elifan in MagnetBase's SID.

Utility - Unlocks last door in MagnetBase.

Element - Electric/Rock

Special Attack - Shock (3 Arrow Lightning)

Maximum Status -

Lvl - 70
Att - 60
Def - 60
Spc - 90
HP - 210

05 - Sharkun

Description - Blue Shark

Where to Find - In ToPlain, there is a lone house. Go inside and play a game to unlock Sharkun. In the game, you have to blow the blocks into this shape:

```
  |-|
  |-|
 |-|-|-| | |
|---|---|---|---|---|
|-|-|-|-|-|
|-|-|-|-|-|
 |-|-|-|
```

Utility - Can see hidden and invisible things.

Element - Water

Special Attack - Icicle (Ground Icicle)

Maximum Status -

Lvl - 60
Att - 55

Def - 85
Spc - 40
HP - 180

06 - Th. Tiger (Thunder Tiger)

Description - Tiger on fire

Where to Find - When you have Dorako, return to HighMt's secret cave and venture inside. Thunder Tiger awaits you at the end.

Utility - Can slow down nearby enemies.

Element - Electric/Fire/Rock

Special Attack - FireRing (Rolling Ring of Fire)

Maximum Status -

Lvl - 80
Att - 90
Def - 65
Spc - 100
HP - 255

07 - Kai-man

Description - Indigo Sea Shell

Where to Find - Head towards HighMt and use Sharkun to discover a hidden cave, which contains an item called Disinfect. Return to the entrance and head North. Enter the left house and give the item to the girl so she can treat Kai-man. Kai-man then joins you.

Utility - Can enter the sea.

Element - Water

Special Attack - Wave (Tidal Wave)

Maximum Status -

Lvl - 60
Att - 65
Def - 75
Spc - 45
HP - 180

08 - TwinDrag (Twin Dragon)

Description - Dragon with 2 heads

Where to Find - Venture the north part of the sea to find a whale. It will suck you inside and blow you to TwinDragon's rock, where he will join you.

Utility - Bomb power goes up one level.

Element - Fire

Special Attack - Dbl Fire (Double Spitfireball)

Maximum Status -

Lvl - 60
Att - 80
Def - 60
Spc - 40
HP - 180

09 - P. Nucklz (Pommy Nuckles)

Description - M&M with ears

Where to Find - Wiseman in PrettyBase.

Utility - Can kick bombs at anytime.

Element - Electric

Special Attack - Bolt (Thunder Punch)

Maximum Status -

Lvl - 60
Att - 45
Def - 60

Spc - 75
HP - 180

10 - P. Sea (Pommy Sea)

Description - M&M with fins

Where to Find - Fuse Kai-man and Pommy Nucklz in PrettyBase's SID.

Utility - Unlocks last door in PrettyBase.

Element - Electric/Water

Special Attack - Storm (Thunder Storm with Rain)

Maximum Status -

Lvl - 70
Att - 40
Def - 90
Spc - 80
HP - 210

11 - ToughGuy

Description - Monkey

Where to Find - At East Winterland, you will find ToughGuy encaged. Play a game to free him. The game consists of bombing 3 machines by lighting cannons at a right time, in a limited amount of time.

Utility - Use (A) to throw bombs anytime.

Element - Rock

Special Attack - Boulder (Pitch Rock)

Maximum Status -

Lvl - 60
Att - 60
Def - 55
Spc - 65
HP - 180

12 - P. Beast (Pommy Beast)

Description - Dinosaur Kirby

Where to Find - In one of Epsilon's Igloos, you will find an old man who want to eat bread made from his cousin, in Upsilon. He will give you Flour. Head to Upsilon and give his cousin the flour. Take the newly baked bread back to Epsilon and exchange it for his egg. Take it to the Hot Springs East of town and hatch Pommy Beast.

Utility - Can fly over cliff near FairyPalace.

Element - Electric

Special Attack - Stunball (Rolling Bolt)

Maximum Status -

Lvl - 60
Att - 45
Def - 55
Spc - 90
HP - 180

13 - Pteradon

Description - Aerodactyl

Where to Find - In the glassed land, north-west of Upsilon, you will find (randomly) a flower. When you take it, Pteradon will swoop down and try to eat it. Then it will join you.

Utility - Bomb power goes down one level.

Element - Fire

Special Attack - FireArrow (Four Fire Arrows)

Maximum Status -

Lvl - 60
Att - 85

Def - 55
Spc - 40
HP - 180

14 - Dorako

Description - Dragon with Scorpion Tail
Where to Find - Wiseman in PlasmaBase.
Utility - Lights up Rooms in the Bases.
Element - Fire
Special Attack - HeatFire (Spitfireball)
Maximum Status -
Lvl - 60
Att - 70
Def - 65
Spc - 45
HP - 180

15 - P. Dragon (Pommy Dragon)

Description - Red Kirby with Hair, Wings and Tail
Where to Find - Fuse Pommy Beast with Dorako in PlasmaBase's SID.
Utility - Unlocks last door in PlasmaBase.
Element - Electric/Fire
Special Attack - Squall (Raining Thunder)
Maximum Status -
Lvl - 70
Att - 80
Def - 40
Spc - 90
HP - 210

16 - Youno

Description - Red Unicorn
Where to Find - Queen Eleralda will reward you with Youno after you defeat PlasmaBomber.
Utility - Calms down the sandstorm.
Element - Rock
Special Attack - Monsoon (Tornado)
Maximum Status -
Lvl - 60
Att - 60
Def - 65
Spc - 55
HP - 180

17 - Sibaloon

Description - Purple Octopus
Where to Find - In Zeta, you will find an old man named Mr. Tekuji, who will give you a walk counter. Walk 100 steps and return it to him to receive Sibaloon.
Utility - Use RainbowBridge to cross a ditch.
Element - Water
Special Attack - Bubbles (3 Bubbles)
Maximum Status -
Lvl - 60
Att - 60
Def - 80
Spc - 40
HP - 180

18 - P. Animal (Pommy Animal)

Description - Pikachu on Four

Where to Find - In FrontBase, you will see Pommy Animal trapped by 4 machines.
Help save him by playing a game of maze with the machines.

Utility - Hold (B) to dash.

Element - Electric

Special Attack - Thunder (Lightning Dash)

Maximum Status -

Lvl - 60
Att - 40
Def - 60
Spc - 80
HP - 180

19 - Unagi

Description - Sea Serpent

Where to Find - Buy Teriyaki Beef in Ita and head to Cosmos. Head east to find
a Giant. Give your beef to move him out of the way. Unagi is in
the east temple.

Utility - Go to the Altar in Ita for rain.

Element - Water

Special Attack - Blizzard (Ice Storm)

Maximum Status -

Lvl - 60
Att - 60
Def - 75
Spc - 45
HP - 180

20 - Elekong

Description - Big Ape

Where to Find - Equip Sharkun and walk around the desert east of Ita to find a
phantom Oasis. Inside is Elekong.

Utility - Can pass through breakable blocks.

Element - Electric/Rock/Water

Special Attack - Plasma (Lightning Shock)

Maximum Status -

Lvl - 85
Att - 75
Def - 80
Spc - 100
HP - 100

21 - Youni

Description - Blue Flying Unicorn

Where to Find - Wiseman in GolemBase.

Utility - Use Youni to reveal access points. (you can dig)

Element - Rock

Special Attack - Typhoon (Ground Wave)

Maximum Status -

Lvl - 60
Att - 60
Def - 60
Spc - 60
HP - 60

22 - SeaWing

Description - Flying Dragon

Where to Find - Fuse Youni and Unagi in GolemBase's SID.

Utility - Unlocks last door in GolemBase.

Element - Rock/Water

Special Attack - Whirl (Electric-based Waterpump)

Maximum Status -

- Lvl - 70
- Att - 60
- Def - 90
- Spc - 60
- HP - 210

23 - KameKing (Kamekaze King)

Description - Turtle Dinosaur

Where to Find - East of Theta, you will find Karabon Champ. Battle him 3 times and win 2 times to win his KameKing.

Utility - Unlocks last door in Fantasy.

Element - Electric/Fire/Water

Special Attack - Spin (Shell Spin)

Maximum Status -

- Lvl - 85
- Att - 100
- Def - 65
- Spc - 90
- HP - 255

24 - MarinGon

Description - Angry CatFish

Where to Find - In the DeepSea, head North-West to find a switch. Step on it to uncover an entrance. Head there and take the fishhook out of one of the fishes. Then talk to the "head" fish, MarinGon, and he will join you.

Utility - Set bomb, then set linebombs with (A).

Element - Fire/Water

Special Attack - Aqua Bomb (Spitwater)

Maximum Status -

- Lvl - 70
- Att - 90
- Def - 80
- Spc - 40
- HP - 210

25 - FireKong

Description - Monkey on Fire

Where to Find - After obtaining Sibaloon, head back to ColdSeas. Use Rainbow Bridge to get to the temple. FireKong awaits you inside.

Utility - Can detonate your bombs whenever.

Element - Fire/Rock

Special Attack - HeatDash (Fire Roll)

Maximum Status -

- Lvl - 70
- Att - 90
- Def - 60
- Spc - 60
- HP - 210

 -----[Karabon Elements]-----

In Karabon Battles, there is the advantage and the disadvantage of Element. Some Special Attacks do nothing against certain types of Karabon, while others work great. The following chart tells you all. Read: Vertical (Special Attack) does [...] damage to Horizontal (Defenders).

```

/-----\
|  |F|W|R|E|
|=====|   Legend:
|F|n|n|g|x|   F - Fire    W - Water    R - Rock    E - Electric
|W|g|n|x|n|   n - Normal  g - Great    x - No Damage
|R|n|x|n|g|
|E|n|g|x|n|
\-----/

```

Some Karabons are multi-elemental. In that case, see it's attack's element above, in Karabon's section. If it's the defender, then remember this: if one element is weak to the attack, it will suffer.

```

-----
-----[Karabon Battles]-----
-----

```

In Karabon Battles, you are allowed to choose 3 tactics for the fight. There is Punch, which is a simple tackle; there is Defend, which generates a shield in front of your Karabon and is used when an attack from your foe is occured; and there is Special, which features a special move depending on the element of your Karabon. If both Karabon choose Attack or Defend at the same time, it will occur at the same time. The level of the Karabon determines the speed of the special attack, meaning if you are at a higher level than your opponent, you will use Special first.

```

/=====\
|  NAME  |1|2|3|   Legend:
|-----|-|-|-|   P - Punch
|PnchBlck|P|B|S|   B - Block
|KwikPnch|P|S|B|   S - Special
|Dfns 1st|B|P|S|
|Nice End|B|S|P|
|ShowTime|S|P|B|
|Technque|S|B|P|
\=====/

```

My favorite tactic is Technque/Showtime/Nice End. Of course, if I choose the wrong Karabon, then this is also the crappiest. The choice is up to you.

In regular battles with other trainers, you get to choose one Karabon. But in the Colosseum, you must battle with 5 Karabons to win a prize. It's one after another, and each time, you cannot select the Karabon(s) you've just used.

```

-----
-----[Colosseum]-----
-----

```

There are four colosseums around the world. You can compete in them with your own Karabons to win cash and a special prize. If you have more than 5 Karabons, you can compete in a league, where your bet wins go up, the more you win! (NOTE: if there is a draw, you lose)

```

LOCATION: Beta
BET WIN: 5 G, 10 G, 20 G, 50 G, 100 G
COMPETING KARABONS:
/-----\

```



```
|--NAME--|LV|HP-|
|Pommy   |03|009|
|Ceedrun |03|009|
|Elifan  |06|018|
|Sharkun |11|033|
|TwinDrag|13|039|
|Kai-Man |14|042|
|P.Nucklz|16|048|
|ToughGuy|22|066|
\-----/
```

LOCATION: Harsh Moutains
BET WIN: 10 G, 20 G, 50 G, 100 G, 150 G
COMPETING KARABONS:

```
/-----\  
|--NAME--|LV|HP-|
|TwinDrag|13|039|
|Kai-Man |14|042|
|Elifan  |16|048|
|Youni   |18|054|
|Dorako  |23|069|
|Pteradon|24|072|
|Youno   |38|114|
\-----/
```

LOCATION: Upsilon
BET WIN: 20 G, 50 G, 100 G, 150 G, 200 G
COMPETING KARABONS:

```
/-----\  
|--NAME--|LV|HP-|
|Dorako  |23|069|
|Pteradon|24|072|
|P. Beast|26|078|
|Sibaloon|30|090|
|Unagi   |35|105|
|P.Animal|37|111|
|Youni   |40|120|
\-----/
```

LOCATION: Zeta
BET WIN: 50 G, 100 G, 150 G, 200 G, 300 G
COMPETING KARABONS:

```
/-----\  
|--NAME--|LV|HP-|
|P. Fang |09|027|
|P. Sea  |30|090|
|Unagi   |35|105|
|P.Animal|37|111|
|Youni   |40|120|
|P.Dragon|45|135|
|SeaWing |64|192|
\-----/
```

```
=====
===== [ O P P O N E N T S ] =====
=====
```

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-----
```

-----[Enemies]-----

NOTE: When enemies die, they either leave a Bronze Coin, a Silver Coin, a Gold Coin, a Sm. Med., or a Lg. Med.

Name: Vine
Desc: Vines blocking the road, regenerate after 3 sec
Dmmg: None
Kill: 1 shot
Lctn: L. Forest

Name: Balloon
Desc: Floating balloon
Dmmg: Bump
Kill: 1 shot
Lctn: L. Forest, ColdSea

Name: Blue Blob
Desc: slow blue blob, stops each 5 sec
Dmmg: Bump
Kill: 1 shot
Lctn: Plains, ColdSea, B. Valley, MagBase Surr.

Name: Evil Tree
Desc: pretends to be a tree, but have a darker color, will start walking if you walk pass it
Dmmg: Bump
Kill: 1 shot
Lctn: ColdSea, ShuraRd, MagBase Surr.

Name: Spinning Flowers
Desc: 3 flowers spining from a small circle to a big circle
Dmmg: Bump
Kill: 1 shot each
Lctn: ShuraRd, B. Valley

Name: Dancing Machine
Desc: walks around, dances from time to time
Dmmg: Bump
Kill: 1 shot
Lctn: MagBase, PrettyBase, SnowFld, FrontBase, GolemBase

Name: Bomb Snake
Desc: walks around, can devore a bomb
Dmmg: Bump
Kill: 1 shot
Lctn: MagBase

Name: Zombie
Desc: hides under the ground and rises when you are near, walk around
Dmmg: Bump
Kill: 2 shots
Lctn: MagBase

Name: Fireball Tower
Desc: spits fire toward your location each 4 seconds
Dmmg: Fireball
Kill: n/a
Lctn: MagBase

Name: Porcupine
Desc: Jumps, and rolls
Dmmg: Bump
Kill: 2 shots
Lctn: MagBase

Name: Red Blob
Desc: slow red blob, stops each 5 sec
Dmmg: Bump
Kill: 1 shot
Lctn: ToPlains, S. Forest, HighMt.

Name: Stabber
Desc: enemy equipped with a fork
Dmmg: Stab, Bump
Kill: 1 shot
Lctn: Gamma Surr., HighMt.

Name: Frog
Desc: jumping frog, very annoying
Dmmg: Bump
Kill: 1 shot
Lctn: S. Forest, Wetwoods

Name: Sea Monster
Desc: Spitfire Catfish
Dmmg: Spitfire
Kill: n/a
Lctn: Beluga, BigOcean surface

Name: Sea Crab
Desc: Jumping crab
Dmmg: Bump
Kill: 1 shot
Lctn: BigOcean

Name: Waterman
Desc: walking fishy with a spear, throw the spear when he sees you
Dmmg: Bump, Spear
Kill: 1 shot
Lctn: BigOcean

Name: Jelly
Desc: Transparent Blob containing a spark in the center, spits the spark every 5 seconds towards the sky, then keep moving
Dmmg: Bump
Kill: 1 shot
Lctn: PrettyBase

Name: Electric Squid
Desc: walks around, sparks sometimes, can't be destroyed when sparking
Dmmg: Bump
Kill: 1 shot
Lctn: PrettyBase

Name: Skeleton Soldier
Desc: Walking Skeleton, teleports each 7 seconds
Dmmg: Bump
Kill: 2 shots

Lctn: PrettyBase

Name: Drill Shell

Desc: Shell, burrows each 4 seconds underground

Dmmg: Bump

Kill: 1 shot

Lctn: PrettyBase

Name: Yellow Blob

Desc: slow yellow blob, stops each 5 sec

Dmmg: Bump

Kill: 1 shot

Lctn: Jetty, SnowFld

Name: Snowfoot

Desc: walking dude throwing snowballs at you

Dmmg: Bump, Snowball

Kill: 1 shot

Lctn: Jetty, SnowFld, HtSpring, SleetSt

Name: Ninja

Desc: small ninja, jump when you try to bomb him, jab you when close

Dmmg: Bump, Jab

Kill: 1 shot (after he jumps, it will take him 7 seconds before he can jump again)

Lctn: Epsilon surr., SleetSt

Name: SeaLion

Desc: sealion that can charge at you and also pitch bombs away

Dmmg: Bump, Charge

Kill: 1 shot

Lctn: I. Valley

Name: Icicle

Desc: icicle that can spit ice and burrow underground, turns into 4 small icicles when hit, small icicles can't spit and burrow

Dmmg: Bump, SpitIce

Kill: 1 shot for big, 1 shot for each small

Lctn: I. Valley

Name: Shadow

Desc: Moving Shade

Dmmg: Bump

Kill: 2 shots

Lctn: PlasmaBase

Name: Archer

Desc: Moving bird-like archer, TRYS to follow you, send you an arrow when it's view come in contact with you

Dmmg: Bump, Arrow

Kill: 2 shots

Lctn: PlasmaBase

Name: Ace Card

Desc: Walking Ace Card, when sees a bomb, puts it on it's stomach and then start sliding

Dmmg: Bump

Kill: 2 shots

Lctn: PlasmaBase

Name: Bird Guardian

Desc: Flying Bird with a pick, occasionally tries to stab down, can only be killed then

Dmmg: Stab

Kill: 1 shot

Lctn: PlasmaBase

Name: Green Blob

Desc: slow green blob, stops each 5 sec

Dmmg: Bump

Kill: 1 shot

Lctn: MtRoad

Name: Bat

Desc: a fat bat-stard (really annoying), walks sometimes, flies sometimes, and tries to spit rocks at you when he launches in the air, everytime!

Dmmg: Bump, spit rock

Kill: 1 shot

Lctn: SararMts, OldBase, Volcano

Name: Rock-alike

Desc: these enemies are fast and annoying because they REALLY look like rocks.

Dmmg: Bump

Kill: 1 shot

Lctn: SararMts, Volcano

Name: Sandworm

Desc: annoying sandwhirl-maker, spits rocks at you too

Dmmg: Bump, spit rock

Kill: 1 shot

Lctn: Desert

Name: Firehead

Desc: jumps out of the lava, and spits fireballs at you

Dmmg: Spit fireball

Kill: n/a

Lctn: Lavapool, GolemBase

Name: Pharaoh

Desc: walking pharaoh breathing fire

Dmmg: Bump, fire

Kill: 1 shot

Lctn: Volcano

Name: Flamethrower Face

Desc: statue spits fire!

Dmmg: spitfire

Kill: n/a

Lctn: GolemBase

Name: Mummy

Desc: walking mummy

Dmmg: Bump

Kill: 2 shots

Lctn: GolemBase

Name: Evil Cloud

Desc: jumping evil cloud, just like frogs, but 4 times bigger, will seperate into 2 smaller clouds when hit

Dmmg: Bump

Kill: 1 shot for big, 1 shot for each small

Lctn: GolemBase

Name: Grabber

Desc: moving hand, can either toss bombs or duck for cover

Dmmg: Bump

Kill: 2 shots

Lctn: GolemBase

Name: Spider

Desc: yellow spider, spits a web at you when sees you

Dmmg: Bump, Web

Kill: 2 shots

Lctn: GolemBase

Name: B-B Gun Machine

Desc: walks around, aim and fires a B-B at you

Dmmg: Bump, B-B

Kill: 1 shot

Lctn: Fantasy

Name: Yellow Mole

Desc: they are not exactly moles, but they come from a hole when you enter and the four of them wobble and jump all over the place

Dmmg: Bump

Kill: 1 shot for each

Lctn: Fantasy

Name: Dark Discs

Desc: these ... cd discs, slice around the level, waiting for you. If they meet a bomb, they will detonate it.

Dmmg: Bump

Kill: n/a

Lctn: Fantasy

Name: Lion Guardian

Desc: statue spits fire!

Dmmg: Spitfire

Kill: n/a

Lctn: Fantasy

Name: Knight Statue

Desc: statue pitches fireballs at you!

Dmmg: Fireball

Kill: n/a

Lctn: Fantasy

Name: Green Specter

Desc: green things with hooks, hovering around the place

Dmmg: Bump

Kill: 1 shot

Lctn: Fantasy

Name: Android

Desc: moving machines, will rush at you, will toss bombs or run away

Dmmg: Bump

Kill: 1 shot

Lctn: Fantasy

Name: BlockBot

Desc: looks like a block, but will start walking around the place when you approach it

Dmmg: Bump

Kill: 2 shots

Lctn: Fantasy

Name: Worm

Desc: green worm, jumps around the place, very quick, will roll if it sees you sometimes

Dmmg: Bump

Kill: 2 shots

Lctn: Fantasy

Name: Chomp

Desc: stone jumping around the level, can devore bomb

Dmmg: Bump

Kill: 2 shots

Lctn: Fantasy

Name: Jumping Bombs

Desc: these things jumps all over the place, and sometimes detonates

Dmmg: Bump, Blast

Kill: 1 shot

Lctn: Fantasy

----- [Bosses] -----

Name: MagnetBomber

Desc: Slithering dragon

Attk: Spitflame, bomb devore, self-explode

Kill: 4 shots to his head when it's alone

Lctn: MagnetBase

Name: PrettyBomber

Desc: Huge Octopus, turns into a Jellyfish when hit, when Jellyfish is hit, it explodes into small Jellys, who will come together and reforme into the Octopus.

Attk: throw rock, launch JellyEgg

Kill: Turn it into a Jellyfish, wait till it launches 2 JellyEggs, then target the curved area before it regenerates. 4 Shots should do the job.

Lctn: PrettyBase

Name: PlasmaBomber

Desc: Big fat flying bird, pitches wings at 90', 67.5', 45', 22.5' and 0' when in the air, lands occasionally; when blasted, flies up and drops eggbombs, then lands and start blowing a wind towards the bottom of the screen.

Attk: Pitch wings, eggbombs

Kill: When he lands, give him a blast. Then, just stay covered by the blocks and keep attacking when he lands again. Again, 4 shots will send him to his harp-playing friends.

Lctn: PlasmaBase

Name: GolemBomber

Desc: a dark shadow that can raise up to 4 zombie and throws fireballs at you. The zombies go on the side and pitch bombs at you once hit. If you injure GolemBomber, he will detonate the zombies. Sometimes he can make the side-scrolling zombies come back into the soil then re-raise them.

Attk: Raise Zombie, Fireball, Bomb Pitch, Zombie Detonation
Kill: 11 attacks on Golem Bomber and you win.
Lctn: GolemBase

Name: Brainwashed Max
Desc: Max is brainwashed, and he have the same basic ability you have: bombs!
Use FireKong and RC Bomb to trick him into a trap.
Attk: Bomb
Kill: 5 shots
Lctn: Fantasy

Name: BrainBomber
Desc: Last boss: caped bomber that can throw jelly bombs at you and Max. Also,
when he's hovering, he can use targetting and send thunder to the earth,
which will explode into horizontal and vertical direction, which is hard
to avoid.
Attk: Jelly Bomb, Target Thunder, Small Thunder
Kill: a lucky 13 shots will take him to hell
Lctn: Fantasy

=====
=====[A D V A N C E S T R A T E G I E S]=====

- you are in constant battle the second you leave a town or a hide-away. Be on full alert and be as fast as possible, equip Pommy Animal to be even faster!
- bombing is a technique that any Bomberman HAVE to master if he really wants to win, and here is my little instruction:
 - bomb everything
 - don't over-bomb or you will be trapped by them
 - use hit and run tactics
 - use multi bomb tactics (make many bombs blow at the same time by aligning them)
 - if you can pitch or kick, great; if you can RC, better; if you can detonate, EXCELLENT!!!
 - watch out for the after-blasts. They last around 1 second, but they can and will injure you.
- I say panels are greater than enemies. If you have a choice, go for the panel first instead of getting the enemy and destroying the panel.
- NEVER DESTROY HEALTH UNLESS YOU ARE 100% HEALTHY
- if you know you are going to be injured, try to damage an enemy or destroy some blocks on your way
- try to sneak up on enemies, or if you want, sneak by
- equip a Karabon that's useful. Here's my list of useful Karabons: Ceedrun, Thunder Tiger, Pommy Animal, Electric Kong, Fire Kong

=====
=====[B A T T L E A N D M U L T I P L A Y E R]=====

Of course, no good Bomberman title won't contain a great battle mode. This one have the same basic, but new upgrade and new arenas. You can play from 2 to 4 Players/Computers. One super good news: you will only need 1 pak to play up to 4 players! Wow!

-----[Battle Arenas]-----

Name: Standard

Description: The ancient mode, STANDARD!

Tactics: Not much...

Name: Hi-Power

Description: You start with Line Bomb, Bomb Kick, 3 Bomb-Ups and 5 Fire-Ups. No blocks whatsoever. Just four unlucky opponents.

Tactics: Lay bombs at intersections, then RUN!

Name: Conveyor

Description: There is a conveyor in the middle. The S block turns the speed and Blue block turns the direction of the conveyor.

Tactics: Dominate the middle, and take advantage of the conveyor and the switches with the bombs to defeat others.

Name: Slippage

Description: Slippery Ice with Igloos.

Tactics: Hide or hide bombs inside the igloos to win.

Name: Landmine

Description: This beach/sea level features hidden mines. Watch out for them.

Tactics: Move slowly but surely.

Name: Pipe Bomb

Description: Standard Arena with some pipes.

Tactics: Hide or hide bombs inside the igloos to win.

Name: Curvage

Description: The red arrows tell you where Power-Ups are, and the circle arrows will send your bombs to the arrow's direction if you kick into it.

Tactics: Clear the perimeters and kick bombs.

Name: Moon Warp

Description: There are 5 teleports on this arena. Jump one and you'll randomly come out of another port.

Tactics: Lay bombs near teleports for some Tele-frag (UT, anyone?).

-----[Battle Upgrades]-----

Bomb-Up	At first, you'll have to wait until your bomb blows up before you'll be able to lay another one. By finding Bomb-Ups, you'll be able to place multiple bombs at once. You have to remember how much bombs you can set at once.
Fire-Up	To increase the range of your bomb's explosions, find some Fire-Ups. The more you collect, the bigger your range will be.
Boxing Glove	Take a swing with (B) on the bombs to punch them with this item.
Blue Glove	If you have Blue Glove, place a bomb, then press (A) to pick it up. It won't explode until its being tossed.
Line Bomb	Collect Bomb-Ups, then collect Line Bomb so you can place multiple bombs in a straight line. Press (A) twice to do it.

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|-----|-----|
|Bomb Kick |With this, you can kick bombs. Set one, go back, and contact it.|
|-----|-----|
|Roller Skate|The more of these you collect, the faster you'll go. |
|-----|-----|
|Poison Skull|Don't touch this. The consequences may be: slow, ghost and bomb |
|           |drop. If you get it, try to collect another Power-Up or touch an|
|           |opponent to get rid of it. |
\-----/
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-----[Battle Modes]-----

Computer: Easy / Normal / Hard
Rounds: 1-5
Time: 1:00 - 5:00 / oo
Tie Break: On / Random / Off
Shuffle: On / Off
Skulls: Burn / Stay
Fishing: On / Off
Revenge: On / Off

Tie Break: When the last Bombers die at the same time, what to do to decide the ultimate winner. If set off, it will be a DRAW.

Shuffle: Shuffle the starting positions.

Skulls: Set it to Burn so you can eliminate the Skulls, or else, it will stay in the arena FOREVER.

Fishing: When you win all rounds, you will play a Fishing Game. Charge and fish out a Power-Up to keep for the next round.

Revenge: When activated, if you die, you will be on the side, throwing bombs, HAHahaha.....

=====
=====[I M P O R T A N T I N F O R M A T I O N S]=====
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-----[Thanks To]-----

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Hudson Software and Activision for a superb game.

-----[Author's Final Notes]-----

I hope you enjoyed my guide. I apologize if you found this guide was too hard to navigate. I tried my best... Anyway, I hope you found this game very thrilling. If you need further assistant, I will be happy to answer all of your questions if you e-mail me.

Humm... next I'll do a Castlevania Walkthrough, but before that, I will have to finish my WWP and OoS Walkthrough.

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