

Bomberman Tournament FAQ/Walkthrough

by DomZ Ninja

Updated to v1.0 on Mar 26, 2013

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BOMBERMAN TOURNAMENT

FAQ/Walkthrough

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NOTE: This guide does contain spoilers!

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[1] VERSION HISTORY [0100]

FAQ/Walkthrough #30

Version 1.0 (05/03/08) - FAQ/Walkthrough complete and submitted.

[2] CONTROLS [0200]

D-Pad	Move
Start	Pause Game
Select	Open Save Menu
A Button	Set Bomb, Interact
B Button	Use Karabon
L Button	View Map
R Button	Open Menu

Now that you have the Sensor, enter the bomb shop (the house with the giant bomb logo on the front). Give the man your Sensor to obtain a new bomb type: the Landmine! Place these bombs on the ground and wait for an enemy to walk over it for a nice surprise.

There is nothing else to do here in Alpha, but I suggest going back to L. Forest and bombing the bushes for some powerups. You can raise Pommy's stats with them: the sword raises his Attack, shields raise Defense, and stars raise Special. You don't have to go crazy, but picking some up is a good idea.

Once you have collected some powerups, return to Alpha and talk to the person next to the bomb shop. He will only let you leave town if you defeat him in a Karabon battle. Check out Section 6 for the basics of Karabon battles. Once you win, exit Alpha.

--- Plains -----

Fairly straightforward path here. Defeat the Gels on the road and destroy all of the bushes in the way. You should find plenty of powerups in this area for your Karabon. Just follow the winding path to reach the next area. Watch out for the shaking trees; they are actually Trents in disguise. Blast them as they start walking around and clear the bushes in the southern end of the area. At the intersection, take the left path to ColdSea.

--- ColdSea -----

This area is filled with islands, so you must bomb the trees here to create makeshift bridges. Go onto the first island and defeat the Balloon, then bomb the next tree to reach the second island. Use the next tree to reach the southern piece of land and follow it to the left. Bomb the bushes and continue around the bend, then bomb down the tree and continue north.

Bomb the bottom tree here and take it to the left, then go north. Keep crossing all of the islands in your way to eventually get to the next area. Then go north to reach ShuraRd.

--- ShuraRd -----

You will find some Spinning Blossoms here. Like their name implies, the trio will spin around in a circle and then stop. Bomb them and continue north. Enter the cave in the back corner and talk to the man inside. What a cozy place for a cave embedded in the side of a mountain. He says that an angry Karabon named Ceedrun has been tearing the area up.

It may be dangerous for any normal wanderer, but not for Bomberman! Follow the trail until it's blocked by some bushes and a Trent. Defeat the tree, then burn a path and go through. Read the sign ahead for a blunt warning. If you go forwards, you'll be attacked by an arrow. After getting hit, Ceedrun will appear and challenge you!

This minigame is based on luck. You have to guess whether or not Ceedrun is going to spit a fireball up or down. It's a 50-50 chance, so choose whichever one you want to. If you are hit three times, you lose. However, if you evade Ceedrun's attacks three times, you will win.

When you win, Ceedrun will join you. Set him as your active Karabon and use

his special ability to pass by the canyon. Since you can shield yourself from B, walk forward and protect yourself from the volley of arrows.

--- Beta -----

Upon entering the village, you'll get dragged aside by an odd person. He tells you that in order to prove yourself, you must find the item in his basement. Go down the steps. Damn, this guy has a lotta barrels! Bomb them away and proceed forward. Open the chest on the pedestal for a Radar. Leave the house after proving yourself.

There isn't anything mandatory in Beta, but you can visit the shop to find items or enter the Coliseum to participate in Karabon battles. I suggest trying out some more Karabon battles to win money and get the hang of it as well. Pick up a Large Medicine afterwards, then exit Beta to the left.

--- B. Valley -----

Destroy the Spinning Blossoms and burn the bushes above the entrance. Go to the left for some more enemies. Kill them and follow the path to reach a staircase. You should be able to notice a crack in the wall to the right of the stairs. Doing so will reveal a cave. You can play a minigame inside, but frankly, I think it's a waste of money.

Go up the steps and defeat the Gel, then hit the green switch to make a ledge rise up back on the ground. Go down the stairs and head up the ledge. Hit the switch up here to make another path open up past the first switch. Return to the first switch and go down the path to the next area. Go south and hit another switch to reveal yet another switch right next to you. Step on this one to create a staircase leading to the ground.

Go down the stairs and bomb away the bushes in your way. Watch out for the Trents down here too, there are plenty of 'em. Continue burning away the grass (Smokey the Bear is not pleased) to reach a giant building. Time for the first base, folks!

=====
MagnetBase [0302]
=====

	A	B	C	
	+++	+++		You will start the dungeon off in C-10. Bomb the many
				blocks in the room and defeat all of the Dancing Bots
1				as well. You should find plenty of powerups in this
	+++	+++		room. Exit to find yourself in a nearly identical room.
				More blocks and more enemies. You will encounter some
		+++		Gulpers in this room instead of Dancing Bots. Gulpers
2				are very slow, but they can eat your bombs. Blow up
		+++		all of the blocks and leave.
	+++	+++		Equip Ceedrun when you enter this room. Defeat the
		--		Dancing Bots and take note of the triangular switches
3		--		on the ground. If you step on one, an arrow will shoot
	+++	+++		out of the wall. You must cross a switch to exit the
				room, so hit a switch and quickly shield yourself with
	+++	+++	+++	Ceedrun before getting hit. Now you can exit the room
4		--	--	in safety.
	+++	+++	+++	

			Keep Ceedrun with you here, because statues in the room
	+++	+++	will fire small energy balls at you. Block any coming
5		--	at you with Ceedrun and bomb the crack on the right
	+++	+++	wall to access a secret area. Ignore this secret area
			for now. Just open the chest for a Yellow Crystal and
	+++	+++	take the northern exit.
6		--	You should be in B-7 right now. Zombies will crawl up
	+++	+++	from the ground if you venture too close to their
			location. Each Zombie takes two hits in order to be
7		--	defeated. Clear the blocks and defeat all Zombies to
	+++	+++	open the doors. Take the eastern door.
	+++	+++	This room is filled with more arrow slots and triangle
8		--	switches. Every time you hit one, an arrow shoots out.
	+++	+++	Go through the room with Ceedrun. You'll find a raggedy
			old man in the next room. He says that he cannot leave
	+++	+++	this dungeon until the boss is defeated. He decides to
9			help you out by giving you Elifan! Elifan has the power
	+++	+++	to move large blocks. Test it out on the red block.
	+++	+++	Return to the secret room at C-8. Push the red block
10		--	down, then push the blue block down as well. Open the
	+++	+++	treasure chest to obtain a Large Medicine. Go back to

B-7 and go to the left this time. Defeat the pair of Dancing Bots and break all the blocks. To open the door ahead of you, use Elifan to push the red block at the south end of the room. With the door opened, go through to the next room.

More switches, more blocks, more enemies. Destroy the blocks and enemies, then push the two switches to open the doors. You can take the right or top door, they both lead to the same place. The path on the right is a rather simple room with one Laser Totem and the northern room is filled with more arrow switches. It's up to you. Once you reach B-5, defeat the Hedgehogs (two hits are needed to kill them) to open up the exits.

Go up to enter a room with four switches. All four doors are sealed, and pushing each switch will open a door. Take the left door first, so push the green block and go through. There is a treasure chest containing a FireUp here, which will increase the explosions of your bombs. That means more range, so you need to be more careful when around your own bombs.

Return to the previous room and take the right path this time (push the red block). Defeat the Dancing Bot and head over to the red block. Push it down, then go to the blue block and push it down as well. Move the green block to the right and push the yellow block down. Exit the room. Take the stairs to reach a big machine in the basement. This is SID, a machine capable of fusing Karabons. Agree to fuse Pommy and Elifan to create P. Fangs! Of course, you will get Pommy and Elifan back, but now you have one new crew member!

Go back to B-4 and push the yellow block to open the top door. Proceed through and defeat the Hedgehogs and Gulpers. Bomb the cracked wall on the right to find a secret room. Equip Ceedrun and avoid the arrows as you go through the winding path. Open the chest in the middle for Silver Shoes. These kicks let you move faster! Exit the room and go north this time.

The door ahead of you leads to the boss room. Unlike Zelda, you don't need a Big Key or anything like that. Equipping P. Fangs will allow you to enter the boss room. Bomberman meets up with MagnetBomber, who uses P. Fangs to morph into a giant mechanical dragon! Prepare thyself for a battle.

```

-----
| BOSS: MagnetBomber                                     |
|-----|
| MagnetBomber will slowly slither around the arena and spit out long |
| streaks of fire. When you see him stop in his tracks avoid the direction |
| he is facing to avoid the flame jets. The main goal is to utilize the |
| boss's lack of speed when trying to bomb his head. You can use two of |
| your bombs at a time, so make sure to do so. Similar to a Dodongo (omg |
| diz gaem is such a zelda ripoff), MagnetBomber will swallow a bomb if he |
| spots one. Though, unlike a Dodongo, swallowing a bomb won't damage it. |
| |
| Once you bomb MagnetBomber's dragon head, it will detach from its body. |
| Avoid the segments, because they will explode shortly after. Now you have |
| to try and attack the head to damage it. However, MagnetBomber's head |
| moves faster alone. After damaging him, he will regrow his body again. |
| Repeat this process a total of four times to send MagnetBomber packing. |
|-----|

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You'll get P. Fangs back once MagnetBomber is destroyed. Exit the boss room and talk to the hologram of Max. I don't know how, but somehow a hologram gives Bomberman a Medal of Bravery. You also get another heart added to your total! You will be teleported to the entrance of the MagnetBase. Now that the stone wall has lowered next to the base, take the path to a new area.

--- ToPlain -----

This place has a nice, tropical feel to it. Bomb away the flowers and orange Gels in the way. Next, enter the small shack on the southwest end of the area.

<pre> _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ </pre>	<pre> -----> </pre>	<pre> _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ </pre>	<p>You will find Sharkun, a Karabon that is trapped in a cage. Agree to help him by solving the puzzle in the basement. Head down the stairs to the basement to find a large set of blocks. You must bomb the blocks (depicted by the picture on the left) so that it looks like the finished product (the picture on the right). If you ever mess up at any time, just leave the building and go back inside.</p>
--	------------------------	---	--

After solving the puzzle, ascend the stairs to find the freed Karabon. Sharkun will join your party. Sharkun has the ability to see hidden paths. Only really useful for certain areas of the game, so overall Sharkun isn't that useful. Oh well, we had to save him anyways. Exit the shack and collect some powerups for your new partner, then exit the area via the southeast road.

--- Gamma -----

You will end up in another small town. If you wish, you can visit each house and talk to the townsfolk. Other than that, your first priority should be at the coliseum, which is at the southwest exit. Exit the town through that exit to reach HarshMt.

--- HarshMt. -----

From the start, go to the right to encounter a new enemy. Defeat the Spear Pig

and watch out for their long spears. Destroy the flowers for some powerups and head up the stairs. The guy in the cave only gives you a tip, but you don't even have the BombKick technique yet. Head to the left side of the area and kill the two other Spear Pigs. Bomb the flowers and enter the house at the dead end.

Now that you're in the coliseum, you can use one of your Karabons to do battle with other Karabon trainers. Refer to Section 5 for more info on Karabon Battles. If you manage to win five consecutive battles, you will earn a Transistor. Bring it to a Bomb Shop to get a new type of bomb: The RC Bomb! Arguably the greatest bomb in the game, you can move the bomb after placing it. If you're having trouble winning, return to the surrounding areas and continue to collect powerups for your Karabons.

The Transistor prize isn't limited to the coliseum in HarshMt. If you want to win the cheap way, you can return to Beta and fight five consecutive battles here. If you win all five matches, you'll receive the Transistor. Obviously, winning the matches here is a lot easier since the Karabons are at much lower levels. After collecting the Transistor and creating a new bomb, return to Gamma.

--- Gamma -----

Now that you're back in town, go inside the northwest house and talk to the woman. She is shocked at the disappearance of the town exit. She brings Bomberman and Sharkun to the cliff wall and he reveals a cave. Enter the cave and head through to reach Delta.

--- Delta -----

Just like Gamma, there really isn't much to do here. Enter the house north of the entrance and talk to the girl to refill your hearts. You can head in the Bomb Shop and use the Transistor to create the RC Bomb if you haven't already. There is also a shop here. Once you are ready, take the southwest exit.

--- S. Forest -----

Watch out for the Horned Frogs here. Even though you have RC Bombs, they are quick and love to hop around. Take the left side of the area and continue south. Head to the next section and follow the path to reach a house near the seaside. Talk to the girl inside, then leave. Backtrack to the northern section of the forest and go west. Enter the next house and talk to the fisherman to receive a RainDrop. Return to Delta.

--- Delta -----

Go to the Bomb Shop and fuse the RainDrop with your bomb to create Aqua Bombs. These bombs have no use now, since you can only use them underwater. Proceed to the northeast exit.

--- WetWoods -----

Defeat the Horned Frogs and head towards the northeast corner of the area. Destroy all of the flowers and push the green rock to reveal a secret passage. Take the stairs and talk to the girl inside to receive a heart! Exit and move

west towards HighMt.

--- HighMt. -----

You may notice a giant dragon standing on an island up the mountain. Ignore him for now and continue to the left. Defeat the Spear Pigs and follow the road to reach two houses. Enter the one on the left and talk to the little girl. She is taking care of a sick Karabon. She asks you to retrieve his medicine that is found in a cave to the west. Exit and go west to the next area.

It may look like a dead end, but the entrance to the cave is hidden. Equip Sharkun to find the entrance to the cave.

--- DarkCave -----

You will have to push various blocks to continue to the next area. Push the northern block, then push the eastern block. Push the block above you upwards, then continue to the next room.

Follow the maze-like path to reach a treasure chest. Open it to find the Disinfectant. You cannot go any farther in the cave, so it's pointless to try and continue. Now that you have the medicine, return to the sick Karabon's house and talk to the girl. The healed Karabon will join your party. Kai-Man has the ability to travel through water. Return to S. Forest and return to the house near the seaside. Avoid the Octopi and make sure Kai-Man is equipped as you go down the stairs into the water.

--- BigOcean -----

Remember, the only bombs that work underwater are the Aqua Bombs; all other bombs just fizzle out. Defeat the King Crabs and head west. Defeat the Mermen in this area. Since you don't have to have Kai-Man equipped while underwater, I suggest using Ceedrun to block the Mermen's spears.

There are two "devices" in BigOcean that can be used to your advantage. The spinning whirlpools can be used to shoot you in a direction if you stand between two of them. There are also geysers on the ocean floor that allow you to spring in the air. You can use these to jump over walls or other obstacles.

Use the geyser nearby to launch towards the second one. While standing on the second geyser, point to the right so you land right in between two whirlpools. You will then be shot to the next area.

Use the whirlpool on the east side of the area to go forward. From here, walk north to the next area. Enter the small hallway and use the whirlpool to launch onto a green switch. This will lower a wall to the left. Go past the lowered wall to reach a big whale. Walk towards him to get sucked in his mouth and shot out of his blowhole! You will conveniently land on the island in HighMt. where the Karabon was stranded. TwinDrag will join your party.

Return to BigOcean. Again, take the west path and use the geysers to head north. From here, use the geyser to the left and follow the path of geysers to move onto the next section. Walk to the left to find a green switch; hit it to lower a wall to the right. First, go north to find a school of fish. Inspect them to find a fish hook stuck in one of the fish. They'll move to the side, revealing another Karabon. MarinGon will thank you for removing the fish hook

from his fish brother by joining you.

Bomb the wall behind MarinGon to find a secret cave. The fairy inside will heal you. Exit and go to the right to find the lowered wall. Go forward to reach the next base: PrettyBase.

=====
PrettyBase [0303]
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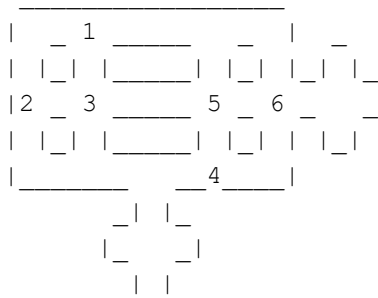
A	B	C	D	E	F	G	
							First off, remove the Aqua Bomb and either equip Bombs or your RC Bomb. Clear the room of the Dancing Bots and blocks. The conveyor belt in the middle of the room will move your bombs, so watch out when you place them. The switch in the center of the room will cause the belt to travel in the opposite direction. Enter the next room of the base (E-9).
1	+--+	+--+	+--+				
		--	--				
	+--+	+--+	+--+				
2			+--+				
			+--+				
3						+--+	
			+--+			+--+	
4			+--+	+--+	+--+	+--+	Bomb the Dancing Bots in the room. The triangular switches will remove the spike panels, so hit the switches to create a safe path for you.
						--	
			+--+	+--+	+--+	+--+	+--+
5	+--+	+--+	+--+	+--+	+--+	+--+	+--+
		--	--	--	--	--	
	+--+	+--+	+--+	+--+	+--+	+--+	+--+
6	+--+	+--+	+--+	+--+			
		--			--		
	+--+	+--+	+--+	+--+			
7	+--+		+--+				
	+--+		+--+				
8			+--+				
			+--+				
9			+--+	+--+	+--+		
				--	--		
			+--+	+--+	+--+		

the left to reach a secret room. Destroy all of the blocks here to reach a chest containing a Red Crystal. An easy way to destroy the blocks without having the bombs move on the conveyor belts is to use RC Bombs. Move the bomb towards the block and hold down A until it blows up.

Undead Mages and Drill Squids populate the next room. Undead Mages teleport around the room and take two bomb hits to be killed. Drill Squids can burrow under the ground and pop up at other spots. In short, both enemies like to run away from your attacks. After clearing out the room, go east.

First off, kill the Dancing Bot and bomb the crack in the northern wall, then

go through. This next room is filled with some blocks that you have to push around. Here's a small, but accurate diagram of the room layout. I labeled the movable blocks as numbers "1" through "6".



Push block "3" up. Push "5" to the right, then push "6" down. Bomb the cracked wall here and move through to F-4.

Okay, that wasn't that hard. In the next room, destroy the lone block, then push the green block up. Follow the path to find Silver Armor! Return to E-5 and continue to the right to find Bibidi. Talk to him to receive P. Nucklz! We need to find SID, so backtrack to D-5 and take the western door.

Push the two green blocks into the niches and move your RC Bomb through the pipes. Place it on the red switch and bomb it to open up the exit. The next room is filled with pipes and spike panels. Navigate your bombs through the pipes to reach the switches. Once the path is fully cleared, move to B-5. Bomb some of the blocks and open the exit by hitting the red switch in the corner.

Defeat all of the Flame Gels and Electric Jellyfish to open up all the doors. There's a cracked wall on the eastern side of the room, so bomb it and proceed through. Some of the blue blocks in this room shoot out spikes in each side. Inspect each block in the room clearly: the ones that are indented slightly are traps. Nevertheless, patrol the room slowly and carefully as you make your way to the green switches. Once the path is clear, open the chest for a Large Medicine. Backtrack to the previous room and go south.

This room also has spike traps (just one). Lower the spike panels by using the green switches, then go down the staircase. You will find SID down here, so fuse both P. Nucklz and Kai-Man to get P. Sea! Return to D-5 and go north.

Defeat the Dancing Bot and bomb the red switch to open the door ahead of you. Go through to reach another spike-filled room. Position your bomb in the northwest corner, so it hits both switches simultaneously. Now that the spikes are out of the way, continue through to D-3. Same old garbage here. Bomb blocks, hit switches, continue forward.

The next room is filled with four Drill Squids, but you cannot reach them directly. You must use RC Bombs to travel through the pipes in order to hit them. Once all of them are killed, the door will open up. The next room has no enemies, so no worries. Avoid the spike traps in B-1 and destroy the blocks. When you reach the chest on the opposite side of the room, open it for a BombUp. Now you can place three bombs at once!

Return to the room where you found P. Nucklz (F-5) and go to the right. Equip P. Sea to open up the boss room, then proceed through for a fight. P. Sea will be abducted by PrettyBomber and she'll turn into a massive octopus.

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  .------.
  | BOSS: PrettyBomber                                     |
  |-----|
  | For a gigantic octopus, PrettyBomber is fairly quick. She will slide |
  | around and shoot out purple energy balls at you. Avoid them and randomly |
  
```

| plant bombs around the arena in hopes that she runs into an explosion. |
| Since you don't have anyone equipped yet, you can equip TwinDrag if you |
| wish. Doing so will increase your power and make your explosions bigger. |
| This can either help you or hurt you. |
|
| If PrettyBomber gets hit by a bomb, she will morph into a giant ball of |
| jelly. As this jelly form, she can shoot two balls of jelly vertically or |
| horizontally. She will cave in after firing two jelly balls. Target the |
| caved-in sides of PrettyBomber with your RC Bomb to target the core. When |
| the core is hit, she'll explode into tiny Gels. They cannot be hurt, so |
| just avoid them as they scurry around. Eventually, PrettyBomber reforms |
| into her octopus form. Now it's just up to you to repeat the strategy. |
| Blast PrettyBomber's core four times to defeat her. |
'-----'

After P. Sea joins you again, head north to find a hologram of Max. After the conversation, you will receive the Medal of Justice and another heart. Once you exit PrettyBase, use Pommy to teleport to Delta and go south to S. Forest.

Return to the fisherman's shack and present him the fish hook to obtain a Large Medicine. Return to Delta and ride the blue boat near the eastern house to reach the Jetty.

--- Jetty -----

Get rid of the Gel and Yeti near the forest and head east. You'll eventually find a Karabon trapped in a cage. Approaching the cage will activate a minigame. You have to use the three cannons to bomb the Dancing Bots guarding the cage. After killing all three, you will rescue ToughGuy. He will join your party. His power can be used whenever you want (you don't have to set him to use it). You can pick up bombs with A and throw them.

Return to the previous area and go left. Defeat the Yetis and clear out the snowmen, then follow the path to reach a dead end. Three Dancing Bots are on the other side of the gap. Use your new technique to toss bombs their way. Defeating them will trigger an avalanche that fills up the hole. Now head north and follow the cliffside to the right. Bomb the Hoodlum and continue down the straightforward road.

When you reach the ice walls, bomb all the snowmen and enemies, then go to the left. Follow the wall all the way around to reach Epsilon.

--- Epsilon -----

Enter the rightmost house and talk to the person inside to receive some Flour. Other than that... not much to do. You can talk to the townsfolk for some trivial information, but nothin' special. Exit Epsilon and continue to the right. Bomb the switch to stop the moving platform and continue forward.

--- SleetSt. -----

Defeat the Yetis and Hoodlums in your way and go across the bridge to reach a small area filled with blue snowmen. These snowmen will somehow regenerate. The key to move through is to toss bombs and destroy the snowmen far away, then inch along. You'll eventually reach Upsilon.

--- Upsilon -----

Enter the southern house and give the woman the Flour to receive some Fresh Bread. You can fight in the coliseum if you wish, but your main priority is to return to Epsilon with the Fresh Bread. Once you do, you will get the Karabon Egg. Exit Epsilon.

Go to the left and continue around Epsilon by hugging its outer wall. When you reach the hot springs, talk to the man and place the egg inside to hatch it. P. Beast has now joined your party! Return to Epsilon with P. Beast equipped and use him to cross the northern bridge.

--- FairyPalace -----

No one of importance is inside the palace, so just walk to the left. Stop the moving platform with your bomb and continue onward. Bomb the Walruses and go south around the ledge. Take out the Icicle Monsters and go south again. Destroy the ice blocks to find an Ice Flower underneath. Pick it up to attract Pteradon. He apologizes for eating your flower and joins your team.

A fairy lies in the northern area if you wish to get healed. Return to the staircases to the left of the Fairy Palace. Ascend the steps to the ledge and enter PlasmaBase.

=====
 PlasmaBase [0304]
 =====

FIRST FLOOR
 =====

SECOND FLOOR
 =====

	A	B	C	D	E	F		A	B	C	D	E	F
				+++	+++	+++		+++	+++	+++			
1				--			4	-- --					
				+++	+++	+++		+++	+++	+++			
	+++	+++		+++	+++	+++		+++	+++	+++		+++	+++
2	-- =====			--			5	=====			--		
	+++	+++		+++	+++	+++		+++	+++	+++		+++	+++
	+++			+++	+++	+++		+++	+++	+++			
3				-- --			6	--					
	+++			+++	+++	+++		+++	+++	+++			

THIRD FLOOR
 =====

	A	B	C	D	E	F	
				+++	+++	+++	You will start off on A-3, and as you can tell, this is the first base with multiple floors. Hitting the switch will cause the door to open, but it will close as soon as you step off of it. Place a bomb on the switch and run through the door. The Phantoms in this room take two hits to defeat. Take them all out and watch for the
7				--			
				+++	+++	+++	
	+++	+++		+++	+++	+++	
8	-- =====			--			
	+++	+++		+++	+++	+++	

```

          |          | cracked floor panels here too.
      +---+ +---+ +---+
9      | |--| |--| | In here, push the blue block into the
      +---+ +---+ +---+ niche and follow the hall. Push the
                                next one to the size and head to the
next room. Destroy all of the blocks and open the chest for a Large Medicine.
Go north to find Boo, who gives you Dorako. Dorako has the ability to light up
darkened rooms. You'll certainly need Dorako in D-3. With the lights on, push
the blue block to open the exit and proceed through. Defeat the three Archers
in the hallway and continue onward.

```

Clear out the room of blocks and leave. Do the same in the next room, then toss a bomb to the switch in the corner of the room. Now that the door are open, take the northern exit. The next room has very narrow walkways, so have Dorako equipped and hit the switch in the northeast corner to open the door. Push the two blocks out of your way and enter the next room.

Step on the green switch to lower the first set of spikes, then toss some bombs over to the red switch to lower the second set. With the room clear, open the chest at the end for a Green Crystal. Return to F-2 and exit to the left. Take the stairs to reach the second floor of the base.

There are no enemies present, so destroy the blocks, collect the powerups, and leave. You'll find some Card Knights in E-5. They can pick up bombs and put them on their paper-thin back. They won't detonate on their back, so use another bomb to attack. They require two bomb hits to be destroyed. Defeat all four Card Knights and move to the next room.

Bomb the crack in the southern wall and go through. In the dead end room, push the block on the left down and other one to the right. Open up the treasure chest to find a FireUp. Return to the previous room and go to the northwest end. Push the block downward and throw a bomb onto the yellow switch. Quickly exit before the bomb explodes and the door closes. Do the same in the next room. In B-4, throw a bomb on the yellow switch at the bottom to open the exit. Run through to the next room.

Destroy the blocks and defeat the Imps. The Imps can only be hit when they stab the ground with their spears. Clear the room with blocks and use the yellow switch to move on. This room is filled with blocks and a few movable ones. Push the rightmost block down, then continue down the path while pushing the other ones to the sides. Chuck a bomb onto the switch and run into the exit.

The next room is straightforward. Just destroy the blocks and go through the door. The room up here looks strangely empty, but equipping Sharkun will reveal a staircase. Take it to the third floor.

Use the yellow switch to enter B-8. This room is filled with Phantoms and Archers. Tossing bombs across the wall certainly helps. After defeating them all and clearing out the room, go to the right. Destroy all of the blocks here and head towards the trio of movable blocks on the opposite side. We want to take the northern door, so push the upper block down. In here, use the red switch on the right to open up the door and go through.

Ignore the staircase for now and bomb the cracked wall to access a secret room. Walk to the right side of the room and push the blue block down. Toss a bomb onto the red switch to lower a set of spikes. Now step on the first spiked panel (the spikes should be lowered) and throw a bomb down onto the second red switch. Now that all the spikes are lowered, head towards the treasure chest for some Gold Shoes.

Return to the previous room and hit the switch to gain access to the stairs. Descend the steps to reach SID. Fuse Dorako and P. Beast to get P. Dragon. Return to D-8 and push the lower block to open the southern door. This room is filled with movable blocks, but you don't have to push any. Walk all the way around the blocks and toss a bomb to the left. It'll fall into a niche. Toss another one to have it bounce on top of the bomb and to the red switch. With the door open, continue.

Kill all of the Card Knights and Imps, then proceed to the right. Equip P. Dragon and enter the boss's lair. Like you expected, PlasmaBomber will abduct P. Dragon and use his powers to turn into a big monster. Oh joy.

```
-----
| BOSS: PlasmaBomber                                     |
|-----|
| PlasmaBomber mutates into a large harpy and flies throughout the arena. |
| He will fire groups of feathers, so your best bet is to hide between them |
| as they go your way. When PlasmaBomber lands on the ground, control an RC |
| Bomb towards him. As it explodes, he'll shriek and fly in the air. He'll |
| then drop several eggs on the ground and explode shortly after. On top of |
| that, PlasmaBomber creates a gust of wind that pushes the eggs downward. |
| |
| If you manage to avoid all of the explosive eggs, PlasmaBomber will fly |
| back up in the air. Not much changes during the battle. PlasmaBomber will |
| fire more sets of feathers, but that's really it. Hit him a total of four |
| times to kill him and win the fight.                 |
|-----|
```

Enter the final room and speak with the hologram of Max. Bomberman will be awarded with the Medal of Love and another heart. The ice in FairyPalace has melted, so return there immediately.

--- FairyPalace -----

Enter the throne room and speak with Queen Emeraldalda. She will thank Bomberman by handing over Youno and opening up a path leading to the volcano. Exit the room and enter the northwest room. Speak with the soldier to obtain a Balloon. Bring it to the Bomb Shop in Epsilon to get a Hold Bomb. These types of bombs grow stronger in firepower the longer you hold it with A.

Well, lets get some stuff out of the way. If you want a Karabon, then warp to Delta and return to DarkCave where you found the Disinfectant.

--- DarkCave -----

Return to the area where you found the Disinfectant and take the nearby opening to reach a room filled with blocks. Proceed through the couple of rooms to reach a pitch black area. Equip Dorako to brighten the room. Navigate through the labyrinth to find a Karabon standing in a far corner. Approach it to have it join your party. Th. Liger can slow down enemies when equipped.

Warp to Upsilon and go to the right. Destroy the blue snowman and follow the arrow to the next area. From snowy to desert in 3.5 seconds!

--- MtRoad -----

Destroy the cacti here for powerups and continue down the trail. Defeat the Gels and head up the ledges. Equip Youno and head to the next area. Youno will calm the sandstorm and allow you to continue.

--- Zeta -----

Meteors will rain down from the sky, so naturally avoid them. Enter the house in the northeast corner and talk to the man inside. He will give you a Step Counter. The old man asks you to walk 100 steps using his Step Counter. Exit his house and walk around Zeta to increase your steps. View the Step Counter in the menu to see how many steps you need left.

Once you have walked 100 steps, return to the old man and tell him the good news. The overjoyed man will give you his Karabon, Sibaloon. He can make a one-grid bridge when you approach a gap. Now that you have Sibaloon, we can get yet another Karabon. Warp to Beta and go south to ColdSea.

--- ColdSea -----

Equip Sibaloon and follow the path to the left. Go across the two trees leading to the right. There is a tiny gap separating the island from a separate island and a building. Use Rainbow Bridge to reach the house and go inside.

You will find FireKong inside. He is very easygoing and will join you in a heartbeat. You can detonate RC Bombs at any time with B when he's equipped.

Now that you have FireKong, warp to Zeta and take the southern exit.

--- SararMts -----

Destroy the two Bat-Men and go up the staircase. Continue across the cliff and avoid the Evil Rocks as you bomb the cacti. Ignore the cave and continue to the next area. Destroy more cacti and Evil Rocks and enter the cave at the end.

Hit the two red switches to lower the spikes, then enter the next room. Use Sibaloon's Rainbow Bridge to cross the water, then exit the cave. Go down the stairs and enter the industrial building.

--- FrontBase -----

This isn't like other bases, since it's only a few rooms. Destroy the Dancing Bots and the blocks, then go to the right to reach four Dancing Bots doing... something to a Karabon. I don't even wanna know.

You'll be transported into a room filled with Dancing Bots. You have to navigate through a maze entirely composed of these enemies. If you touch them (aka: the walls), you will have to restart from the beginning. The walls will shift up and down, so follow the flow. Avoid the spinner and continue forward.

Dodge the bots running back and forth to reach the end. It's really simple. Once the Karabon is freed, he will join your party. P. Animal can dash if you hold down B. You have to keep P. Animal equipped if you want to dash. Push the blocks aside and exit the base. Go south to the next area.

--- Quicksand -----

Try to avoid the sand currents while attacking the Bat-Men. There isn't much to do in here, so exit at the southern end. In Ita, take the northwest exit to reach another part of Quicksand. Bomb the cacti and push the red rock to reveal a hidden staircase. Talk to the woman inside for some incredibly useless info and return to Ita.

--- Ita -----

Once again, meteors will shower from above. Stop at the shop and pick up some Teryaki Beef. Other than that, there is nothing important to do other than talking to random people. Head to the desert to the right.

--- Desert -----

You can find a hidden Karabon in this area, but finding his location is totally random. Equip P. Animal and dash around the area. Move between screens until you find an oasis. When you do, go inside to encounter Elekong. The oasis is really small, so be careful when entering and leaving an area so you don't accidentally leave when finding it. Elekong will join you after realizing how boring it is in the desert oasis. He can allow you to set through immovable blocks.

After finding Elekong, head to the southwest end of the desert to find a cave. The boulder to the right has a crack in it; bomb it to find a man inside of a cave. He will give you a Large Medicine. Enter the other cave and destroy the blocks in your way. Use Sibaloon to cross the water in the next room and exit the cave to reach Omega.

--- Omega -----

This place is like a paradise! None of the houses are of importance, so walk over to the stone giant. Your Teryaki Beef will liven his senses, so give it to the giant to move him out of the way. Still nothin' to do in the houses here. Instead, enter the stone building on the right to find another Karabon: Unagi. Unagi's power is unique, since he can make it rain. Don't worry, I'll refrain from using any Pacman Jones jokes here.

Warp back to Ita and equip Unagi and walk onto the pedestal. The rain starts and somehow douses the entire volcano, revealing a large pyramid. Looks like the next base! Before leaving to the desert, pick up another Teryaki Beef.

--- Desert -----

Isn't much to do here now. Bomb any cacti for some powerups and take down the Sand Worms. Equip Sibaloon and take the southeast path to reach the LavaPool.

--- LavaPool -----

Use Sibaloon's Rainbow Bridge to cross the lava. Avoid the Flame Balls and the fireballs they shoot out. It's rather simple to head through this area. Go east to the island with three rocks, then head north to reach the volcano.

You will have to avoid enemies, lava streams, and meteors here. Defeat the Bat-Men at the base and go west. Avoid the lava streams that drain down the channel. Wait for the stream to stop, then continue. At the end of the area, cllimb the stairs. Continue up the stairs and across the ledges and avoid the Evil Rocks to find a cave.

More lava pools. Use Sibaloon to get through the cave. When you exit out into the open, go down the stairs and head into the next cave. Give the girl some Teryaki Beef for a heart. Go back up the stairs and enter the cave to the right. Proceed through the next cave and defeat the Pharaoh ahead. Ascend the next set of stairs and enter GolemBase.

=====
 GolemBase [0305]
 =====

FIRST FLOOR
 =====

SECOND FLOOR
 =====

	A	B	C	D	E		A	B	C	D	E
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1	--				--	6					
	+++	+++	+++	+++	+++						+++
	+++	+++	+++	+++	+++		+++	+++	+++	+++	
2					--	7	--	--			
	+++	+++	+++	+++	+++		+++	+++	+++	+++	
	+++	+++	+++	+++	+++			+++	+++	+++	
3	--					8	--	--			
	+++	+++	+++	+++	+++		+++	+++	+++		
	+++	+++	+++	+++	+++			+++	+++	+++	+++
4	--	--	--			9	--	--	--	--	
	+++	+++	+++	+++	+++		+++	+++	+++	+++	+++
	+++	+++	+++	+++	+++			+++			
5	--	--	--	--		10					
	+++	+++	+++	+++	+++		+++				

You will enter the base at C-5. Go to the left and avoid the Flame Balls. Wait for the Flame Jets to stop, then quickly run to the next room. Destroy the blocks and open the treasure chest to get the Blue Crystal. Watch out for the Landmines scattered around the room. Return to the entrance and head east. Defeat the four Mummies in the room (they take two hits) and collect all the powerups you can find here. Avoid the series of Flame Jets in the next room and continue to E-4.

More Landmines, more blocks. Clear out the entire room and continue north. Use Sibaloon to navigate through the next lava-filled room. Two Storm Clouds populate E-2. After hitting them once, they will split into two smaller clouds. You may want to use Elekong in this room. Head to D-2. Run through all of the Landmines and push the block on the opposite side of the room to reach the staircase. Exit the room by cracking the wall at the north end.

```

  | |      C     | |      X = Trap Door
  | |___|___| | |      C = Chest
  _____| | |_____
  |         X         |
  |   |   |  |X|  |X|  |X|  |
  |   |   |   _   _____|
  |   |___|X|_|X|_|X|
  _____|_____
  | |

```

There are a series of trap doors strewn through the room. Chuck a bomb at the Dancing Bot and follow the path shown (the long way) to reach the chest. Open it for a BombUp and leave.

Go south to D-8 to find a room full of Mud Hands. This is another good time to use Elekong. Mud Hands will throw any bomb that comes near them. Two hits are needed to take them out. Clear the room of Mud Hands to open the exit. Also blast all of the blocks for some powerups before leaving. Before going down the stairs in D-9, bomb open the crack to the right.

```

  _____|_____
  |   _ _ _ L |   |   | X = Trap Door
  |  | |  | |  | |   | | C = Chest
  |   _ _ _   |   |   | L = Landmine
  |  | |  | |  | |___| | |
  -   _____ X _ _ _ X C |
  | |   | | | | | | |
  | |   | _ _ _ X _ |
  | |   | | | | | | |
  | |   | ___ L _____|
  |

```

This room allows you to move around much more freely. Clear the room of blocks and navigate around the treasure chest. Open it for a Large Medicine. Backtrack to the previous room.

Bomb the crack at the top of the room, then head into D-3. You will find a Small Medicine in the treasure chest. Return to the last room. Throw one of your bombs onto the red switch in the middle of the lava pool. Once it explodes and the door opens, go through. Head to B-4. Defeat the Gold Spiders in this room to open up the other doors.

Go north and hit the green switch, then return to the previous room. Bomb the red switch and use Sibaloon's Rainbow Bridge to reach the exit. Push the blocks out of the way here and bomb the crack to the right to reach the other side of B-3. Now that the spikes are lowered, open the chest for Gold Armor.

Return to the previous room and continue north. Bomb the next red switch and move forward. Defeat the Storm Clouds and Mummies here. This is the room that I first realized how awesome FireKong is. I mean, it's like cheating when you use him! Anyways, get rid of any obstacle in the room and walk into B-1. Use Sibaloon in here and then equip Sharkun when you reach the next room. Take the stairs to the second floor.

Bomb the crack to the left and head through. There is only one trap door here and it's directly in front of the chest. Just move the upper or lower block and open it for a Small Medicine. Go back to the previous room and go east. Talk to Rao to receive Youni. Now proceed to B-8.

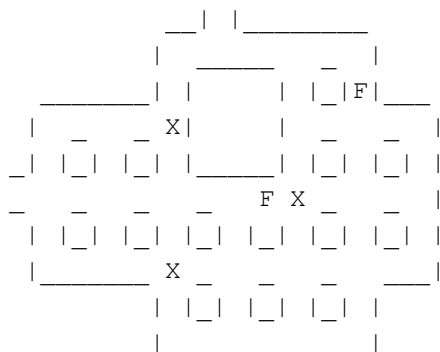
```

  _____| |_____
  |   X   _ _ _ _ X |
  |  | |  | |  | |  | | X = Trap Door
  |   _ _ _ X X _ _ |
  |  | |  | |  | |  | |
  |   _ X _ _ _ X |
  |  | |  | |  | |  | |
  |X _ _ _ X _ _ _ |
  |  | |  | |  | |  | |
  |___X___|___X___|

```

Fairly easy to go through. It's a big room, but there are two main paths to take. Go whichever way you wish and proceed to the next room.

Some Mud Hands and Gold Spiders are roaming around here. Take everyone out and bomb the cracked wall at the south end. Proceed through. Avoid the Flame Jets and make your way down the hallway to get a Large Medicine. Backtrack to the last room and take a right.



X = Trap Door
F = Flame Jet

Gosh, I didn't really want to make an ASCII diagram of every room with trap doors, but after making the first one I felt like I had to make them all. Anyways, there isn't much goin' on here. The traps force you to get in real close with the Flame Jets.

Drop down into the giant hole to reach the room leading to the boss's lair. Since we don't have the required Karabon, use Pommy to warp to the entrance of the base. Return to E-2 and go north. Avoid the Flame Jets and head to the next room. Go down the stairs to reach SID. Fuse Unagi and Youni to get SeaWing! It'll take a while, but go all the way back to C-3 and use SeaWing to open the door. GolemBomber waits behind the door. He steals SeaWing's power to... wear a cape?

```

-----
| BOSS: GolemBomber |
-----
| GolemBomber doesn't really transform into a giant monster, he looks just |
| like his ol' self aside from his new cape. In fact, this battle has a new |
| pattern and it totally unlike the previous bosses. If you have played the |
| multiplayer mode in any Bomberman game, then you will be familiar with |
| GolemBomber's battle plans. |
| |
| Aside from shooting fireballs, GolemBomber will call upon four Bomber |
| Zombies onto the playing field. They will only walk around and do not |
| attack other than walking into you. If you bomb a Bomber Zombie, they'll |
| be killed and ride around the perimeter of the arena in a ship. Just like |
| multiplayer mode. When they ride around in their ships, they will shoot |
| bombs down on the room. You cannot target them, so wait for GolemBomber |
| to destroy them. When GolemBomber moves his cape and fire lightning bolts |
| out of his hands, any remaining Bomber Zombie will explode. |
| |
| While you are dealing with the Bomber Zombies, GolemBomber will either |
| shoot fireballs at you or detonate the zombies. GolemBomber is of course, |
| your main priority, but always try to clear the room of Bomber Zombies |
| before trying to target the big cheese himself. A funny note: the bombs |
| shot from the defeated Bomber Zombies can also hurt GolemBomber, so they |
| will help you out. Hit GolemBomber 11 times with your bombs to win. |
-----
  
```

After killing GolemBomber, go north and talk to the hologram. Like always, you will receive another medal, the Medal of Friendship, and a heart. Now that we have all four medals, we can access Fantasy!

Warp back to Ita and enter the desert. Take the new path that has been opened up to reach Theta.

--- Theta -----

Enter the shop and pick up the Hammer. Return to Ita and fuse the Hammer with your bomb for Power Bombs. Return to Theta and go to the right to enter T. Forest.

--- T. Forest -----

Talk to the old man at the northwest end of the forest and battle is Karabon. Best two out of three, so use your strongest Karabons. KameKing is at level 57, so he is a tough opponent. My two strongest Karabons were SeaWing and P. Dragon, who started off at level 64 and 51 respectively. After winning, KameKing will be yours. If you have been following this guide from top to bottom, you should have all Karabons.

Continue through the simple layout of the forest. If you move the gold rock, you will find a secret shop. Pick up a Large Medicine and exit the forest to reach AccessPt.

--- AccessPt -----

Equip Youni and dig up all four access points. You must remove every patch of dirt before you can set the medals on the points. After setting all four medals, the gateway to Fantasy will open up. Equip KameKing and stand in the center of the area to transport to Fantasy.

=====
 Fantasy [0306]
 =====

	A	B	C	D	E	F	G	H	
				+++	+++				Well, here we are. This
1					--				is the final dungeon in
				+++	+++				the game, so don't screw
									up now. Bomb the blocks
			+++	+++	+++	+++			and go in the teleporter
2				--	--	--			to reach the other side
			+++	+++	+++	+++			of the room. Continue
									through to C-6.
	+++	+++	+++	+++	+++	+++	+++		A hole in the center of
3		--			--			--	the room will dispense
	+++	+++	+++	+++	+++	+++	+++		four Yellow Cones. All
									they do is hop around, so
	+++	+++	+++	+++	+++	+++	+++	+++	just bomb the heck out of
4		--					--		'em. The next room is
	+++	+++	+++	+++	+++	+++	+++	+++	filled with Buzzsaws. You
									cannot destroy them, so
	+++	+++	+++	+++	+++	+++	+++	+++	just avoid them. Move on
5					--	--			to the next room.
	+++	+++	+++	+++	+++	+++	+++	+++	Ignore all the schematics
									in the room and just push
	+++	+++	+++	+++	+++	+++	+++		the blue block to open up
6		--			--			--	the exit. Move on the
	+++	+++	+++	+++	+++	+++	+++		conveyor belt as you
									dodge the Flame Jets and

```

      +---+ +---+ +---+ +---+
7     | | | |--| |--| |
      +---+ +---+ +---+ +---+
                |
                +---+ +---+
8     | |--| |
      +---+ +---+

```

fireballs. Bomb the crack in the left wall to reach a secret room. In here, hit the top and bottom red switch to remove the spikes. Now bomb the last switch to open the exit.

Dodge the first two Flame Jets and avoid the Buzzsaw. Throw a bomb south to hit the red switch. It'll lower a set of spikes near the southern Flame Jet. Run past and bomb the next red switch to lower a spike panel near the chest. Open the treasure chest at the end of the path to get a Small Medicine. Return to B-4 and head north.

Defeat the Soldier Bot in the center of the room and clear the area of blocks. Avoid the Buzzsaws as you proceed to C-3. Defeat the Reapers in the next room. You can use the teleporters to move around the room, but they're pretty much pointless. Leave the room. The blue switches in the next room will trigger an arrow to shoot out of the wall at you. Hit the switch and block the arrow with Ceedrun. Avoid the Buzzsaws and continue to the next room.

Move the blue block down, then move the bomb through the pipe and at the switch. Once the door opens, continue. More Buzzsaws in this room. Wait until they pass by and head to the next room. Triggering all four green switches in the room will cause the exit to open up. Hit all four while dodging the obstacles to leave.

The Assembly Bots will toss any bomb that goes near them, so use FireKong. A Block Bot is hiding in the southwest corner. Walk towards it to scare it, then destroy it to open the exit. Use the northeast teleporter to reach the green switch, then hit it to open the door. The northwest teleporter leads to the door. In G-4, use Sibaloon to hit the green switches. Once all three triangle switches are up, the the spikes will disappear.

Use Sibaloon to reach the teleporter on the left, then avoid the fireballs being shot out of the statues. Bomb the cracked wall and the blocks, then enter the room to the right. Go across the conveyor belts and hit the switch next to the door to open it. All the same stuff in this room, too. Hit the green switches to lower the spikes and open the chest for a FireUp.

Return to G-5 and go south. Equip FireKong and defeat the four Block Bots to open the doorway. Your mail goal here is to destroy the holes dispensing Yellow Cones. after all three are taken care of, go to the next room. Hit the green switch to open the exit, then use the teleporters to actually reach the exit.

Take out the Rollerpillars and Glutton to open up the doors, then go through. More Flame Jets and switches. Yawn. This is the most boring game to FAQ. Enter the next room to find even more switches and Flame Jets. Hit the triangular ones before hitting the square one. In the next room, defeat the Crazy Bombs and take the northern door. Destroy the blocks and hit the green switches to reach the northern side of the room. Toss a bomb on the yellow switch, then run through the door before it explodes.

Use Sibaloon to travel across the pools of water and hit all of the switches to reveal a path leading to a Small Medicine. Return to E-4 and go to the right. Equip Sibaloon and bomb the switches to get outta this room. Lower the spikes by hitting the red switches with your bombs. Open the chest at the end for the Purple Crystal. Open the exit by stepping on the green switch. Backtrack to E-5 and go west.

Head past the room that leads to the boss room and enter the room on the left. Equip FireKong and defeat the Gluttons, then continue forward. Bomb all three red switches, then hit the green ones. Open the treasure chest to obtain a Large Medicine. Return to D-5 and equip KameKing to reach the boss room.

A mysterious figure will tell Max to attack you, so he does. Easy enough.

```
-----
| BOSS: Max
|-----
| Switch to your RC Bombs if you don't have them on and equip FireKong. The
| ultimate combination. Max is very fast and will lay bombs around the room
| just like you. As you've noticed, this room is much, much smaller than
| the previous boss rooms. He is very smart in terms of being safe, so just
| stalk him with one RC Bomb and detonate it with B once it comes near him.
| This battle isn't very tough if you play it safe. Hit Max five times with
| your bombs to end the fight.
|-----
```

Max will get up as you find out that he was brainwashed. The mysterious figure from before drops onto the platform and Max agrees to team up with you to fight the masked menace.

```
-----
| BOSS: BrainBomber
|-----
| Lucky for you, BrainBomber doesn't use the giant robot in the background
| during this boss fight. BrainBomber will drop three Water Bombs on the
| ground at a time. These bombs can bounce around like rain droplets. They
| usually form a line, so they're rather easy to avoid. After, he will fly
| in the air and ready his next attack. Avoid the target reticules on the
| ground. When they stop, BrainBomber will fire bolts of lightning at the
| intended location. The lightning also spreads in a cross-like direction,
| so it basically has the same effects of a bomb.
|
| After using lightning attacks a certain number of times, BrainBomber will
| drop to the ground and scamper back and forth. Use RC Bombs with FireKong
| equipped to attack him. You'll probably only get to hit him twice before
| he uses his Water Bombs again. These are the only attacks BrainBomber has
| during the entire fight. The only difference is that BrainBomber uses his
| lightning attack more and more before he lands on the ground. As a final
| boss battle, this is not that difficult. You must hit BrainBomber 13
| times to win the battle. Remember, Max will try and help out too.
|-----
```

After defeating BrainBomber, the ending scene will commence. I don't feel like talking about it, so just wait for it to end and the credits to roll. That's it for Bomberman Tournament!

Here is a list of all the Karabons in the game. If you're looking for in-depth strategies for obtaining all of the Karabons, consult to the walkthrough.

#1: POMMY	ELEMENT: Electric
DESCRIPTION: Can warp to almost all visited towns.	MAX STATS: Level 60 HP: 180
	ATK: 45 DEF: 65 SPE: 70
FOUND: Alpha	SPECIAL ATTACK: Electric
#2: CEEDRUN	ELEMENT: Fire
DESCRIPTION: Can block attacks with shield.	MAX STATS: Level 60 HP: 180
	ATK: 75 DEF: 60 SPE: 45
FOUND: ShuraRd.	SPECIAL ATTACK: Flame
#3: ELIFAN	ELEMENT: Earth
DESCRIPTION: Can push special blocks anytime.	MAX STATS: Level 60 HP: 180
	ATK: 60 DEF: 50 SPE: 70
FOUND: MagnetBase	SPECIAL ATTACK: Quake
#4: P. FANGS	ELEMENT: Electric/Earth
DESCRIPTION: Unlocks last door in MagnetBase.	MAX STATS: Level 70 HP: 210
	ATK: 60 DEF: 60 SPE: 90
FOUND: MagnetBase (SID)	SPECIAL ATTACK: Shock
#5: SHARKUN	ELEMENT: Water
DESCRIPTION: Can see hidden and invisible things.	MAX STATS: Level 60 HP: 180
	ATK: 55 DEF: 85 SPE: 40
FOUND: ToPlain	SPECIAL ATTACK: Icicle
#6: TH. LIGER	ELEMENT: Electric/Fire/Earth
DESCRIPTION: Can slow down nearby enemies.	MAX STATS: Level 85 HP: 255
	ATK: 90 DEF: 65 SPE: 100

FOUND: LiteCave	SPECIAL ATTACK: FireRing
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#7: KAI-MAN	ELEMENT: Water
-------------	----------------

DESCRIPTION: Can enter the sea.	MAX STATS: Level 60	ATK: 65
	HP: 180	DEF: 70
		SPE: 45

FOUND: HighMt.	SPECIAL ATTACK: Wave
----------------	----------------------

#8: TWINDRAG	ELEMENT: Fire
--------------	---------------

DESCRIPTION: Bomb power goes up one level.	MAX STATS: Level 60	ATK: 80
	HP: 180	DEF: 60
		SPE: 40

FOUND: HighMt.	SPECIAL ATTACK: DblFire
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#9: P. NUCKLZ	ELEMENT: Electric
---------------	-------------------

DESCRIPTION: Can kick bombs at anytime.	MAX STATS: Level 60	ATK: 45
	HP: 180	DEF: 60
		SPE: 75

FOUND: PrettyBase	SPECIAL ATTACK: Bolt
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#10: P. SEA	ELEMENT: Electric/Water
-------------	-------------------------

DESCRIPTION: Unlocks last door in PrettyBase.	MAX STATS: Level 70	ATK: 40
	HP: 210	DEF: 90
		SPE: 80

FOUND: PrettyBase (SID)	SPECIAL ATTACK: Storm
-------------------------	-----------------------

#11: TOUGHGUY	ELEMENT: Earth
---------------	----------------

DESCRIPTION: Use A to throw bombs anytime.	MAX STATS: Level 60	ATK: 60
	HP: 180	DEF: 55
		SPE: 65

FOUND: Jetty	SPECIAL ATTACK: Boulder
--------------	-------------------------

#12: P. BEAST	ELEMENT: Electric
---------------	-------------------

DESCRIPTION: Can fly over cliff near FairyPalace.	MAX STATS: Level 60	ATK: 35
	HP: 180	DEF: 55
		SPE: 90

FOUND: Epsilon	SPECIAL ATTACK: Stunball
----------------	--------------------------

#13: PTERADON	ELEMENT: Fire
---------------	---------------

DESCRIPTION: Bomb power goes down one level.	MAX STATS: Level 60 HP: 180	ATK: 85 DEF: 55 SPE: 40
---	--------------------------------	-------------------------------

FOUND: IceValley	SPECIAL ATTACK: FireBow
------------------	-------------------------

#14: DORAKO	ELEMENT: Fire
-------------	---------------

DESCRIPTION: Lights up room in bases.	MAX STATS: Level 60 HP: 180	ATK: 70 DEF: 65 SPE: 45
--	--------------------------------	-------------------------------

FOUND: PlasmaBase	SPECIAL ATTACK: HeatFire
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#15: P. DRAGON	ELEMENT: Electric/Fire
----------------	------------------------

DESCRIPTION: Unlocks last door in PlasmaBase.	MAX STATS: Level 70 HP: 210	ATK: 80 DEF: 40 SPE: 90
--	--------------------------------	-------------------------------

FOUND: PlasmaBase (SID)	SPECIAL ATTACK: Squall
-------------------------	------------------------

#16: YOUNO	ELEMENT: Water
------------	----------------

DESCRIPTION: Calms down the sandstorm.	MAX STATS: Level 60 HP: 180	ATK: 60 DEF: 65 SPE: 55
---	--------------------------------	-------------------------------

FOUND: FairyPalace	SPECIAL ATTACK: Monsoon
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#17: SIBALOON	ELEMENT: Water
---------------	----------------

DESCRIPTION: Use RainbowBridge to cross a ditch.	MAX STATS: Level 60 HP: 180	ATK: 60 DEF: 80 SPE: 40
---	--------------------------------	-------------------------------

FOUND: Zeta	SPECIAL ATTACK: Bubbles
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#18: P. ANIMAL	ELEMENT: Electric
----------------	-------------------

DESCRIPTION: Hold B to dash.	MAX STATS: Level 60 HP: 180	ATK: 40 DEF: 60 SPE: 80
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| FOUND: OldBase | SPECIAL ATTACK: Thunder |

| #19: UNAGI | ELEMENT: Water |

DESCRIPTION: Go to alter in Ita for	MAX STATS: Level 60	ATK: 60
rain.	HP: 180	DEF: 75
		SPE: 45

| FOUND: Omega | SPECIAL ATTACK: Blizzard |

| #20: ELEKONG | ELEMENT: Electric/Earth/Water |

DESCRIPTION: Can pass through	MAX STATS: Level 85	ATK: 75
breakable blocks.	HP: 255	DEF: 80
		SPE: 100

| FOUND: Desert | SPECIAL ATTACK: Plasma |

| #21: YOUNI | ELEMENT: Earth |

DESCRIPTION: Use Youni to reveal	MAX STATS: Level 60	ATK: 60
access pts.	HP: 180	DEF: 60
		SPE: 60

| FOUND: GolemBase | SPECIAL ATTACK: Typhoon |

| #22: SEAWING | ELEMENT: Earth/Water |

DESCRIPTION: Unlocks last door in	MAX STATS: Level 70	ATK: 60
GolemBase.	HP: 210	DEF: 90
		SPE: 60

| FOUND: GolemBase (SID) | SPECIAL ATTACK: Whirl |

| #23: KAMEKING | ELEMENT: Electric/Fire/Water |

DESCRIPTION: Unlocks last door in	MAX STATS: Level 85	ATK: 100
Fantasy.	HP: 255	DEF: 65
		SPE: 90

| FOUND: T. Forest | SPECIAL ATTACK: Spin |

| #24: MARINGON | ELEMENT: Fire/Water |

DESCRIPTION: Set bomb, then set	MAX STATS: Level 70	ATK: 90
linebombs with A.	HP: 210	DEF: 80
		SPE: 40

FOUND: BigOcean	SPECIAL ATTACK: AquaBomb
#25: FIREKONG	ELEMENT: Fire/Earth
DESCRIPTION: Can detonate your bombs whenever.	MAX STATS: Level 70 HP: 210 ATK: 90 DEF: 60 SPE: 60
FOUND: ColdSea	SPECIAL ATTACK: HeatDash

[5] KARABON BATTLE

[0500]

Karabon battles may seem strange at first, but they are essentially just a game of rock, paper, scissors. Choose your Karabon first to be taken to your strategy list. Each battle consists of three rounds, and each strategy is a compilation of the three rounds. Since you can only use Punch, Defend, and Special in a Karabon battle, each strategy consists of a different order between the three.

STRATEGY	ORDER	DESCRIPTION
PnchBlck	Punch, Defend, Special	Each round consists of three attacks, so you must pick three strategies to fill the three rounds. To win a Karabon battle, you must either KO the opponent or simply have more HP than the opponent by the end of the third round. It is possible to get a tie in which you have the same amount of HP as your opponent. If that is the case, you lose anyways.
KwikPnch	Punch, Special, Defend	
Dfns 1st	Defend, Punch, Special	
Nice End	Defend, Special, Punch	
ShowTime	Special, Punch, Defend	
Technque	Special, Defend, Punch	

A Karabon's element can play a factor as well.

Special Attack	FIRE	WATER	EARTH	ELECT
DEFEND	o	o	+	-

As for damage. A Karabon's ATK will determine how much damage they deal. For example, if your ATK is 20, an unblocked Punch will deal 20 damage. Then you have to take into account if the opponent blocked or not.

Element	FIRE	WATER	EARTH	ELECT
A	o	o	+	-
T	+	o	-	o
T	o	-	o	+
A	o	-	o	+
C	-	+	o	+
K	-	+	o	+

An opponent's Defense is based off of their DEF. Lets say an opponent used Defend when you attacked. If your ATK is 20 and the opponent's DEF is 10, then you will deal 10 damage instead of 20 (20-10=10). However, if your ATK is 20 and your opponent's DEF is 30, then you deal no damage (20-30<0).

Now Special Attacks are a little more complicated if you factor in the table

above, which basically means that some elements deal more damage than others, and some deal none at all. It all depends on the element of your opponent. For example, lets say you have TwinDrag and use your Special Attack on ToughGuy. Since TwinDrag is Fire and ToughGuy is Earth, you will deal double the damage as normal (ATK*2).

Of course, that would only be if your opponent did not block. If they did, it would be a tad different ([ATK*2]-DEF). Your ATK is still doubled, but you must subtract your opponent's DEF to get a final product. If your Karabon is multi-element, you have to take into account each element and their effect on the opponent's element. Kinda complicated, but you'll get the hang of it.

[6] BOMBS

[0600]

All bombs are made at Bomb Shops, but you must have the required parts. I will list all of the bombs, the part needed, and its uses.

--- BOMB -----

Part Needed: None

- Normal bomb. Set it with A and wait for it to explode.

--- LANDMINE -----

Part Needed: Sensor

- Enemies won't see this kind of bomb. When placed, it'll resemble a small gray dot. It will only explode if something walks on it.

--- RC BOMB -----

Part Needed: Transistor

- Can move bomb while holding A. Probably the best bomb. Hold down A to move the bomb as you place it. Easy to surprise enemies.

--- AQUA BOMB -----

Part Needed: RainDrop

- Only works in the water. Yep, that's it. You can only use it in BigOcean, since other bombs will just fizzle out. Has same qualities of a bomb.

--- HOLD BOMB -----

Part Needed: Balloon

- Gets stronger the longer it's held. If you place the bomb and then pick it

Tips on how to defeat PlasmaBomber.

--- COMIC #4 -----

Tips on how to defeat GolemBomber.

--- COMIC #5 -----

Tips on how to defeat BrainBomber.

=====
Special Items [0702]
=====

--- CAMERA -----

Snap pix of Louie with this camera.

--- LOUIE PIC -----

Photo of Louie. Press A to view.

--- RING -----

Return the ring to its owner.

--- FISH HOOK -----

Return to hook to its owner.

--- DISINFECTANT -----

Karabon medicine. Not for Bomberman.

--- FLOUR -----

Bring this flour to Ghin.

--- BREAD -----

Give it to a hungry person.

--- KARABON EGG -----

A Karabon Egg! If I warm it up...

--- ICE FLOWER -----

Ice flowers! Once petal's been eat'n.

--- STEP COUNTER -----

Step counter, ___ steps left.

--- TERYAKI BEEF -----

Teryaki beef! But I'm already full...

--- RADAR -----

Detects bosses.

--- YELLOW CRYSTAL -----

Shows map of MagnetBase.

--- RED CRYSTAL -----

Shows map of PrettyBase.

--- GREEN CRYSTAL -----

Shows map of PlasmaBase.

--- BLUE CRYSTAL -----

Shows map of GolemBase.

--- PURPLE CRYSTAL -----

Shows map of Fantasy.

--- MEDAL OF BRAVERY -----

Found after defeating MagnetBomber.

--- MEDAL OF JUSTICE -----

Found after defeating PrettyBomber.

--- MEDAL OF LOVE -----

Found after defeating PlasmaBomber.

--- MEDAL OF FRIENDSHIP -----

Found after defeating GolemBomber.

Sensor + Bomb = Landmine

--- TRANSISTOR -----

Location: Coliseum

Transistor + Bomb = RC Bomb

--- RAINDROP -----

Location: S. Forest

RainDrop + Bomb = Aqua Bomb

--- BALLOON -----

Location: FairyPalace

Balloon + Bomb = Hold Bomb

--- HAMMER -----

Location: Theta

Hammer + Bomb = Power Bomb

=====
[8] BESTIARY [0800]

=====
Enemies [0801]
=====

Here is a list of all enemies, in order of appearance. Enemies that have "Low" health can be destroyed with one bomb explosion, and ones with "High" health need to be hit twice.

--- BALLOON -----

Health: Low

Not to be confused with the item you find later in the game, Balloons will just float around and mind their own business. Since they don't have arms or legs, you can tell that they aren't much of a threat.

--- GEL -----

Health: Low

Gels are found all throughout the game and come in a wide variety of colors. However, they are all pathetically weak. Gels will squish and slide all over the place and they occasionally stop, allowing you to bomb them.

--- TRENT -----

Health: Low

Trents are disguised as trees, but their sneaky plan isn't always fullproof. They are easy distinguished from normal flora due to their habit of shaking. Approach a Trent to scare it out of hiding, where they will begin to scurry around. After they are spotted, lay a bomb in hopes of hitting one.

--- SPINNING BLOSSOM -----

Health: Low

Spinning Blossoms always come in groups of three and are almost always found spinning. Hitting one of the three is not that difficult, but wait for them to stop to lay out your attack. Other than spinning, they have no attacks.

--- DANCING BOT -----

Health: Low

Dancing Bots are found in nearly every base and do just what their name implies. They will slowly walk around most of the time, but sometimes they'll stop moving and bust a move.

--- ZOMBIE -----

Health: High

Like typical Zombies, these enemies will rise from the ground and try to feast on human flesh. When you walk towards a Zombie's location, they'll pop up and slowly walk around. Their main weakness is their lack of speed.

--- LASER TOTEM -----

Health: N/A

Laser Totems cannot be destroyed. They are situated in a specific spot and cannot move. They will fire lasers at your location, so all you can do is avoid their attacks and leave them be.

--- HEDGEHOG -----

Health: High

These Hedgehogs aren't as fast as that blue one (forget his name, lol), but they are fairly quick. They like to bounce up and down and roll after anyone they see as a threat. If a Hedgehog spot Bomberman, they will curl into a spiny ball and roll towards you.

--- GULPER -----

Health: Low

Gulpers are small snakes that don't look like much, but they are big pests. If they spot a bomb on the ground, they'll slither over and eat the entire thing. They can only eat one bomb at a time, so while they are still digesting the first one, surprise them with another bomb.

--- SPEAR PIG -----

Health: Low

These purple-clad pigs wield large pikes and can jab you from a distance. You really need to keep your distance from Spear Pigs and try to flank them. Avoid facing them and try to place bombs on their side or back.

--- HORNED FROG -----

Health: Low

Horned Frogs love to hop around, just like any frog would. They can easily hop over bombs and explosions and rarely take a breather. However, when they do stop and rest for several seconds, make sure to plant a bomb nearby to take 'em out before they start on another hopping craze.

--- OCTOPUS -----

Health: N/A

Like Zoras in The Legend of Zelda, Octopi will pop out from underwater, fire a rock at you, then submerge again. You cannot attack them from dry land, so all you can do is avoid the projectiles.

--- KING CRAB -----

Health: Low

King Crabs are not only big, but they are very fast. They also like to jump around like the Horned Frogs, but not nearly as much. When they finally manage to stop moving around, blast them.

--- MERMAN -----

Health: Low

Mermen will walk around the ocean floor and throw their seemingly unlimited amount of spears at their prey. Due to their long-range attack, try to get around to their back and attack with bombs. Either dodge the spears or block them with Ceedrun.

--- FLAME GEL -----

Health: Low

Flame Gels are exactly like Gels, so I'm not really sure why I categorized them differently. Flame Gels will slide around the area and occasionally pause to spit their ball of fire up in the air.

--- ELECTRIC JELLYFISH -----

Health: Low

Electric Jellyfish are slow moving creatures and will electrify themselves every once and a while. Their electricity can hit you from a distance, but you can still hurt them when they are shocked.

--- UNDEAD MAGE -----

Health: High

Undead Mages look just like your everyday skeleton, but they will use some sort of magical powers to teleport all over the place. When you see puffs of air jut out from them, that means they are about to teleport. Quickly bomb the Undead Mages before they have a chance to move again.

--- DRILL SQUID -----

Health: Low

Drill Squids have large drills on their head and will use it to burrow under the ground. The good news is that they don't use the drill to attack you, but the bad news is that you cannot hurt them when they're underground. Follow the Drill Squid as they patrol underground, then bomb them as they resurface.

--- YETI -----

Health: Low

Judging by their size, I expected Yetis to be more durable. They will slowly walk around and throw snowballs when spotted. The snowballs are easy to dodge, and the Yetis are so big and slow that they aren't too hard to hit.

--- HOODLUM -----

Health: Low

Hoodlums are small creatures that wear green cloaks. They are very quick and can attack you from a distance with their flail. They have the unique ability to jump over explosions, making them difficult to kill. Try to surprise them with RC Bombs.

--- WALRUS -----

Health: Low

Walruses will slide across the icy floor, making it somewhat difficult to hit

them with a bomb. On top of that, they will pick up any bomb they see and throw it away (usually near you). Try to trap them by putting two bombs next to each other.

--- ICICLE MONSTER -----

Health: High

Icicle Monsters will burrow in the ground and pop up when spotted. When they make their presense known, bomb them as they awkwardly stare at you. After hitting them once, the Icicle Monster will split into three smaller replicas. These lil' guys will spin around and ricochet off of anything they hit.

--- PHANTOM -----

Health: High

They may be strong, but Phantoms don't do much at all. They are big and float around, but are very easy to hit. The only main concern you should have for them is that they can float through walls and blocks.

--- ARCHER -----

Health: High

Archers may be tiny, but they can pack a punch. These little knights can shoot arrows at you with their trusty crossbows. Stay away from them and either toss bombs or use RC Bombs to attack from a distance.

--- CARD KNIGHT -----

Health: High

Card Knights are pretty annoying enemies. These paper-thin foes can carry bombs on their back if one lands nearby. The bomb cannot detonate while it rides the knight, so either attack it with a second bomb or wait for the Card Knight to toss the bomb off of its back.

--- IMP -----

Health: Low

Imps will fly in the air, allowing them to safely avoid any bomb explosion. The only time you will be able to attack them is the small opening when they stab the ground with their spear.

--- BAT-MAN -----

Health: Low

Bat-Men love to dash across the floor like a maniac, but they also love to fly in the air. They will shoot out energy pellets when they begin their flight, so avoid it and attack once they land.

--- EVIL ROCK -----

Health: Low

Evil Rocks do a good job at impersonating gray rocks, so there isn't really any way to spot them until they surprise you. When they glow and start to run around, bomb them before they revert back to their clever disguise.

--- SAND WORM -----

Health: Low

Sand Worms are only found in the desert and stay underground for the most part. When they want to attack, they rise from the ground and create a small pool of quicksand (with the worm in the center). The quicksand will slowly draw you towards them, so avoid the quicksand. Sand Worms will also fire energy blasts at you. Destroy them before they can hide in the sand again.

--- FLAME BALL -----

Health: N/A

Similar to the Octopus in earlier levels, Flame Balls will jump out of lava pools and spit fireballs at you before falling back into the lava. Since you cannot go into the lava or target them from dry land, all you can do is avoid their attacks.

--- PHARAOH -----

Health: Low

One of the rarest enemies, you only encounter Pharaohs at the base of the Volcano. There are only two or three of them, too. They are still fairly dangerous. Pharaohs will shoot long streams of fire out of their mouth. It can cover a lot of ground, so stay away from their face.

--- FLAME JET -----

Health: N/A

Flame Jets cannot be destroyed and are only found in bases. Flame Jets blink once they are about to turn on. When they turn on, long streams of fire will shoot out of the Flame Jets. Avoid them when they are turned off.

--- MUMMY -----

Health: High

Mummies don't really do much other than walk around aimlessly. That makes it easy to attack them, since the only way they can hurt you is if you walk into one. Then again, they are mummies. They are just slow-moving dead guys.

--- MUD HAND -----

Health: High

Despite being nothing more than a hand sticking out of the ground, Mud Hands are very annoying. Not only are they durable, but Mud Hands will pick up and throw any bomb they see back at you. Their one weakness is their speed, since hands composed entirely of mud cannot be that fast.

--- GOLD SPIDER -----

Health: High

I hate spiders, and these guys aren't an exception. Gold Spiders will fire sticky webbing out of their backside if you're spotted. The web can travel a long distance and expands once it connects with a wall, so it is a deadly attack.

--- STORM CLOUD -----

Health: High

Sporting an evil grin, Storm Clouds hop all over the place and tend to jump over blocks and other obstacles. After hitting one with a bomb, they will split into two smaller clouds. Attack both of these to finish it off.

--- BOMBER ZOMBIE -----

Health: Low

Bomber Zombies are only encountered during the boss fight against GolemBomber. They don't do anything other than walk around, but after you kill one, they will enter a ship and fire bombs at you while flying around the perimeter of the stage. You cannot attack Bomber Zombies once they enter their ship, so you will have to wait for GolemBomber to kill them on his own (which he'll do).

--- SOLDIER BOT -----

Health: Low

Soldier Bots are almost identical to Dancing Bots, but these guys have picked up a new hobby. Instead of dancing like a loony, Soldier Bots carry around guns. For whatever reason, they choose to attack you with the butt of the gun instead of shooting you.

--- YELLOW CONE -----

Health: Low

Yellow Cones like to bounce up and down on their head, so they aren't much of a threat. Make sure to destroy the holes that dispenses the Yellow Cones, since they shoot out an unlimited amount of these baddies.

--- BUZZSAW -----

Health: N/A

You cannot hurt Buzzsaws, and any bomb they touch will explode instantly. They follow a set path and move back and forth across it. Since you cannot hurt Buzzsaws, just avoid them. Equipping Th. Liger makes this an easy task.

--- KNIGHT STATUE -----

Health: N/A

Knight Statues do not move (they're statues, duh) and will fire energy balls at you. Similar to the Laser Totems, you cannot do anything other than avoid their projectile attacks.

--- REAPER -----

Health: Low

Reapers carry around an unlimited amount of scythes and enjoy chucking them at you. These guys also float in the air, so wait for them to land before setting down your bombs.

--- ASSEMBLY BOT -----

Health: Low

Assembly Bots seem like hard workers, but unfortunately, they are out to get you. If they spot a bomb, they'll run over and throw it away. Either use an RC Bomb to surprise them or plant two bombs next to each other to kill the robot.

--- BLOCK BOT -----

Health: High

Block Bots resemble the blocks found in Fantasy, and as a result, they are nearly impossible to tell apart from normal blocks. The only thing you can look out for are patterns in the block layout. Block Bots usually hide away from other blocks or mess up the layout of the room. Once spotted, they will slowly walk around before hiding again.

--- ROLLERPILLAR -----

Health: High

These crazy bugs will squiggle all over the place and roll into anything they want. However, you are one of its main targets. Avoid the Rollerpillar's ball form and blast it twice with bombs to destroy it.

--- GLUTTON -----

Health: High

Resembling jumping rocks, a Gluttons' diet is mostly composed entirely of bombs. When you plant one, it'll dash towards the bomb and eat it. It has a

big appetite and will eat multiple bombs one after the other, so be quick when attacking it.

--- CRAZY BOMB -----

Health: High

Even though I decided to call these guys Crazy Bombs, they aren't that crazy. They like to bounce and hop around, but they aren't too special. One thing you should watch out for is when they detonate. If you see one flash red, it will explode and lose some of its health.

=====
Bosses [0802]
=====

BOSS: MagnetBomber
MagnetBomber will slowly slither around the arena and spit out long
streaks of fire. When you see him stop in his tracks avoid the direction
he is facing to avoid the flame jets. The main goal is to utilize the
boss's lack of speed when trying to bomb his head. You can use two of
your bombs at a time, so make sure to do so. Similar to a Dodongo (omg
diz gaem is such a zelda ripoff), MagnetBomber will swallow a bomb if he
spots one. Though, unlike a Dodongo, swallowing a bomb won't damage it.
Once you bomb MagnetBomber's dragon head, it will detach from its body.
Avoid the segments, because they will explode shortly after. Now you have
to try and attack the head to damage it. However, MagnetBomber's head
moves faster alone. After damaging him, he will regrow his body again.
Repeat this process a total of four times to send MagnetBomber packing.
'-----

BOSS: PrettyBomber
For a gigantic octopus, PrettyBomber is fairly quick. She will slide
around and shoot out purple energy balls at you. Avoid them and randomly
plant bombs around the arena in hopes that she runs into an explosion.
Since you don't have anyone equipped yet, you can equip TwinDrag if you
wish. Doing so will increase your power and make your explosions bigger.
This can either help you or hurt you.
If PrettyBomber gets hit by a bomb, she will morph into a giant ball of
jelly. As this jelly form, she can shoot two balls of jelly vertically or
horizontally. She will cave in after firing two jelly balls. Target the
caved-in sides of PrettyBomber with your RC Bomb to target the core. When
the core is hit, she'll explode into tiny Gels. They cannot be hurt, so
just avoid them as they scurry around. Eventually, PrettyBomber reforms
into her octopus form. Now it's just up to you to repeat the strategy.
Blast PrettyBomber's core four times to defeat her.
'-----

BOSS: PlasmaBomber
PlasmaBomber mutates into a large harpy and flies throughout the arena.

| He will fire groups of feathers, so your best bet is to hide between them |
| as they go your way. When PlasmaBomber lands on the ground, control an RC |
| Bomb towards him. As it explodes, he'll shriek and fly in the air. He'll |
| then drop several eggs on the ground and explode shortly after. On top of |
| that, PlasmaBomber creates a gust of wind that pushes the eggs downward. |
|

| If you manage to avoid all of the explosive eggs, PlasmaBomber will fly |
| back up in the air. Not much changes during the battle. PlasmaBomber will |
| fire more sets of feathers, but that's really it. Hit him a total of four |
times to kill him and win the fight.

|-----|
BOSS: GolemBomber

| GolemBomber doesn't really transform into a giant monster, he looks just |
| like his ol' self aside from his new cape. In fact, this battle has a new |
| pattern and it totally unlike the previous bosses. If you have played the |
| multiplayer mode in any Bomberman game, then you will be familiar with |
| GolemBomber's battle plans. |
|

| Aside from shooting fireballs, GolemBomber will call upon four Bomber |
| Zombies onto the playing field. They will only walk around and do not |
| attack other than walking into you. If you bomb a Bomber Zombie, they'll |
| be killed and ride around the perimeter of the arena in a ship. Just like |
| multiplayer mode. When they ride around in their ships, they will shoot |
| bombs down on the room. You cannot target them, so wait for GolemBomber |
| to destroy them. When GolemBomber moves his cape and fire lightning bolts |
| out of his hands, any remaining Bomber Zombie will explode. |
|

| While you are dealing with the Bomber Zombies, GolemBomber will either |
| shoot fireballs at you or detonate the zombies. GolemBomber is of course, |
| your main priority, but always try to clear the room of Bomber Zombies |
| before trying to target the big cheese himself. A funny note: the bombs |
| shot from the defeated Bomber Zombies can also hurt GolemBomber, so they |
will help you out. Hit GolemBomber 11 times with your bombs to win.

|-----|
BOSS: Max

| Switch to your RC Bombs if you don't have them on and equip FireKong. The |
| ultimate combination. Max is very fast and will lay bombs around the room |
| just like you. As you've noticed, this room is much, much smaller than |
| the previous boss rooms. He is very smart in terms of being safe, so just |
| stalk him with one RC Bomb and detonate it with B once it comes near him. |
| This battle isn't very tough if you play it safe. Hit Max five times with |
your bombs to end the fight.

|-----|
BOSS: BrainBomber

| Lucky for you, BrainBomber doesn't use the giant robot in the background |
| during this boss fight. BrainBomber will drop three Water Bombs on the |
| ground at a time. These bombs can bounce around like rain droplets. They |
| usually form a line, so they're rather easy to avoid. After, he will fly |
| in the air and ready his next attack. Avoid the target reticules on the |
| ground. When they stop, BrainBomber will fire bolts of lightning at the |
| intended location. The lightning also spreads in a cross-like direction, |
|

| so it basically has the same effects of a bomb. |
| |
| After using lightning attacks a certain number of times, BrainBomber will |
| drop to the ground and scamper back and forth. Use RC Bombs with FireKong |
| equipped to attack him. You'll probably only get to hit him twice before |
| he uses his Water Bombs again. These are the only attacks BrainBomber has |
| during the entire fight. The only difference is that BrainBomber uses his |
| lightning attack more and more before he lands on the ground. As a final |
| boss battle, this is not that difficult. You must hit BrainBomber 13 |
| times to win the battle. Remember, Max will try and help out too. |
'-----'

[9] THANKS/CREDITS

[0900]

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<http://www.gamefaqs.com/features/recognition/52173.html>

"The fox, the fox lied, eyes under my prize"

- Nada Surf

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