

Bomberman Generation FAQ/Walkthrough

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Bomberman Generation - Guide/ US Version

For the Nintendo GameCube

FINAL Version (August 13, 2002)

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Memory Card: 3 blocks

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Version History

Aug. 13, 2002 Version 0.6	Completed World 6, and this is the last version, don't expect anything else to be updated.
Aug. 13, 2002 Version 0.5	Completed World 5, added all Charaboms up to this point.
Aug. 12, 2002 Version 0.4	Completed World 4.
Aug. 11, 2002 Version 0.3	Completed World 3.
Aug. 9, 2002 Version 0.2	Completed World 2, added the Charaboms I've collected so far up to World 3 now, and I will start working on the World 3 walkthrough tonight.
Aug. 9, 2002 Version 0.1:	Completed World 1, I will start on World 2 today.
Aug. 8, 2002 Version 0.0:	First version of this document. Controls, Battles, and Battle Items are in. Got up to World 1, Level 2 on the walkthrough so far, I will work on it some more later on.

Controls

-NORMAL GAME CONTROLS

- | | |
|----------------|---|
| -Control Stick | -Control Bomberman/Select Item |
| -Control Pad + | -Changes game camera viewpoint/Selects items. |
| -START/PAUSE | -Pauses the game and displays the Pause |

- C Stick
 - B Button
 - A Button
 - X Button
 - Y Button
 - Z Button
 - L/R Button
- Menu.
- Change Attribute Bombs or Charabombs.
 - Use Charabomb Special Abilities/Return to the previous screen or cancel the current selection.
 - Setup and use Bombs/Bomb Actions/Confirm selected items.
 - Switch between Attribute Bombs & Charabombs Selection Screens/Used with A Button for Bomb Barrier.
 - Use Charabomb Special Abilities.
 - Displays the Charabomb and Attribute Bomb Selection screens.
 - Rotates the map left or right, changing the viewpoint. Will rotate faster if depressed further.

-BATTLE GAME CONTROLS

- Control Stick
 - Control Pad +
 - START/PAUSE
 - C Stick
 - B Button
 - A Button
 - X Button
 - Y Button/R Button
 - L Button
- These are used for moving Bomberman and selecting items/Kickbombs.
 - Look above.
 - This is used to pause the game, change Stages, or return to the Title Screen.
 - Used to change viewpoint before battle begin.
 - In the Revenge Battle game you can move faster by pressing the B Button.
 - This is used to set up Bombs. When Bomberman gets the Power Glove item, he can pick up and throw bombs by pressing the A Button. Also used with the Line Bomb.
 - When Bomberman gets the Punch Item, you can thrust Bombs away by punching them.
 - When Bomberman gets the Bomb Kick item, you can stop Bombs that have been kicked.
 - Used in setting up items.

-BASIC MOVES

- Bomb Throw
- Right after setting up a Bomb by pressing the A Button, press the A Button again and Bomberman will pick the Bomb up again. By holding down the A Button, Bomberman will hold the Bomb in the air. When the A Button is released the Bomb will be thrown in the direction Bomberman is facing. If the Bomb hits a foe, then that foe will be stunned for a short time.

-The Big Bomb

By pressing and holding down the A Button while the Bomb is above Bomberman's head, the Bomb will become larger. This is called a 'Big Bomb' which is very powerful. Certain foes and traps can only be defeated or cleared by using these Big Bombs.

-Bomb Barrier

To create a Bomb Barrier, press and hold down the A Button to lift up a Bomb while also pressing and holding the X Button at the same time. A Bomb Barrier will be generated protecting Bomberman from foes and Bomb Blasts. However, while creating a Bomb Barrier, Bomberman will not be able to move. When the A Button is released, Bomberman will set the Bomb down in front of him.

-Bomb Kick

After setting up a Bomb by releasing the A Button, run into the Bomb and Bomberman will kick it in the direction he is facing. If the Bomb hits a foe, then that foe will be stunned for a short time.

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Battles
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There are several different type of battles in battle mode, here are all of the types and their descriptions.

STANDARD

In Standard Battle, you can defeat the other players by using Bombs. The last one left in the game is the winner.

-Revenge

During Revenge, players who have been knocked out by Bomb blasts can move along the outside of the play field and throw Bombs back into the playing area. While you can move faster by pressing the B Button, you cannot throw Bombs while the word "Revenge" appears transparently on the screen.

-Standard

In this standard Stafe there are no traps, just a match of skills.

-Dry Convey

Players and Bombs will automatically move on the conveyers. If you move on top of the switch in the center of the screen, then the conveyers will change direction.

-Turn & Bang

When Bombs that have been kicked go over the Arrow marks, they will change directions.

-Greenfield

Here, there is tall grass located all over the Stage. Although the players can move freely through the grass, it is hard to see through it. The grass will grow immediately back when burnt by Bomb blasts.

-Pipebangs

Here players can hide in the pipes. However, Bomb blasts can also enter the pipes.

-Coldwarp

If Bomberman or Bombs enter the 4 warp areas, they will be moved to another warp area.

-SuperBlast

The Battle starts off with all the players fully equipped. Because there are no Soft Blocks in the play field, the key to winning is being able to dodge the Bomb blasts.

-DunkBang

Bombs thrown into the baskets located on the outside of the play area will reemerge as Bouncing Bombs from the rings within the play field.

REVERSI BATTLE

When a player's Bomb explodes, the floor panels will flip to the color of that player's Bomberman. When the remaining time reaches 0, the player with the most panels is the winner. In the case of a Tag Match, each team will have its own color panels. There are times when bandits appear during battle, and if they are hit by Bomb blasts, they will lose half of their color panels and the items they had gained will be scattered. When this occurs the player will reappear in the position they originally started from.

COIN BATTLE

Breaking barrels cause coins to appear. Players are awarded points for each coin they collect. They player with the most points when the time reaches 0

is the winner. Points differ depending on the type of coin collected. The key to winning is to gather coins with the highest point values:

- Gold - 100 points
- Silver - 50 points
- Bronze - 10 points

There are times when bandits appear during battle, and if they are hit by Bomb blasts, they will occasionally scatter around items and coins. If players are hit by Bomb blasts, they will lose half of their coins and all the items they had gained will be scattered. When this occurs, the player will reappear in the position they originally started from.

DODGE BATTLE

In the rules of this game, you cannot set up Bombs, but you can punch and kick bombs away from you. Bombs will continuously rain from the sky, so just keep on dodging the blasts. As time goes by, the fire power of the Bombs will increase, and special types of Bombs will start falling from the sky, making the game more difficult. If a player is hit by a Bomb blast, they are out of the game. The last player left is the winner.

REVENGE BATTLE

Here, the players start off as Revenge Bombers, and they gain points by throwing Bombs and exterminating the moles within the play field. The first player to reach the goal score is the winner. However, you can only throw Bombs to the position of the target cursor. The target cursor can be moved around by pressing and holding the A Button. Release the A Button to throw the Bomb in the desired target.

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Walkthrough
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Professor Ein informs you that the freighter with 6 Bomb Elements has been hit and the Elements are scattered out on a planet called Tentacalls. Ein also informs you that Mujoe and his men are after it and your rival the Bomb Crushers are also after it, and it is up to you to get the Elements before they do!

-Tentasia - World 1 -----

-OctopiWoods (1-1)

Blow up all of the vases in the forest to collect some items and when you get to the boulder, the professor will ring you again and tells you to make a Big Bomb by lifting the bomb. After you set the bomb, pick it up with A again and let it grow bigger until it stop and drop it in front of the boulder and wait until the bomb blasts to move the boulder out of the way. Continue through and blow up the lone vase in this part of the area. Place a bomb next to the tree along the river to cross the river. Go left to where you see some rocks sloping up the land to the other side of the river, the professor will ring you again and tells you to use the Big Bomb here, do so and a tree will fall, allowing you to get access to the other side of the river. The professor will ring you once again and tell you to use the tree stump. Go down the tree stump ahead and blow up the vases here to get some more items. Go down to the one on the left to get another item. Return back to the area and you will see some enemies ahead, one bomb kill them. Go down the last tree stump in this area and continue on.

In this next area, you will see a boulder along the side of the river, make

a Big Bomb and the boulder will move out of the way and fall into the river, blocking the water and the other half of the river will dry up and you will see a stairs going down. Go down and go up the stairs on another area and jump in a box. You will meet your first companion, Andlar! Press Z and equip Andlar. Go back down the river and through the tree stump and go back to the farthest tree stump (one with the two vases). Rotate the camera (using L or R button) and get a good angle at the big tree and aim the Big Bomb at it to knock it over, splitting it into two. Go back down the tree stump and walk across the river and go to the new area by crossing the two trees you just blew up. Blow up the four vases in the middle to get some feeds for Andlar, and your first Lightning card.

Go back to where you first met Andlar and continue blowing up vases and four vases in a row in the same area to get some more feeds for Andlar. Go down the closest tree stump and the professor will ring you again and tell you to use Bomb Kick, kick the bomb to the three flowers you see in this area into the hole, the flowers will land on it and reveal a vase in each one. Blow the vase up to get some feeds. Go down the new tree stump in this area and you will be blown back in the same area where you met Andlar, continue down and go down the farthest tree stump.

Don't go down the first tree stump you see as it is blocked. Look across the river and look for a tree, throw a bomb across it to have it blow up the tree and knock it over for you to get to the other side, blow up the three vases here and head back across the river and go down the tree stump you haven't gone down yet. You will see a shadow of an enemy flying around, stand under it and set a bomb up, throw it BUT DON'T THROW IT TO ANY DIRECTION, just press A again and Bomberman will throw it straight up in the air and this will stun the enemy and if it stunned long enough, the bomb will detonate and the enemy will be gone. Go to the bridge and the professor will ring you again, telling you to go across the bridge, you will notice logs floating down the river, through the bridge and down the waterfall. Go stand on the edge of the bridge and wait for a log to come by, get on the log and when it goes down the waterfall, Bomberman will jump to a nearby ledge, blow up the vases here to get two Agility Ups, and then go down the tree stump. This time, go across the bridge to the next area.

You can play the mini-game in this area, if you cleared it, you will get a Bomb Merge item called Water Balloon! After the mini-game, you will see the river has dried up. Go down the steps at the end and make a Big Bomb to get rid of the boulder blocking the water, then go across the bridge. Blow up some more vases here and continue down, if you go pass the two palm trees you see, you will see a spinning log on a geyser, you can't go through it for now, go instead, go back and get in a battle.

In this battle, you will see two rows of 6 plants that stings you if you touch one, and two of the six will go down in the hole once in a while. If the two plants in the first set of row goes down, head in and run against the fan and try to stay in the middle of the two rows, when the fan stop blowing, set up a bomb and throw it towards the fan and it will blow up, one of the three petals will be gone, do the same step for the other two petals and the enemy will disappear, letting you to continue down and clear OctopiWoods.

-Lake Mensor (1-2)

Follow the light brown path to the end while blowing up a couple of vases on the way, get on the lily pad to get in the brown land in the middle of the lake and wait for a lily pad to come by. Get on it and get on another lil pad to get on another area. Blow up some vases in this area and watch out for the plant that slap you in the middle of this area. When you get to the end of the light brown path in this area, you will see an enemy on a

lily pad with vine that holds it from moving. Throw a bomb at it and this will make the lily move. Get on it and throw a bomb on another vine-attached lily pad, get on it to get to the next area. There will be some enemy plants in this area, make a big bomb and throw at each one, two if you get a good aim between both. Blow up some vases here and throw a bomb onto a vine-attached lily-pad. Go from lily pad to lily pad until you reach the next area across from the area you are on.

In here, you will see a plant that spits fireball at you, throw a big bomb at it to get rid of it and take a look across the river and you will see a palm tree, throw a regular bomb at it to knock it down, forming a bridge. Blow up the four vases here and enter the box to go in a Charabom Battle. You will get a new Charabom if you win the battle, this new charabom's name is Dorako. Go back across the tree and continue down the path, destroying two large fire spitting plants and go into the box to head into a Bomb Merge chamber, you will get a new bomb called Aqua Bomb! After you exit out of the box, try extinguishing the flame if you want, behind you is a floating flower where you have to kick the bomb in the hold and a vase will appear. This one has the lightning card out of the three in this world. After you get the Lightning card, ride back to the area where the flame was and then go straight and run from lily pad to lil pad until you get to the other side with the Venus Fly Trap look-a-like plant, throw a bomb at it stun it and blow up the vase to get an item, then stun the plant again to get pass it. Ignore the figure of a head on the wall up ahead and run underneath the waterfall and avoid going near the plants and kill the enemies here. On the side of the wall are three head figures that spouts water, throw a Big Aqua Bomb in each mouth to block off the water and go down the lower area to get another Lightning card.

After you get the card, go up the mountain and blow up some more vases to get items and then head back down and head to the river and you will be facing a Loch Ness enemy. The enemy will blow water at you, avoid it and make a Big Aqua Bomb and throw it under the water enemy to hurt it, throw another one under him to kill him. Go across the enemy's back to get on the other side and don't leave the area yet! Instead, head right and blow up the three vases at the end here, collect the items. Then, you will see an island in the middle of the lake and a boulder in front of it, set up and throw a Big Aqua Bomb in front of the boulder to move it out of the way and go across the two lily pads to reach the vase on the island and blow it up to get another item. Finally, exit this level.

-OctoStone (1-3)

You get to face Megaton Bomber, keep running around and avoid any of his attack, while throwing Big Bomb at him, throw at least 5 Big Bombs at him to clear the level. He will perform some moves such as swinging his mace around to knock any bomb out of his range and a Megaton Crush which he jump up in the air and land on you, and plus he will rain bombs on you once in a while, so, it is best to run around in this battle.

-Octomanion (1-4)

Run or wait for the first totem pole to fall over and throw a bomb at the enemy, and then go through the swinging logs, keep going down, dodging the falling totem poles until you see a row of swinging logs, go pass by each log one at a time and kill some more enemies with your bombs. When you see a row of three large pots, inside one of them is a lightning card, the other two contains some items.

Create a Big Bomb on the boulder here to move it out of the way and get on the green tile to go to a scaffold with a boulder on top, create another Big Bomb and then jump down and wait for the boulder to fall into the hole

here. Continue up ahead and kill some more enemies ahead. Go down the winding path and throw a bomb on the pedestal in the middle of the path and run across it QUICKLY before the bomb detonates. Do the same with the next cut on the path and a Big Bomb at the last cut. Kill off any enemies in the following area and a spear-throwing enemies on a pole as well, one bomb will kill them. Blow up some pots on the way until you come up to a large gate.

Enter the settlement and a little puzzle in the first area of the settlement, on one of the scaffolds is a green tile, get on it and this will raise you to the top with the boulder resting on top, place a Big Bomb here and jump down, the boulder will fall and land on the statue, causing it to open the gate ahead. In the next area, kill the enemy inside the fences if you want, go behind one of the gates and you will see an enemy on a pole, throw a bomb at it to knock the pole over, killing the enemy too. Continue ahead and kill off any enemy you see in here, blow up a couple more pots and create a Big Bomb on the boulder here. Once the boulder is out of the way, throw a bomb at another enemy sitting on the pole and once that is out of the way too, blow up the pots here to get some items and a recovery item. Throw a bomb at the pole here and kill the enemy in here. Get on the green tile and make a Big Bomb and throw it on the boulder and then jump down. The boulder will fall on the statue, opening another gate.

Go through the gate and blow up any points you see in this section of the settlement while avoiding enemies. Get on another tile and make a Big Bomb to knock over the final boulder and continue up ahead and you will be in a battle.

This praying mantis-like insect is no big deal, just avoid its sharp boomerang throw while throwing bombs at it, Big Bombs work well too. Watch the funny scene at the end here and continue ahead to clear the level.

-SukkorHills (1-5)

Follow the brown path while killing the enemies, and stunning Trap-plants. Blow up some pots in the lower area until you get to the hill with two trap-plants on each side, but don't go through yet! Continue ahead in the lower area and blow you 2 or 3 more pots then come back to this area. Set up a bomb and kick it in between the two trap-plants to stun them. Once they are stunned, run between them and the professor will ring you and tell you to run to the top quick!

Head right and set a bomb in front of the cracked hillside and next to the pot to blow up both the pot and the cracked hillside to reveal another pot in the cave, blow this one up and head left. The first thing you want to do here is to set a bomb in front of of the fence here to blow the fence out of the way so you can stand aside on the path where the boulder is rolling down on. Once the boulder pass you, set another bomb in front of the light patch of dirt on the hillside to reveal another pot in a cave. Head right up the hill, while getting out of the boulder's path until you see a spear-throwing enemy, kill him and there is a pot in this area. Keep heading right up the hill then left, until you see a gap to jump down and a blue enemy flying overhead. Throw a Big Bomb on the pedestal in the gap and walk over it, go around and continue up the hill, crack open some pots on your way up. At the end of the path here, jump down and blow up the two pots here and set another Big Bomb on the pedestal in the gap and run over it to get on the other side.

Once you see a hill going up to the left, take that path and you will see a puzzle here, throw a Big Bomb in the cave with the boulder in it to blow up the boulder and activate the gongola, get on it to reach the other side.

Once you reach the maze-like area, take the first right and blow up the first 3 pots you see, 2 more are further down the path. Go to the end here and once you see a blue flying enemy, you will see a slope that goes down to a lower area, throw an Aqua Bomb down on the flame to extinguish the flame. Jump down and blow up the pot here to get your first Lightning card. Head back up to the maze area again and head straight until a battle begin here.

You will see enemies coming out of each hole and once you kill one, one more will join from the cave, I guess you know what to do here, don't you? If not, then throw a Big Bomb in the cave to block enemies coming out from it once you kill one or more in the field, blow up the other caves and kill all of enemies here and then you will see the King jump on the boulder and try to run you over with it, simply create a Big Bomb and throw it at the boulder and this will knock the King down and the boulder will roll over on the King.

You can exit and clear this level if you want, but you are missing out on a Charabom, head back down and get on the gongola and continue down until you see the first bridge, place the bomb on it and STAY on the RIGHT SIDE OF THE BRIDGE, once the bridge is destroyed, go down and ride down the waterfall and you will see a box, jump in it and you will be in a Charabom Battle, pick your strongest Charabom and if you win the battle, you will win Marine Eel.

-PaonStadium (1-6)

Nothing but a boss battle here. Oh my god! Its an elephant with 6 legs and two trunks! The elephant will run around while swining his trunks. It will stop once in a while for two attacks, one is to shoot bombs at you from its trunk, the other is that it will jump and create an earthquake. Create a Big Bomb and pray and hope it will get near it and damage itself. At least 5 or 6 Big Bombs will do and you will get your first Bomb Element!

-OctoOcean - World 2 -----

-OctoShoals (2-1)

Move forward and kill the scuba divers, destroy some treasures down here to get some items. Throw a bomb at the wavering plant that is blocking your way and throw another bomb in front of the two chests to get them out of your way as well. Once both are effected by the blast, run past it and head into the next area.

Take a left and kill the jellyfish and blow up the chest at the end to get an item. Head back and continue down and take another left and kill the enemy here and there are three chests here as well. Go back and kick a bomb to the wavering plant and this will stun the plant for a short while, run pass it. Jump in the box to be in another Charabom Battle, this battle will be easy because the other charabom's level is at 4. You will win Kai-man. After the battle, continue down and kill the jellyfish here and the wavering plants with your aqua bombs. Continue down and blow up a row of chests to get some items, you might want to raise Kai-man's level. Head down and ride the bubble to get over the spikes. After you stop jumping from bubble to bubble, you will see a boulder up ahead, place a bomb in front of it and the boulder will move out of the way, reveal another bubble tile. Ride on it to get on the higher ledge, kill the enemy up here and blow up the two chests, inside one of them is a Lightning card. Jump back down and ride from bubble to bubble over a large area of spikes. Once you get down, continue ahead and kill the scuba diver and an ghost enemy. Head over to a chest and a boulder sitting next to each other, place a bomb in between and the boulder will reveal a bubble tile underneath it. Ride on it to get on the higher area. Head over to a bridge full of jellyfishes, kill

each one and create a Big Bomb to get rid of the crabs here. The professor will ring you again, telling you to blast the switch on. Do so, and this will rotate the wheel back in the opposite direction. Ride the wheel to reach the other side and kill the enemies here, continue down and jump down, throw a bomb on the switch and run back and jump on the bubble to get back on the upper ledge you were on and ride the wheel again to reach the other side. When you get to the two wheels, blow the first switch up and get on the wheel to get on the ledge in the middle, wait for the wheel to rotate counterclockwise, then place a bomb on the switch in the middle and then ride the wheel back to the first switch and QUICKLY place another bomb on this switch so that both wheels are running in a clockwise direction, go across both of the and run around the area to blow up some chests to get items. Run pass the house and stun the wavering plants.

Up ahead, you will see a little house with a switch inside, throw a bomb on the switch to stop the school of fishes, jump on the ledge and blow up the chest here, grab the item and blow up 3 more chests on the lower ground up ahead to get a couple more items, run pass the traffic again and throw another bomb on the switch and in the far back of this area is another row of chests, blow them up to get more items and finally, blow the switch up again and get on the bubble tile you haven't been on yet to get on a higher ground. Jump down and go through the spike field by jumping from bubble to bubble to the other side of the high ground. Blow up the lone chest here and continue down to clear this level.

-Blakinc Trench (2-2)

he professor beeps you at the beginning of this level and tells you to move deeper into the sea. Defeat the enemies along the way and blow the pots up to get some items. The professor will beep you again and tells you that riding the current can help. Do so, and you will be sent on the ledge, throw a bomb at the jellyfish then drop down and blow up the pots. Head straight to the sunken ship and enter the other side of the area, defeat the enemies here and blow up the 6 pots to get more items. Go through the middle part of the ship and the professor will beep you about the ghost. Throw a bomb on the other side at the ghost to kill it, then go through the ship to the other side. Kick a bomb to the two jellyfishes to kill both of them at the same time.

Get on the bubble tile to get on the sunken ship, set up a bomb next to the small pole and a Big Bomb on the middle pole, and finally, another bomb next to the small pole at the front of the ship. Go down the pole at the front of the ship and kill the jellyfish here. Blow up the 6 pots around the box to get some items and then jump in the box to be in another Charabom battle. After you win the battle, get back on the sunken ship and go down the rear of the ship by walking down on the pole onto a lower ground. In here, create a Big Bomb and throw it to the crab to kill it and then use the current and jump in the area where the crab used to be and blow up the pot or barrel to get your first Lightning card. Get back on the current and jump on the path to the right of it. Blow up the two barrels here and collect the items. Create a Big Bomb and throw it down on the crab to kill it. Then jump down and the current will take you to the bubbling geyser, when its on the highest point, jump on the little island in the middle of the current area and blow up the one pot on here to get your 2nd Lightning card. Jump down and destroyed any of the remaining pots here and get back on the bubbling geyser again and land on the area you haven't been in yet. Kill the crab with a Big Bomb and continue down until you see three ghosts. Toss a bomb over to the middle ghost and the kill the one in the middle and the other two ghosts at one time, then go around through the ship. Kill the jellyfish in between the ship here to move it out of your way continue up ahead.

Throw a Big Bomb on the crab on the left ledge to kill it then use the bubble tile to get on the left ledge and destroy the pot here to get an item, and create a Big Bomb and throw it on the ship with the ghost on it. then jump on the bubble tile again and get on the right ledge and do the for the pot here then get on the sunken ship. Kick a bomb to the jellyfish and this will blow up all of the enemies and pots on this half of the ship. Throw a Big Bomb to the large pole to have it knocked over so you can get on the other half of the ship. Place a bomb next to the small pole to knock it over, go down to the lower ground and kill the jellyfish here if you want. Go up the sloping hill and throw a Big Bomb on the boulder that is resting on top of where the current is flowing from to have it block the current. Kill the coin enemies along the way and blow up the two poles that holds the ship and then go around it and blow up some more pots back there for some items. Head back around and get in the current flow and then get on the big ship. Step on the green switch to start the ship, but then the four ghosts will hold the ship back, throw some bombs at them to get rid of them. Take a left and kick a bomb to the jellyfish to kill it, and destroying the pots nearby it too, collect the items and throw a bomb on the ledge and it reveal the last Lightning card, but I don't know how to get to that one. Continue ahead to be in a battle.

Simple battle, throw a couple Big Bombs while avoiding the fireballs it shoots at you. Once the submarine is down, the level is cleared.

-Curreina Fields (2-3)

Boss Battle! I know people might have told you not to hit a girl, but hit or KILL this one! Avoid getting trapped by the rockets that this girl bomber launched at you. She has a shield around her, so, create a Big Bomb to weaken the shield and throw another one at her to give her some of that damage.

-Bigbu Iceberg (2-4)

Walk up ahead and the professor will ring you that you can cross on floating ice. Place a bomb on both of the floating ices you see here, then take the one on the right side and then when you get to the seesaw, place the bomb on the front end of it and get on the other end, when the bomb goes off, get on the island and kill the enemy here, blow up the barrel and jump in the box to play a mini-game, MotorBomber! If you win, you get a new Bomb Merge item, Shaved Ice. Go back on where the two floating ices were and get on the other floating ice. Throw a bomb at the enemy at the end of the seesaw here and then go down on the seesaw and go around, kill some more enemies along the way. Take a left and blow up the four barrels around the igloo and collect the items. Go back and pass the two igloos until you see a walrus, throw a big bomb on the ledge near it, NOT IN THE PIT, otherwise, the walrus will throw it back at you. Once its gone, the pit will be covered with ice, continue up ahead. Kill two more walruses that are weighting down the ice platofmr up ahead. Five more walruses will follow, kill them with a Big Bomb or two, after you kill them all, they all were weighting down one huge platform, now that the land is leveled up.

Continue ahead and you will see two penguins and a barrel on the platform, kill them and get the item from the barrel. Up ahead, you will see a seesaw, but a water fountain is holding up one end of it, get on the ledge in front of the seesaw and throw a Big Bomb in the middle to hatch open the other water fountain, then get across the seesaw to get on the other side. Up ahaead, place a Big Bomb on one end of the seesaw to kill the walrus, then make another one on the end of the seesaw to get on the higher ground.

Blow up the barrels on this side of the land to collect some items. Make a Big Bomb on the seesaw and then get on the higher ground. You will see two seesaws up ahead, make a Big Bomb on the first one to make it move, and then get on the seesaw and throw another Big Bomb on the second seesaw to make it move, and then go across both of them to get on the ground on the other side. You will see two walruses up ahead, kill both of them with the Big Bomb and the platform will raise and level up with the higher platform. Go up the slope and go in the cave to end the level.

-Bigbu Cavern (2-5)

Blow up the first pink-iced cave you see up ahead and go through the tunnel and blow up the barrel at the end here to get an item. Straight across from it is a large ice cube, place a bomb next to it to send it across, revealing a tunnel behind it with at least 7 barrels to blow up. Blow up the second pink ice you see and then go through the tunnel, place another bomb next to the ice cube here to have it slide out of the way and jump in the box to get in a Charabom Battle. Continue ahead and create a Big Bomb at the end of a long yellow ice to slide it across, then go back to the three pink ice you saw and blow it up, go through both tunnels and continue up ahead. You will see a barrel on a narrow ledge and a ice cube. Throw a bomb up on the ledge to slide the ice cube, then it will drop down to fill the hole in the ground. Go to the one side of the long yellow ice and place a Big Bomb at one end, when it slides over, it will reveal a tunnel in the middle of it. Go around and place another Big Bomb on the other side of the yellow ice and QUICKLY get in the tunnel, then when the bomb detonates, it will slide you over, letting you to get to the other side. Make a Big Bomb to shatter the large pink ice that covers the tunnel. Either make a regular bomb or a Big Bomb to destroy all the penguins in here and blow up the barrels in this area too, collect the items. Make another Big Bomb and shatter the pink ice up ahead and proceed through. You will see a walrus sitting on top of a row of ice, make a Big Bomb and throw it up there to kill the walrus, then make another one and set it in front of the ice to slide it out of the way, making the platform on the right side of it to slide in. Go around through on the right side and kill the penguins up ahead.

You will see another set of floating ices, blow up the first one and ride on it and throw a bomb on the second floating ice, get across both of them to get on the other side. The next part is tricky, place a bomb on the floating ice to make it move and you will see a pink ice covering the cave in the middle of this small lake. Make a Big Bomb and when the floating ice comes back, throw it on the ice and it will carry the Big Bomb in front of the cave and shatter the pink ice. Go in the cave and enter the Bomb Merge station, you will get your new Ice Bomb! You can now FREEZE waterspouts! Ride the ice back to the land, continue up ahead and you will see another walrus sitting on the ice platform, throw a Big Bomb on it to kill the walrus and make another one to make the platform move, which will make the large platform slide over. Head over to the right side and set another Big Bomb here to make another ice platform to slide out of the way. Continue up ahead while collecting items on the way until you see two walruses weighting down a platform, throw a Big Bomb in the middle of both of them to kill them both and the platform will rise, go through the tunnel to clear the level.

-Bigbu Cavity (2-6)

Boss Battle! Oh Joy! You will see a ship up ahead, it will shoot fireball from its three little turrets at you, dodge the fireballs and equip Andlar and Aqua Ball and make a Big Aqua Bomb and throw it on the ship (try to aim it on the middle turret) to destroy all three turrets. A big turrent above it will not shoot larger fireball at you. Avoid it and throw a Big

Aqua Bomb at it and it will blow up, and the battle's over...oh no? the ship went into another form! This time, the ship will cover itself for defense and just keep throwing Big Bombs at it and hopefully it will grab it and stuff the bomb in its mouth and damage itself up, couple more of this should finish him and you'll get the second Bomb Element, blue.

-TakoDesert - World 3 -----

-Balley Valley (3-1)

Ignore the creature in the hole and blow up the pots in this area. When you get to the wall, the professor will ring you and tells you to get to the other side of the wall. Kick a bomb to the sandworm and it will knock the wall down, continue ahead. The next part can be tricky, but its easy to solve, equip Pommy and kick a bomb to the sandworm, press B detonate only when the sandworm is FACING THE WALL, and it will jump to the hole closest to the wall, set another bomb and detonate when hes facing the wall and have it knock it down. Go into the next area and kick a bomb through the hole in front of the sandworm and detonate it to have it knock down the wall and do the same for the other wall, go in the area where you blew up the second wall and kill the ghost here only when it appear and blow up the pot to get your first Lightning Card. Go back through the first wall you blew up and jump in the Charabom Battle portal.

After the battle, jump in the quicksand to travel to a new area, throw a Big Bomb at the enemy you see up ahead. Kick a bomb into every covered holes you see, there is one in the far back of this area, the skull will open up and a pot inside which you can blow up with a bomb, inside is your 2nd Lightning card! Kick a bomb into the hole with the skull and crossbones above it and the skull will open up, go through it. Get on the first set of quicksand and get off the set on the right side and then get on another set and place a bomb next to the vase and a pole which you can knock over. Don't go over it yet! Continue down and you will see 4 flame tiles, kick an aqua bomb in the middle of it to extinguish all four and blow up the two vases behind it, inside one is your third and final Lightning card! Head back to the pole which you knocked over earlier and walk across it and kncok over another pole with a bomb. The next partis a U-shaped quicksand path, place a bomb in the one that is SUCKING the quicksand to reverse the path, blow up the pots behind it and throw a Big Bomb at the pole on the edge of the path, it is better off for you to set it up while you are standing on the platform in the middle of the path while setting it up. Keep going through the quicksands until you see another pole you can knock over, go across it and continue down to the area where you see a ghost. This part is the hardest part, throw a bomb as far as you can to the LEFT of the pole and let the quicksand path carry the bomb and hopefully it will detonate by the time it get by the pole to knock it over. The next path of quicksand has a tiny hole which you can slide a bomb through and let it go down the quicksand and get on the other side of the quicksand and it will suck you to the other side of the wall. Continue up ahead and place a bomb in front of the door and MOVE OUT OF THE WAY, or you'll be damaged by a flow of sand, which cause it to break down the wall in front of it.

Go through the valley until you see quicksand pits, your goal here is to reach the oasis in the middle, if you get stuck on one of the islands, you can throw a bomb in the pit across the creek to reverse the flow of the sand. Once you get on the oasis, a boss battle will begin.

It is wise to equip Marine Eel in this battle and throw a bomb at each camel until they die. Watch out for the bomb they throw at you, the end.

-Tako Temple (3-2)

In the middle of the first area is a statue head with a laser shooting at you from its forehead, to the right of it is a switch, run to the right of the statue to make it turn its head so that its facing the switch, and it will shoot a laser at you, but hit the switch instead and this will activate the wall ahead. Kick a bomb in the hole of the middle house to continue. The next area is a puzzle, go up on the stairs and throw a bomb on the switch to activate the platform, cross the platform and place a bomb or step on the switch to activate another platform up ahead, throw a bomb down on the switch when you return and take a left ahead and follow the higher ledge until you see a portal, jump in it for a Charabom Battle, you get to win a new charabom, Pteradon, if you win.

Go down the stairs and blow up the two vases at the bottom of the stairs. Turn left and kick a bomb in all four domes, then step on the switch in the corner to activate the platform on the far side of the area. Go over to that platform and kick a bomb in the dome to blow it out of the way, step on the switch to activate another platform with a switch on it. Go to that switch and make the statue to turn its head and stand close to the switch and let it shoot a laser at it to lower the wall behind it. Go in the next area and destroy the two cactus if you want. The next part has the sand flow and two quicksands, equip Stegodon and kick a bomb under the wall to the pit with the one that is sucking the sand to reverse the flow, jump on the other end of the pit to get on the other side of the wall. This large area is full of domes and statue heads, get on the farthest platform with two domes on it and an cactus-like enemy, blow up one of the dome and step on the switch behind it, a switch will be lowered, run across in front of it so that the statue-head can shoot a laser at it to lower the wall behind it. Blow up the pots beside the switch to get some items and get on the middle ledge and throw a bomb on the switch to raise the platform, run across it before it lower itself to the ground and then step on the switch behind the statue to lower the platform with a dome on it.

Go back out in that area and blow up that dome with a bomb kicked in it, and keep blowing up all the domes until you see the one sitting on the ledge. Ignore for now and go behind the statue and you'll see two more statues up ahead, stay on the far edge in front of either one and time the laser fired at you and when the time is right, run through it and jump in the portal for your first Charabom Merge! if you have Pommy and Ligon by now, you can get a new charabom here, Pomyugar. Exit out of this area and take a left to the next statue you see and run in front of it to have it shoot a laser and activate the switch, and this will open a new area behind the switch. Time the laser carefully and run between each of the statue and press the switch behind the last statue and exit out of this area. You may have to blow up all the domes in the middle of the area, do so and step on the switch after you blow up the last dome, this will lower the platform with a switch on it, run in front of it to have the statue shoot a laser and activate the switch, this will lower the wall to the exit.

-Takos' Coliseum (3-3)

You will be in another Crush Bomber battle, this bomber will do his head-ramming move most of the time, he will bounce from corner to corner 5 or 6 times and when he does this, just make a Big Bomb and run around until he stop doing this and throw the bomb at him and if you can stun him, you could damage him and get a Lightning Card as well. When you depletes half of his heart meter, he will fly in the air and drop a couple of bombs you, just run around like crazy and don't even plan to make a bomb during this either.

-Takos' Storm

Drop a Bomb on the switch to weight it down, the wall behind it will lower.

Next, throw a bomb over the wall and hopefully it will drop on the switch behind it to activate the wall, and finally, throw a bomb up on the switch on the right ledge to lower the wall. In the next area, place a bomb next to the green domed object to rotate the steps. Go up the steps and kill pogo stick enemy and there is a statue head up ahead, stay on the edge of the narrow path to avoid getting damage from the laser. Go down the steps in the middle of the path here and take a right off it, kill some more pogo stick enemies here and there are some pots here for you to blow up as well. Kick a bomb through the hole and in the dome-shaped object to blow up the wall, allowing you to proceed ahead. If you take a right after going through the previously knocked down wall, make a Big Bomb and throw it on the pedestal in the gap and run across it quickly. Jump in the portal for a Charabom Merge, and you will get a new charabom if you have Pommy and Pteradon so far.

After the merge, cross the gap again and continue down until you see a switch resting on a high platform. Throw a bomb up there and a wall will lower, QUICKLY go over to it and kick a bomb through the hole and in the dome-shaped object. Once it blows up, go around it and continue following the path until you see another large green dome-shaped object. Play a little mini-golf here and kick a bomb into the dome and it will turn around, revealing a steps you can go up on to get on the higher path. Take a left and go over the arch, kill some enemies here so you can have a clearer path. Take a left and go down the stairs to the lower ground and take a left at the bottom and continue down the path until you see a statue and a switch, make the statue to turn its head to shoot a laser at the switch to activate and lower the wall. In the next area, there is a switch next to the dome, throw a bomb over the wall and then when the wall is being raised, quickly kicked a bomb underneath it and into the dome to blow it up, go around and continue on the path until you see a statue, make it turn its head to the left to shoot its laser at the switch, proceed ahead until you see two yellow switches and a dome, this part is tricky. Just set a bomb on the first switch and throw a bomb over on the second switch and kick a bomb through the hole and into the dome to blow the dome up, this may take you a couple tries. Go around it until you reach two statues and a green domed object, another mini-golf game but a little harder. The domed object will rotate from left to right, then back to left with its mouth opening and closing. I got on the right side of the statue, close to the wall to avoid its sight and equip Stegodon for longer kick, when it turn its head to the right and kick a bomb in its mouth to make it rotate to its back, revealing a stairs to the higher ledge and the sandstorm has cleared up. Head for the exit.

-OctoTower (3-5)

The professor will ring you and tells you to go to the top of the tower, go though the faces on the floor and drop down in the pit with the mouth, kick a bomb in the mouth and get on the face behind it to be shot in the air, get off on the top floor quickly. Go to the part with the spinning floor and drop a bomb on it, wait until it spins to its flat side, run over it and step on the green switch. Blast the spinning floor again to rotate it and head over to the farthest shute with a far in front of it to drop back down on the first floor. Avoid the pogo-stick enemies and head over to the portal for a Charabom Battle. You will get a new charabom, Beast P., if you win this battle. Go up three floors until you reach the green floor. Step on the two switches here and go back down the shute back down to the third floor. In here, head down until you see a spinning floor, equip Pommy and throw a bomb on the ledge, then go around to the right side, running over the face tiles and press B to detonate the bomb, then quickly run across the floor, step on the green switch here. Head back up on the four floor, (one with the green floor) and throw a Big Bomb at the block to have it

slide out of the way, go back down the third floor and make your way around to the left side of the area and kick a bomb in the mouth and quickly get on elevating face tile to get back up on the fourth floor. Throw a bomb on the ledge of each of the two spinning floor and detonate the first one to make it spin, quickly get on it and detonate the second bomb and quickly get across it as well, make your way around and drop down the shutters to get back to the first floor. Then get on the second floor and head to the new area to the lower left of this floor and make your way up to the fifth and top most floor. The tower part is tricky, equip Andlar and set a bomb on the switch and this will raise the lower part of the tower, revealing a hole on the lower side of the tower, kick a bomb in it and make your way to the top of the tower, in front of the arrow and detonate both bombs to clear this level.

-Cursed Temple (3-6)

In its first form, eliminate the little minions first when make a Big Bomb and wait for the boss's head to raise, throw the Big Bomb in the head and the head will fall and crush the bomb, depleting its health. The second form is even uglier, the boss will cast a poison statue on you will find out that you are poisoned if you dropped a lot of bombs like crazy, just keep running! Throw a Big Bomb in front of his face when the tentacles are extending from underside its head. Only do this when the boss is doing the poison mist. You will get your third Bomb Element after you kill the boss.

-Nekki Moon - World 4 -----

-Holsigen Base (4-1)

Go through the first area of the base and avoid the falling rocks. At the end of the path here, the professor will ring you and tell you to use the Bomb Jump, equip Pteradon and throw a bomb in the gap, jump on it and Bomberman will jump by itself, get on the little land in the middle and then throw another bomb in the gap to get on the other side. Continue ahead while avoid the enemies and the falling rocks until you reach another gap, jump across it and continue up to a small building full of security lasers. Wait for the laser to fade and run in it and wait for the second laser to fade away and then turn right. Weight the yellow switch down with a bomb and quickly throw a bomb in the gap to jump across it to the other side. There is a big block in the middle of this next area, one side has a hole in it, throw a bomb in it and when the bomb go off, smoke will pour out from the hole. Proceed ahead and step on the green switch to get rid of the security up ahead. Take a right and go in the far back of this area and blow up the lone vase to get your first Lightning card. Use the mine carts until you reach the lever switch on an island. Use the bomb to activate the lever to switch the line of the track and then jump back on the cart you last used. In the next area, take a right and throw a Big Bomb where you see a portal you can jump in up ahead, with the Big Bomb in the pit, you can jump higher. If you jump in the portal, you will get your new charabom, Angol, if you have Stegodon and Anglar.

Get back on the main land and blow up the two vases, one of them hold a Lightning card. Head back to where the mine cart is, to the right of it is a switch, throw a bomb on it to make the line of the track change. Get back in the cart for another ride. There is another switch here, but equip the Ice Bomb first to freeze the waterspout and then cross the now frozen waterspout and activate the switch to switch track for the mine cart. Then use the ramp to go down in the pit, step on all of the red switches here and throw a Big Bomb at the boulder sitting on the steps, the boulder will roll on the track. Get back in the mine cart and you will hit into the boulder and you will then be sent in the fort. Go in the maze structure to

start a boss fight.

The tank is somewhat time consuming, throw a bomb in the hole to damage it. It only take two bombs and thats the end of this level.

-Armz Gate (4-2)

A very easy battle, just avoid any of his attack, including the one when its body is detached. Throw a Big Bomb only after his first machine gun firing, and another one before or after he shoots fireballs at you, NOT WHEN ITS BODY IS DETACHED, or you'll get some damage as well.

-Beneath Holsigen (4-3)

Step on the switch in the beginning of this level to open the gate, avoid stepping in the light and throw a Big Bomb on the side of the block to have it slide over so you can proceed through. Blow up the boxes here to get some items and step on the green switch, and quickly go through the gate behind it. The next part is easy to solve, you will see when you take a left, part of the floor will slope down, up ahead is a green switch, step on it and run back across the tricky floor. Take a right and place a Big Bomb on the side of the block to have it slide over and land on the green switch. Go back around and avoid the light here, and take another right with the two green switches. Step on the right one first and run to the left quickly and QUICKLY run across the floor path and through the gate straight ahead, this make take you a couple tries, but it take some time. Set a bomb on the red switch to activate the waterspout, and then use the ice bomb to freeze the waterspout, walk across it and blow up the boxes here. Get back down and walk across another pipe and jump in the portal up ahead for a charabom battle, you can win Unicornos in here. Set up a bomb on the side of the block to get it out of your way. Make your way back to the area with the two switches, but go pass that now and extinguish the flames with water bomb if you want and take a left, set up a bomb on the side of the block to sent it in the lava, walk across it and get on the elevator to get on the higher path. Equip Pteradon and jump in the Charabom Merge portal if you want, you will get Fire Horn here. Jump over some gaps, and go down on the lower ground, equip Pteradon or Pommy Dragon (P. Dragon) and jump from gap to gap until you reach a big gap, equip Fire Horn here and jump on the bombs to get on the other side. Continue bomb jumping from gap to gap until you get to the last one, get on the lower ground and blow the 2 blocks into the lava pits to proceed ahead. Throw a bomb on the yellow switch across the water and then get on the elevated platform, and then throw a bomb on the waterspout to freeze it. Kick water bombs into the flames to extinguish it. Finally, throw a bomb up on the tree to knock down the leaf and then use the Wind Bomb to get on the ledge to clear the level.

-Construction Site (4-4)

Bomb Element Battle! The boss here is easy. Use a bomb detonator charabom like Pommy or P. Dragon and only detonate the bomb when you see smoke coming from him, do this a couple more time to defeat him and win your fourth Bomb Element.

-Majestar - World 5 -----

-Megadeth Bypass (5-1)

Take a left up ahead and run pass the turrets and step on the green switch ahead to take away the protective dome, blow up the objects here to get some items. Up ahead is a Charabom Battle portal, you can win a new charabom, Pox, if you win the battle. Once you win Pox, set up a remote control bomb and control it through the two nearby holes and kill the enemies in the pit. Go around and avoid the turrets, go up the nearby ramp and destroy the turrets, then head back down and step on the switch to get in the pit, use the Wind

Bomb next to the leaf to float up to a higher ledge with some pots which you can blow up and feed one of your charaboms. If you are stuck in the pit, simply set up another remote bomb and take it through either one of the holes on the side and put it on the switch to lower the wall. Go up the ramp and follow the path back there until you see some enemies, kill them to get through and place a bomb on the red switch to activate the elevator. Get on it and equip Pteradon or Fire Horn in front of the chute to get on the ground where you see a portal, jump in it for a Charabom Merge, and Shelks will be born. Jump back down and throw a bomb on the yellow switch only when the enemy is away from it and activate the wall to lower it, quickly run pass it before the enemy eat it or the bomb blow up. Step on the green switch to turn off the force field. Go around it and throw a Big Bomb in the gap and run across it and then up the ramp, destroy the turrets up here and the enemies as well. Set up a Light Bomb to make the bridge visible and walk across it, then drop a Wind Bomb down below to make the leaf float, get on it to get on the lower ground. Make a Big Bomb and put it on the closest pedestral and a little one on the second pedestral and run across it. In the next part, kick a bomb in the hole only when the platform with a switch on it is floating, then step on the switch to remove the force field. Go through the narrow ledge, passing the turrets and go up the ramp and destroy the turrets. Head back down and place a bomb on the switch and another bomb on the red switch to activate the elevated platform. Equip Shelks and control the bomb to the red switch in the back to activate another elevated platform. Jump in the portal to get your new charabom, Lai Eel. Go back and set a bomb on the yellow switch to lower the wall and go pass it, you will be put in a boss battle.

This is pretty easy , go to the right cannon and kick a bomb in the hole, watch out for the fireballs eh shoot at you and when you get the bomb in the hole, step on the switch to remove to weaken the shield on the cannon, then throw a Big Bomb at it to damage it, and throw another Big Bomb at it to blow it up. Go to the other cannon and equip P. Dragon and set a bomb on the yellow switch to lower the platform with a switch on it, then step on it and throw two Big Bomb at the 2nd cannon. When the battle is over, weight down the two yellow switches and then clear the level.

-Phsyco Elevator (5-2)

This is the most annoying battle so far, she will start disappearing and reappearing, equip Pommy or P. Dragon and make a Big Bomb, throw it at her when she appear and detonate it. She will soon send 2 illusions of herself and move around in circle in the middle while firing green discs, try to go between discs. After this, she will drop bombs on you and make them invisible, remember where they are at or you'll likely to get some damage. When she stand still after finishing her bomb drops, throw a Big Bomb at her and detonate it. Next, she will suck you with her orb thing, run in the opposite direction to be avoided from being trapped to her. Throw another Big Bomb at her after the orb sucking attack. Her last set of move will have 4 big domes, stay close to her so you won't get hurt this way, I swear, this battle is so annoying.

-Mechanikal (5-3)

Throw a bomb across the gap on the yellow switch to make the box fill in the gap, walk across it and set a bomb on the red switch to lower the nearby wall, go into the next area and jump from tunnel to tunnel until you float in the air, take the one with the enemies in the pit and blow up the objects to get some items, go back to the beginning of the tunnel and go back to where you were floating and take the pit with a hole in the wall. Equip Angol and throw a bomb through the hole and onto the switch to lower the wall. Place a bomb on the yellow switch and walk across the box and jump in the tunnel to be taken to another area. Wait for the laser beam to fade,

then quickly pass it. Kick a bomb through the hole into the portal and when the conveyor belt changes, jump in the portal behind you to be taken in the next area. The next belt is a little faster and a hard yellow switch to throw a bomb at to weight it down, this may take you a couple tries to find a right spot to throw the bomb while on the belt.

Take the two-way tunnel and kill the annoying robot here, weight down the yellow switch and bomb hop to the other side. Jump in the tunnel here and you can jump in the room with the transparent box if you want, instead, jump in the one with an enemy in the field. Distract the flying robot first and wait for the box to be in the middle of the gap and place a bomb on the yellow switch, then quickly run across the box, take the right tunnel. Place a bomb on the red switch, this turn off all of the lasers on the conveyor belt, run across the belt quickly before the lasers lights again. The next conveyor belt moves quickly, this time, equip Angol and toss a bomb as far as you can, as long as the blast radius hit the red switch, then go in the pit straight across from it and jump in a portal for a Charabom Battle, you will get a new charabom, Big Ox, if you win the battle. Do the same for the other red switch and proceed ahead. This is the hardest part, you have to throw a Big Bomb on the red switch when the two boxes are lined up, this make take you a million tries. Take the middle tunnel and you will be in a boss battle.

Like what the Professor told you to do, destroy the Giant Computer. The first part, the face shoots our two lasers, avoid it and place a bomb on the yellow switch to lower the tunnel, jump in it into the next area. The next face has a dangerous mace, watch the mace's attack setup, when the mace's third spike slam is completed, quickly place a bomb on the yellow switch and jump in the tunnel to get to the next part. This is the easiest part, ignore the coin enemy and only put the bomb down when the box is set in between the gap and press the switch, all of the walls will be lowered and here come the most annoying part, stay on the one with the lasers's right side and equip Shelks, you have to remote control the bomb into one of the mouths, the annoying part is that the mace part of the computer keep slamming the ground and this keep confusing you. Try your best and just the bomb in the mouth to destroy the computer, jump in the tunnel and watch the scene at the end.

-Port Majje (4-5)

Oh great, this is what we need, a three-headed fire bird for a boss. Equip Aqua Bomb and equip Kai-Man to cut the damage in half. Avoid any of his attacks and just throw one big Aqua Bomb at him whenever he completed one of his attacks and finish him off, simple as that. After the battle, you will win a purple and your fifth Bomb Element, one more to go!!

-Armor Joe - World 6 -----

-Battleship

Destroy the first two small turrets, then throw 2 Big Bombs at the large turrent, do the same for the other set. Go up the ramp and the professor will ring you and tell you to destroy the battleship, throw a Big Bomb in the hole in the front of each one of the turbines and then get in the middle part of the ship and the wings will break apart. Continue ahead and meet the Hulk Hogan look-a-like Armor Joe and prepare for the final battle.

-Transparent ArmorJoe

You have to use the Light Bomb to do some damage to him, equip Kai-Man if you want. In the first set, throw a Big Bomb in between the orbs that are circling around him. In the second set, he will build a ring of fire around

him, simply kick an Aqua Bomb in the ring and you will see a gap, go back on Light Bomb and create a Big Light Bomb and throw it at him, he will soon do a fire-laser combination at you, just run in circle around him and when he does the laser attack, throw a Big Light Bomb at him until he die.

THE END!

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Items
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GAME ITEMS-----

-Fire Up

The size of your bomb blasts becomes greater. You can Power Up your bomb blast a maximum of 5 times.

-Bomb Up

The amount of Bombs that can be set up will be increased by 1. A maximum of 6 Bombs can be attained.

-Speed Up

Bomberman becomes a little faster. You can speed up a maximum of 6 times.

-Recovery

1 Heart worth of life is recovered.

-Heart/Medium Recovery

1/2 Heart is recovered.

-Heart/Small Recovery

1/4 Heart is recovered.

-Heart Container

The maximum life value increases by 1 Heart.

-Lightning Card

When all lightning cards have been gathered from each World, Max will appear to help Bomberman when fighting a Boss character.

CHARABOM FEED-----

-Offense Up (sword)

Raises offensive ability by one.

-Defense Up (shield)

Raises defensive ability by one.

-Special Attack Up (star)

Raises special attack power by one.

-Agility Up (wing)

Raises agility by one.

-Every Ability Up (bottle)

Raises every ability by one.

BATTLE GAME ITEMS-----

-Fire Up

The firepower of Bombs (length of blast) is expanded by 1 block length each time. The Maximum firepower is 8 blocks in length.

-Bomb Up

The maximum amount of Bombs that you can set up is raised by 1. The maximum set up amount is 8 Bombs.

-Speed Up

The movement speed of your character goes up a level. A maximum of 8 levels of speed can be attained.

-Safety Vest

A barrier will appear around Bomberman for 16 seconds, and he will be invincible to any type of damage.

-Bomb Kick

Your Bomberman becomes able to move Bombs that have been set up by walking into them. Moving Bombs will stop when they hit an obstacle or if either the Y or R Buttons are pressed.

-Power Glove

Immediately after setting up a Bomb, press the A Button and Bomberman can pick up the Bomb. Bomberman can also move around with the Bomb. The Bomb can be thrown in the direction Bomberman is facing by releasing the A Button.

-Super Power Glove

Immediately after setting up a Bomb, press the A Button to lift up the Bomb, and after holding it up for a while, it will change into the Dangerous Bomb. The Bomb can be thrown in the direction Bomberman is facing by releasing the A Button.

-Punch

While standing next to a Bomb that has been set up, pressing the X Button will cause that Bomb to be knocked a distance of 3 blocks.

-Full Fire

Maximum firepower for all Bombs that have been set up.

-Line Bomb

Press the A Button right after setting up a Bomb and the maximum amount of Bombs possible will appear in a line.

-Remote Controller

Bomberman can setup remote-controlled Bombs. You can detonate Bombs by pressing the B Button.

-Pierce Bombs

Bomb blasts will pierce through soft blocks.

-Power Bomb

The first Bomb that Bomberman sets up has maximum firepower.

-Bouncing Bomb

This is a Bomb which bounces around randomly until it detonates when kicked or punched.

-Land Mine

The first Bomb that Bomberman sets up will become a Land Mine and can't be seen. It will detonate when a Player steps on it.

-Heart

This protects Bomberman once from Bomb blasts. Only one can be equipped

at a time.

-Sandals

The movement speed of your character goes down a level.

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Charaboms
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I have listed Charaboms that are in the game and where I found them and their attribute.

-Stegodon (01)

Found in Balley Valley (3-1), in TakoDesert. Kicked bombs slide farther distances. Stop sliding bombs by pressing the Y button.

-Dorako (02)

Found in Lake Mensor (1-2), in Tentasia. Bomb blasts are now at maximum firepower.

-Pteradon (03)

Found in Tako Temple (3-2), in TakoDesert. Your character will jump when it lands on a bomb. He can jump higher with Big Bombs.

-Andlar (04)

Found in OctopiWoods (1-1), in Tentasia. Greater height and distance of thrown bombs. Adjust throw by the Control Stick.

-Kai-man (06)

Found in OctoShoals (2-1), in OctoOcean. All damages received by foes are cut in half.

-Beast P. (07)

Found in OctoTower (3-5), in TakoDesert. Maximum speed of your character is now possible.

-Pox (08)

Found in Megadeth Bypass (5-1), in Majestar. Bombs can be moved freely by using the Control Stick while pressing the A Button.

-Pommy (09)

Found in Bigbu Cavern (2-5), in OctoOcean. Pressing the B Button can detonate bombs that have been setup.

-Ligon (10)

Found in Blakinc Trench (2-2), in OctoOcean. Setting up the maximum amount of bombs becomes possible.

-Unicornos (11)

Found in Beneath Holsigen (4-3), in Nekki Moon. Straight lines of bombs are setup when the A Button is continuously pressed.

-Big Ox (12)

Found in Mechanikal (5-3), in Majestar.

-Angol (13)

Found in Holsigen Base (4-1), in Nekki Moon. Bomb throwing and kicking are powered up.

-P. Dragon (14)

Found in Takos' Storm (3-4), in TakoDesert. Remote Control and Bomb jump can

be used together, making repeated jumps easier.

-Pomyugar (15)

Found in Tako Temple (3-2), in TakoDesert. Setting up the maximum amount of Remote Controlled Bombs becomes possible.

-Shelks (16)

Found in Megadeth Bypass (5-1), in Majestar. When radio controlling bombs, it is harder to get damaged than with the normal shield.

-Fire Horn (18)

Found in Beneath Holsigen (4-3), in Nekki Moon. While pressing the A Button, use the Control Stick to line up bombs in the desired angle.

=====
Credits
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Nintendo - For making this game available in US

Hudson - for developing and publishing this game.

[?] - this could be you if you care to help me out on anything in this document. You'll receive a big pat on the back.

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This game is (c) 2002 Hudson Soft

This game is rated (E) Everyone (mild violence)

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