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( Stage 1 )

( 4:00 )

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You'll start this level in the top left corner of the map. Start by getting rid of the rabbit on the top of the map. Now, head to the top right and destroy the crystal along with the enemy beside it.

The bottom part of the screen is just like the first. Get rid of the rabbit and take care of the crystal with the enemy. Once the second crystal is destroyed, the big glass ball in the center of the level will shatter, allowing you to collect the piece.

NOTE You can also destroy the pink plants for some extra points.

Once you collect the piece, the rest of the blocks and enemies will turn into gold coins. Collect as many coins as you can before the time runs out.

(Stage 2)

(5:00)

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When you begin this stage, look out for the fast-moving mouse. If you don't get rid of him early, he can pose a threat when you go after the crystals. Once you clear the area, destroy the crystal in the southern part of the map.

Cross the bridge on the right to enter the second part of the stage. Destroy the crystal and the snail at the beginning. Now, make your way toward the big enemy carrying the second crystal. Defeat him to make him drop the crystal. Blow it up and collect the piece to complete the level.

( Stage 3 )

( 5:00 )

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You start this level at the very top. Firstly, focus on the crystal that is on the left. Defeat any enemies around it and destroy the crystal when you think it's clear.

Once the first crystal is toast, aim for the second one. Again, defeat the enemies around it, and destroy it when the area is clear. When you destroy the second crystal, the wooden door in the upper right hand corner will open, allowing you to enter the next area.

In this area, you have two more crystals to destroy. You can easily destroy the first at the bottom of the screen. Defeat some enemies and make your way across the bridge. The other crystal is held by an enemy at the top. Defeat him to make him drop the crystal. Destroy the last crystal, collect the piece, and complete the level.

Upon completing the third level, you'll now face the boss of the Jammin' Jungle.

(Boss: Giant Banana w/ Monkey)

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When you arrive at the boss fight, you'll see a monkey and a giant yellow object float down to the battlefield. The yellow object turns out to be a giant banana! Mmm, tasty!

This battle is very easy. Just avoid the jumping banana while placing a bomb near the monkey. If you get too close to the monkey, he'll move away from you. Hit him with the bomb four times to catch his arse on fire. Hehe, serves him right!

Congrats! You have completed your first area. Now, we have to head on to Vexin' Volcano.

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{ Vexin' Volcano }

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(Stage 1)

(4:00)

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This is a pretty small stage to begin this new area. You'll notice that there are four crystals in this area, one in each corner. They are also guarded by an enemy or two.

Start by heading left toward the first crystal. Defeat the bird guarding it and destroy the crystal with relative ease. Once you're finished with that crystal, head right toward the next one. There is a more difficult enemy guarding this one. Every once in a while he stops and shoots fire, allowing you to place a bomb near him to eliminate him. Watch out! If his fire attack hits your bomb, the bomb will blow up immediately

Use the procedure above to complete the bottom half of the level. Once all the crystals are destroyed, claim the first piece of the new area to complete the level.

                      
( Stage 2 )

( 6:00 )

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Once you begin this stage, do not enter the mine cart. Instead, head up and left to the first crystal. The little red guy is attracted to the bombs, so he's an easy kill. Once he's done for, eliminate the bigger enemy along with the crystal. Now, head to the opposite side of the tracks and do the same thing.

Finally, you get to ride the mine cart. Yay! Once you reach the top, defeat the enemy beside the crystal and destroy the crystal to lift the wall, leading to the next area.

In this area, you'll notice a volcano who launches fireballs in the air, landing all over the level. These fireballs will destroy any blocks they hit. If you are hit by one, you'll only become dizzy for a few seconds. You can see the shadow before they hit, so avoiding them is easy.

Now, back to the level. Defeat any enemies that are close to you, allowing you to destroy the first crystal. Now, head to the southern part of the area where you'll find an enemy carrying the last crystal. Defeat the enemy along with the crystal. Grab the piece and complete the level.

(Stage 3)

(6:00)

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You start this level in the upper left hand corner. You'll notice that there are a total of six enemies in this small part of the level, two of them carrying crystals.

Head south, defeating the easy enemies as you go. The two enemies with crystals shoot fire out in front of them. Avoid the fire and try to trap them with a bomb. Once you defeat the crystals held by the enemies, blow up the crystal on the ground to open the door. Go through the door to enter the second part of the level.

In the second area, ignore the mine cart at the top of the stairs, and head right, past the bird. Once you defeat the bird, you'll be in an area with three crystals and an easy enemy. The enemy is attracted to your bomb, making him an easy kill. Destroy the three crystals and head back to the start.

This time, take the mine cart over the lava to the last little section. Defeat the enemy holding the last crystal to release the piece. Now, only one enemy stands in your way. Defeat him easily and grab the piece.

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( Stage 4 )

( 7:00 )

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This level contains another fire spitting volcano. Try to avoid the fireballs if possible to make this level much easier. Start this level by heading south and defeating the first enemy along with the crystal he drops. Now, take the mine cart, and you'll end up in the middle area with the volcano. Defeat any enemies around along with the two crystals in the area.

Now, head right to another section. Defeat a couple of enemies here with the crystal. Once you destroy this crystal, a door will open in the middle section, allowing you to move on.

When you first enter this area, ride the mine cart at the top to arrive in a small section in the middle of the screen containing a volcano. Eliminate the enemy here and destroy the crystal afterwards. Now, take the mine cart back to the beginning of this area.

This time, head right and make your way toward the piece. Follow this little passage defeating numerous enemies until you arrive at the last small section. Easily defeat the enemies and destroy the two crystals at the bottom of the screen. Now, collect the last piece of Vexin' Volcano.

Now, you know what happens when you collect the last piece, don't you? Yep, it's boss time!

(Boss: Pyramid Head)

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This guy is a lot harder than the banana. To start off, he'll shoot both of his arms at you, killing you if you're hit. He'll also shoot ice crystals up in the air landing on the battlefield. When you place a bomb, he'll jump, stopping you for a couple of seconds. Usually the bomb will hit him if you placed it right. Hit him with four or five bombs to make him crumple.

Now, it's time to move on to the Slammin' Sea.

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(            )  
{ Slammin' Sea }  
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(Stage 1)
(5:00)
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The enemies in this level are quite easy. Head down, defeating the starfish and maybe a squid or two. Watch out though, as the squid can send out lightning bolts, extending his attack radius. Once they're gone, destroy the nearby crystal.

Head right, and you should encounter a big blue enemy. This enemy takes two hits to destroy, making him very annoying. Defeat him along with the crystal in the area. Keep heading right, and you should see another new enemy, an orange submarine. When it is submerged, you cannot hit it, and it cannot hit you. When it pops back up to the surface, it becomes vulnerable to your attacks. Defeat him along with the starfish in this area.

Now, you'll notice that the last crystal is held by one of the blue enemies. Defeat him with two hits along with the crystal he drops. Grab the piece to complete the level.

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( Stage 2 )  
( 7:00 )  
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At the start of this stage, you should notice a big grey and white fish with fat pink lips. This fish can float over any block, making him a huge threat if you don't take him out quickly.

Now, head down and defeat the crab at the bottom of the screen. After you defeat him, head up and to the far right. You'll notice a submarine and a blue enemy carrying a crystal. Defeat them both with the crystal and move on.

Keep heading north, and you'll run into another enemy carrying a crystal. Easily defeat him and head to the far left of the screen. Wait for the submarine to pop up to the surface and hit him twice to defeat him. Next, take care of the crystals to shatter the coral door, allowing you to move on.

In the second area, work your way south and destroy the blue enemy carrying the first crystal. The second crystal is directly right of the first one. Destroy any enemies nearby and shatter the crystal. The final crystal is held by another blue enemy just to the north of the second one. Destroy them both to collect the piece.

(Stage 3)

(9:00)

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When you start this level, head south and defeat the squid and the big fish here. When they're gone, focus on the two crystals at the bottom. Defeat the starfish and another big fish around the crystals. Destroy the crystals and move on. Now, head toward the top and defeat the enemy and the crystal up here. You can now enter the next area.

In here, the little fish swimming around can swim over the blocks, so be very cautious. Fortunately, they only need one hit to defeat them.

The first two crystals are pretty easy to destroy. Just avoid the submarine on the right side and destroy them with ease.

When you reach the very top of the screen, take out the two subs along with the two crystals up here. This opens yet another passage leading to yet another new area.

The last area is really easy. Head to the upper right hand corner of the level and destroy the enemy holding a crystal. Do this for the enemy in the lower left hand corner as well. Now, just make your way to the piece, defeating the numerous enemies who get in your path.

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( Stage 4 )

( 8:00 )

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As you may see, all three crystals in this area are held by one of the blue enemies. Head southeast a little ways to spot the first of the blue enemies. Two well-placed bombs will take care of him. Destroy the crystal thereafter.

The second of these enemies is located in the southwest corner of the map. He, like the others, won't put up a very challenging fight. Destroy the crystal that he drops as well. While you're doing this, watch out for the small fish swimming about. Since he can swim over blocks, he can become very annoying.

The third blue enemy is located on the far right side of the map. He has some smaller enemies by him as well, including a starfish and a jellyfish. They shouldn't be too hard to defeat. Once you destroy the crystal he held, the coral barrier will disappear, allowing you to move on.

This next area contains three more crystals to destroy. Start defeating as many enemies as you can until you come to a point where you can choose two different paths. Choose the upper path to find the first crystal guarded by a lobster. Destroy the first crystal and keep heading straight. The second crystal is just a little bit farther from the first. Defeat any enemies around it then destroy the crystal itself.

Now, the last crystal is in the lower path, the one we didn't take, right? So, just make your way down to the lower path and destroy the crystal and possibly any enemies around it. Once you destroy the crystal, go and collect the final piece of the Slammin' Sea.

(Boss: Giant Lobster)

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When you arrive at this boss fight, you'll see a giant spikey red thing slam down into the battlefield. It'll reveal itself as a giant lobster, and this lobster has a very bad attitude! Ahh!

This is your first challenging boss fight. Throughout the battle, he'll shoot a bunch of bubbles at you. If you manage to get hit by one of these, you'll spin around a couple of times, leaving you open for attack. Your bomb may also end up in a bubble, thus reducing it's explosion radius. What I'm trying to say is "AVOID THE BUBBLES!"

If you place a bomb in front of the lobster, he'll probably put it out with his claws, so you're going to need to attack from behind. This boss fight is definately going to test your patience, as this can get very tedious at times. Keep attacking him and try not to get squished.

Now, you're thinking "It can't get any worse than this!". Oh, yes it can. Once you defeat the crab, you'll have to face his second form, which is a lot harder as I might add. He shoots bubbles in all directions every 3 seconds or so. He also is a lot faster this time around as well. To defeat him, you'll have to get very lucky. He's that difficult. Well, good luck!

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( Crankin' Castle )

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(Stage 1)

(6:00)

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This level is fairly straightforward. Just defeat the enemies in the lower part of the level. Once they are all gone, head up the stairs to the upper part of the level. Destroy any enemies and crystals up here and head through the doorway at the end.

In the second area of this stage, all you need to do is defeat the rest of the enemies (which only take one hit), and the rest of the crystals. With that done, you can collect your first piece of the Crankin' Castle.

( Stage 2 )

( 6:00 )

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Another very easy level. In the first area, you'll see two new enemies. A green goblin guy who can fly. When he is in the air, you can not hit him. And a ghost, which is just like the bat. Defeat the first goblin and the wheeled enemy to find the first crystal. Destroy it and make your way to the right destroying the enemies and crystals, opening the door when finished.

In the next area, head to the bottom left hand corner to destroy the first crystal. The second crystal is held by a green jumping enemy. Defeat him and the crystal. The last one is in the bottom right hand corner, guarded by a big eyed enemy. Defeat them both to open the door.

This last area contains four crystals, each carried by a green jumping enemy.

Defeat each enemy with two hits to make them drop the bomb. Destroy all four bombs to collect the second piece of the area.

(Stage 3)

(7:00)

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At the start of this stage, head left and easily destroy the first crystal. Now, make your way up the level, defeating the two big enemies up here. Now, when you see two separate paths, take the one on the right. Now make your way to the top, defeating the green enemy and two more crystals on the way. Now, you only have one crystal left in this area, which is just to your right. Destroy it to open the door.

Now, make your way toward the set of stairs on the right. You'll encounter numerous enemies on the way, so be patient. You'll also discover a crystal hidden between the trees. Destroy it and move on. Once you make it to the stairs, go up them, and defeat the two enemies carrying crystals. Destroy the crystals as well. Now, just make your way to the end and retrieve the piece.

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( Stage 4 )

( 7:00 )

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At the start of this stage, defeat the green goblin nearest to you. This will clear the path to let you travel down the stairs, where the first crystal awaits. After destroying the first crystal, head back up the stairs and head right. As you continue going right, keep destroying enemies, including the green jumper, who holds the second crystal. Now, head down the stairs and continue going right, where you'll find three more enemies and the last two crystals. Destroy these two crystals to open the door.

In the next area, travel down to the bottom of the screen to find the first crystal. After destroying that, head to the right, to an area with about three enemies and a crystal. Destroy them all and continue heading right. You'll eventually find the final crystal and the last piece of the Crankin' Castle. Defeat the wheeled enemy, then destroy the crystal. Collect the piece and prepare for a boss fight.

(Boss: Vampire)

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Thankfully, this boss fight is not as hard as the previous one, but he's still not that easy. This large bat will split into four miniature bats, ones you've seen before. You must defeat all four bats to make him reappear. He can also shoot a bunch a blue shots at you. Luckily, he only shoots at one side of the battlefield. So, just stay on the opposite side to stay safe. The only way to hit this vampire is to wait until he's close to the ground, then place a bomb near him. It takes a good 6-7 hits to defeat him.

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( Thrashin' Tundra )

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( Stage 1 )

( 5:00 )

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Start this new world by defeating the big blue blob near the start of the level. When he is destroyed, he'll turn into four little blue blobs. They can move pretty fast, so be on your toes. Also, defeat the other enemy that is carrying the first crystal. Be careful, as he can shoot fire in all directions. Once the first crystal is taken care of, head right.

After going through a thinner passage, you'll be in the area with the piece. There is another blue enemy along with a few more easy enemies. Defeat all these along with the two pieces in the area to collect the piece.

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( Stage 2 )

( 7:00 )

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You'll start this stage in a small cove at the bottom of the screen. Defeat the small enemy nearby along with the bigger one. You'll also notice a new flying enemy. These guys are a pain in the butt. They take two hits to defeat them, and they fly. Well, do the best you can to get rid of them and destroy the bomb nearby.

Now, just make your way to the top of the screen, defeating the easier enemies as you go. The second and third crystals are located near the top, by a big walking enemy. Destroy them to open the icy door at the top.

In the second part of the level, head to the bottom of the screen to find the first crystal, guarded by an easy enemy. Destroy both of them and move on. Also nearby is a flame shooting enemy. He takes two hits, but he is fairly easy as well. The rest of the level is straightforward. There are two fuzzy blue enemies in between you and the piece. Remember, these enemies produce four small enemies when defeated. The rest of the enemies are easy. Just destroy the crystals and collect the piece.

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( Stage 3 )

( 8:00 )

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This stage starts you off on a small piece of land at the bottom of the screen. The only new enemy you'll encounter here is a small detective looking guy. To defeat him, place a bomb near him. When it explodes, he'll jump in the air. When he lands, he'll do a little taunt. While he's taunting you, place another bomb near him to defeat him. Now, just make your way up, defeating any enemy around. Then, destroy the crystal up there.

Now, make your way to the right and defeat the two fuzzy blue enemies. After you destroy them and their miniature buddies, keep going right destroying any crystal in your path. Eventually, you find the last crystal, which opens the door at the top.

This is a very small area. You start off on the left, with all three bombs along the bottom, guarded by one of those detective enemies. First off, defeat the blue enemy and his gremlings. Then, head to the bottom and take out the detective and the three crystals. All that's left is another blue enemy and a skater girl. Enter the door when ready.

In this last area, you'll be bombarded with flying enemies. Once you defeat them and the blue enemy, this area has turned into a synch. All there is is a couple of fire shooters carrying the crystals, and a few small enemies. Reach the small island and collect the piece.

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( Stage 4 )

( 8:00 )

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Start this level by heading for the nearby crystal, guarded by one of the small, yellow enemies. After destroying the first crystal, head right, eliminating any enemy in the vicinity. You'll encounter fuzzy blue enemies, walking enemies, and a flying enemy on your way to the last part of the area. This area contains two walking enemies and two crystals. Destroy the enemies easily along with the two crystals to open the door.

The enemies in this area seem to get easier as you progress. At the beginning, you'll probably have to deal with two flying enemies, which are a pain in the arse, as they tend to follow you. Once you defeat these two, this area turns into a breeze. Destroy the crystal at the beginning and the two at the end to open the door.

This last area is cluttered with enemies. It contains four fire shooting enemies carrying the four crystals, a couple skaters, a couple detectives, and a flying enemy. Try to eliminate the flying enemy first, then go for the non-fire enemies. Hopefully, all the crystals will be destroyed for you to collect the piece.

(Boss: Ice Queen)

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This fight is just plain easy. She stays in one place for the whole fight, and she only has a couple of attacks. She throws her crown, which can't reach the bottom of the screen, and she shoots some blue sparkles at you, which can be easily dodged. All you have to do is place a bomb, dodge her attack, and hit her again.

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( Final World )

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( Final Stage )

( 10:00 )

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This final world has several small rooms. We'll take this world one room at a time. The first room is fairly easy. It contains about five enemies that only take one hit to defeat. Watch out for the steam producing machines. They can set bombs off early if the steam hits a bomb. Destroy the five enemies and the two crystals to advance to the next room.

The second room is a bit longer than the first. There's a few more enemies, including some red and white robots. They can be a pain if not taken out early. Defeat the enemies quickly and destroy the three crystals to advance to the next room.

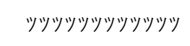
This room is a little harder than the previous two because it contains some bigger enemies. Get rid of the birds first, since they can shoot projectiles at you. Then, get rid of the giant robots with boxing gloves. The first crystal is by the beginning while the others are clear on the other side of the level. Destroy them all to move on.

This level is fairly simple. At the beginning, just try to clear out any enemy in the area. This will make the rest of the level a cakewalk. Once you defeat the enemies, destroy the crystals on each side of the area. Then, make your way to the top to find the last crystal. Enter the door to the next room.

Another fairly simple level. Again, just defeat the enemies at the beginning to make the level easier. There are a few big robots and missile birds to contend with, but nothing you can't handle, right? Once you're passed all of them, you'll only have to deal with the floating red and white robots. Destroy all the crystals to move on.

This level is one of the easiest in the final world. There's several small robots and a couple of giant robots in this level. Just make your way to the top, defeating the robots as you go. Make sure you destroy the crystals. Enter the door at the top to reach the final boss.

(Final Boss)



The final boss of Mega Bomberman is fairly difficult. However, he can be quite easy if you know what you're doing; especially if you played your cards right and happen to have a heart and/or kangaroo from the level.

In his first form, the final boss will have these 4 things floating around him. He'll float around, you must avoid him. Place some bombs and hit him. Once this happens, he heads to the center, and the box things will fire 3 lasers each in many directions. These can be difficult to dodge if you don't know what you're doing. I recommend heading towards a corner, as they tend not to hit you there much. If you're having trouble, you can pause/unpause the game rapidly to watch the lasers as they move and dodge them accordingly. After the lasers fire, he will start floating around again. After hitting him (well, the box things, really) about 3 or 4 times he'll go into his second form.

The screen will pan up and a robotic thing will break out from the door marked "DR-01". The boss will jump inside. When he comes out, be sure to move out of his way immediately, as he'll use his flame attack which will shoot out flames in front of him. He can be somewhat difficult to beat. Now his attacks consist of large lasers shot from the arms of the robot, and the fire that the dragon spews out. He also floats to the left and the right. The most dangerous attack here is the lasers. He shoots them in many directions and they can be quite deadly. Once again, I recommend heading to a corner. Most of the time the lasers will not hit you there. If you can't get to a corner, it's good to know the pattern the lasers fire in. They fire four times. I will use slashes to attempt to show their directions:

- 1st: | |
- 2nd: /\
- 3rd: | |
- 4th: \/

If you can't get to a bottom corner, but you can squeeze up behind him, even better, as you have no chance of getting hit there. However, you may have trouble getting back afterwards if he continues floating towards your horizontally. Just be cautious. As for the fire attack, it isn't too hard to

avoid, as it shoots out directly in front of him. Just try not to stay near the front of him.

When aiming your bombs, you don't aim for the body of the thing, as it's floating. If you do that, it won't affect it. You have to aim for the dragon's head. You'll know you hit him when his eye's turn to X's. Note that if you try to hit his head while he's shooting his flames, the head will retract and he will not be damaged. After about 6 hit's he'll go into his third form.

Now things get serious. The dragon thing will blow up, and the sphere in which the blue guy was inside will crack, and he'll throw a bomb which destroys it. Throwing his cape off, and looking slightly ridiculous, you see the final boss form. Don't get cocky; he's quite strong. He'll start walking around, and at one point will stop and start twirling 4 bombs above his head, which he will then throw. When this happens, GET READY. These are no normal bombs: they reach practically across the entire arena, and explode very quickly. You have little warning as to where they are going to land, and they may even land on top of you. If you're having difficulty (I know I did), you can use the pause/unpause "technique" I mentioned during form one. This helps immensely. After one of these attacks, he'll walk around some more, and may kick a bomb here or there. Do your best to get near him and hit him with some bombs. Note you cannot hit him while he's twirling bombs above him, as he begins floating. As the battle goes on, more than 4 bombs will start to fall during his attacks, and it can be quite hectic. After I believe about 5 or 6 hits, he will be defeated.

Thanks to Omnipotentllama for this great strategy.

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(          6.0  Multiplayer          )
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( Basics )
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By selecting the Battle Game on the main menu, you can now play Mega Bomberman with other people! The following steps will help you set up your game.

On the first screen, you need to choose whether you'll fight on your own team, or team up with a friend. You'll also determine how many combatants will fight.

On the next screen, you'll choose how many games it will take to win the game. You can choose from 1-5 games.

On the next screen, you can press up or down on each character to determine whether you'll control them, or the computer will. After you determine that, you can change the look of your bomberman. Here are the choices.

- Regular
- Girl
- Cool Dude
- Grandpa
- Fat Guy
- Small Guy
- Policeman

Robot
Miner

After you select what your characters will look like, you'll be taken to the map selection screen. Read the next section to find out more about the maps. Now, select your map and have fun!

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(Map Strategies)
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( Basic Map )

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This is the map that shows up first on the map selection screen. This is just a basic map with a green background and grey brick blocks. There is really no strategy for this one, since it has no obstacles.

(Sea Map)

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This is the same thing as the Slammin' Sea. It's just a basic map without any obstacles.

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( Nail Map )

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I don't really know what to call this one, but it's the purple-grey map with nails sticking out. You'll also notice a line of arrows traveling around the map. These arrows constantly move, allowing you to place a bomb on them to send around the level. Makes for a fun battle.

(Jungle Map)

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This map is the same as the Jammin' Jungle. It's just a basic map without any obstacles.

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( Winter Map )

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This is a wintery map with penguins surrounding the sides. In the middle you'll see an igloo, which make a good place to hide a bomb. Also, you'll see little fireworks go off, landing on the battlefield. They can get rid of blocks and dizzy yourself.

(Cobblestone Map)

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This map is the one with a green border and cobblestone in the middle. This is another basic map, but with brown stones instead of blocks.

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( Haunted House Map )

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This map is just like a basic map except it has trap doors. These trapdoors will send you across the level. You can also place bombs down them to give the opposition a little scare. Hehe.

(Mining Map)

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This map looks like it would be just another basic map, but it's not. The only thing different about this level is that there is no blocks at all. It's just a plain free for all.

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( Funny Map )

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This map is just like the basic maps, but everything travels about 5x faster!
See if you can keep up.

(Water Map)

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This last map is flooded with water. Scattered around this map are various  
leaf-covered huts. They provide a lot of room for hidden bombs. Watch out!

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( )  
( 7.0 Items )  
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(Power-ups)

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Scattered around each level in Mega Bomberman, you'll come across some  
power-ups. Here is a list of each power-up and what they do.

( Blue Bomb ) Allows you to place more than one bomb on the screen.

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(Flame) The blast radius of your bomb is expanded.

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( Clock ) Freezes the enemies in place for a small amount of time.

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(Rollerskates) Your player moves faster.

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( Kick bomb ) You can kick a bomb over a block.

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(Multiple Bomb) You can place a huge line of bombs.

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( Bomberman ) You gain an extra life.

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(Speeding Bomb) You can walk over bombs.

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( Kangaroos )

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During a battle, you may come across a giant egg of some sort. You can run
into this egg to acquire a kangaroo. Well, at least I think it's a kangaroo.

There are five different colors of kangaroos. Each has their own special
ability which makes them a vital part of the game. To use their ability,
press (or hold) the B button.

Added in a new strategy for the final boss.

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(9.0 Contact Information)
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If you find any mistakes or information not found in this guide, please send them to my e-mail at CFlames55117@yahoo.com with "Mega Bomberman" in the subject line.

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( )  
( 10.0 Credits )  
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I would like to thank...

CJayC- For putting this guide on GameFAQs.

Sega- For making the awesome Genesis.

Omnipotentllama- For writing up a great strategy for the final boss battle.

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