

Bomberman Password System FAQ

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This walkthrough was originally written for Bomberman on the NES, but the walkthrough is still applicable to the GBA version of the game.

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|          BOMBERMAN PASSWORD SYSTEM GUIDE          |
|          (Version 1.00, 28 October 2005)          |
|                                                    |
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|[1] INTRODUCTION                                |
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This game from Hudson soft has a 20 character password - probably used for keeping track of how many bombs a player might already have had, what stage that player might be in, bombrange, scores, etc... We've already figured out 96% -(I guess)- of the whole password cycle patterns; and hoped to recreate a much concised formula from scratch sometime. This guide would give gamers a glimpse of whats been happening inside those weird 20 character. With this guide, everyone can now enjoy manipulating their Bomberman scores, bombs, range, detonator, flameproof, etc...

| [2] FIRST THINGS FIRST |

** Take note that one could have a maximum of 10bombs & 15squares bomb range. Adding another bomb or range -(to an already maxed out one)- would give you a final 1bomb or 1square bomb range instead!

** Scores move by piling up 00, 100, 200, 300, 400, 500, 600, 700, 800, 900, & 000. The first letter of each 20 character password defines the last 3 digits of the score: B=00 or 000, H=100, M=200, J=300, D=400, N=500, I=600, A=700, O=800, F=900.

| [3] BOMBERMAN ADDITION/SUBTRACTION SEQUENCE |

Basically this guide would suggest that we use this "sort of" rotating numbers 0 to 15 (back & forth) to avoid confusion while manipulating passwords. Say; Adding 2 to 15 would mean counting forward 2 from 15 - there is no 16 since it is only 0 to 15. Next two numbers forward from 15 would be 0 & 1. Thus 15+2=1! Since it is a rotation, 0-4 would be 12 and so on...

| [4] LETTER-NUMBER ASSIGNMENTS |

You are allowed to choose from letters A to P at the password screen. Here are their numerical values:

A=7	E=14	I=6	M=2
B=0	F=9	J=3	N=5
C=11	G=13	K=10	O=8
D=4	H=1	L=15	P=12

| [5] THE PASSWORD SYSTEM |

[a] ** Score +100 **

- Lets suppose you started to play this game. That is stage 1, you have 1 bomb, with a bomb range of 1 square/block. Then you intentionally let your own bomb hit you. A gameover lets just say. For sure the game will display a stage 1, 00 score, 1bomb, 1 bomb range password. That password would be: "BAHIMNJDJNMMNMMNMF".

Basing on the Letter-Number Assignments; we try to convert this first stage password to its numerical counterpart:

B	A	H	I	M	N	J	D	J	N	M	N	M	N	M	N	M	N	M	F
0	7	1	6	2	5	3	4	3	5	2	5	2	5	2	5	2	5	2	9

If we were to add 100 to that 00 score of this password we'll just use this formula:

|+1|-1|+1|-1|+2|-2|+2|-2|+2|-2|+2|-2|+2|-2|+2|-2|+2|-2|+2|-2|+2|Retain|

Add 1 to 0 which is B, subtract 1 to 7 which is A, and so on...

**Original Password:

```
B A H I M N J D J N M N M N M N M N M F
| | | | | | | | | | | | | | | | | |
0 7 1 6 2 5 3 4 3 5 2 5 2 5 2 5 2 5 2 9
```

**Addition/Subtraction goes here: -Take note that 9 or F was retained...

```
+1 -1 +1 -1 +2 -2 +2 -2 +2 -2 +2 -2 +2 -2 +2 -2 +2 -2 +2 Retain
```

**Equals New Password:

```
1 6 2 5 4 3 5 2 5 3 4 3 4 3 4 3 4 3 4 9
| | | | | | | | | | | | | | | | | |
H I M N D J N M N J D J D J D J D J D F
```

The above formula works on for scores which has got a 3-digit ending of 000, 100, 200, 300, 400, 500, 600, 700, 800. Or if your score is 00.

If the score ends with 900, we use this formula:

```
|+7|-7|+7|-7|-2|+3|-3|+3|-3|+4|-4|+4|-4|+4|-4|+4|-4|+4|-4|+4|-4|+4
```

**Reversing the formula process would -(of course)- subtract 100 from your score.

[b] ** Bomb +1 **

- Now here is the formula if you would like to add another bomb:
@@ means Retain

```
|@@|@@|@@|@@|@@|+1|-1|+1|-1|+2|-1|+1|-1|+1|@@|@@|@@|@@|@@|+4|
```

[c] ** Range +1 **

- If you use this formula you can manipulate the range of your bomb:

```
|@@|@@|@@|@@|@@|+1|@@|@@|@@|+2|-2|+2|-2|+2|-2|+2|-2|+2|-2|+6|
```

[d] ** Stage +1 **

- To access game stages we'll use this formula:

```
|@@|@@|+1|-1|+2|-2|+2|-2|+2|-2|+2|-2|+2|-2|+2|-2|+2|-2|+2|@@|
```

- If you are in stage 15 and would like to go to stage 16; or if you are on stage 31 and would like to go to stage 32; or if you are on stage 47 and would like to go to stage 48... Use this:

```
|@@|@@|+1|-1|+2|-2|+2|-2|+2|-2|+2|-2|+2|-2|+2|-2|+2|-1|+1|+2|
```

[6] WEIRD STUFFS

It is possible to have flameproof and detonator by interchanging some letters from a bomberman password. We haven't explored this part much yet due to some more important priorities. But anyways, as I was saying some letters in each bomberman password can be interchange and produce drastic results. Here are the positions that are interchangeable:

Have this password for instance[stagel;10bombs;5range;score is 3591500]:

```

    2:ok  4:no  6:ok  8:no 10:no 12:ok 14:no 16:ok 18:no
    |    |    |    |    |    |    |    |    |
  -----
  | | | | | | | | | | | | | | | | | |
N M I H P P B P C A F H A B D P C P C H
| | | | | | | | | | | | | | | | | |
  -----
  |    |    |    |    |    |    |    |    |
 1:ok  3:no  5:??  7:ok  9:no 11:ok 13:no 15:no 17:ok 19:no

```

ok - interchangeable
no - error
?? - I overlooked...:P I don't know yet!!! :D

Some results:

- 1: If you change -(not interchange)- NM to DJ, the game will take you to stage 2; JD=stage 3, MN=stage 4, HI=stage 5, BA=stage 6, LO=stage 7, EF=stage 8, etc.... You are free to try other combinations.
- 2: Interchanging this would give you the detonator.
- 7: Interchanging this would give you the flameproof powerup.
- 17: When you play the game and you interchange this, you'll see two orange-colored wall in the game. This is you'll find your powerup or door.

[7] PASSWORDS TO START WITH

These passwords are from stage 00 to stage 50; each password would give only give you 1 bomb and 1 bomb range. And of course, a 00 score. Just fiddle with them using those passwords formula. Furthermore, this password table is presented this way so that gamers may see a much clearer perspective of the password pattern cycle. Enjoy. (" ,)

Stage-Password

```

00 B A B A B A B A B A B A B A B A B A B A
01 B A H I M N J D J N M N M N M N M N M F
02 B A M N D J N M N J D J D J D J D J D F
03 B A J D I H A B A H I H I H I H I H I F
04 B A D J O L F E F L O L O L O L O L O F
05 B A N M K G C P C G K G K G K G K G K F
06 B A I H P C G K G C P C P C P C P C P F
07 B A A B E F L O L F E F E F E F E F E F
08 B A O L B A H I H A B A B A B A B A B F
09 B A F E M N J D J N M N M N M N M N M F
10 B A K G D J N M N J D J D J D J D J D F
11 B A C P I H A B A H I H I H I H I H I F
12 B A P C O L F E F L O L O L O L O L O F

```

13 B A G K K G C P C G K G K G K G K G K F
 14 B A E F P C G K G C P C P C P C P C P F
 15 B A L O E F L O L F E F E F E F E F E F

16 B A B A B A H I H A B A B A B A B O L C
 17 B A H I M N J D J N M N M N M N M I H C
 18 B A 2 5 4 3 5 2 5 3 4 3 4 3 4 3 4 4 3 11
 19 B A 3 4 6 1 7 0 7 1 6 1 6 1 6 1 6 2 5 11
 20 B A 4 3 8 15 9 14 9 15 8 15 8 15 8 15 8 0 7 11
 21 B A 5 2 10 13 11 12 11 13 10 13 10 13 10 13 10 14 9 11
 22 B A 6 1 12 11 13 10 13 11 12 11 12 11 12 11 12 12 11 11
 23 B A 7 0 14 9 15 8 15 9 14 9 14 9 14 9 14 10 13 11
 24 B A 8 15 0 7 1 6 1 7 0 7 0 7 0 7 0 8 15 11
 25 B A 9 14 2 5 3 4 3 5 2 5 2 5 2 5 2 6 1 11
 26 B A 10 13 4 3 5 2 5 3 4 3 4 3 4 3 4 4 3 11
 27 B A 11 12 6 1 7 0 7 1 6 1 6 1 6 1 6 2 5 11
 28 B A 12 11 8 15 9 14 9 15 8 15 8 15 8 15 8 0 7 11
 29 B A 13 10 10 13 11 12 11 13 10 13 10 13 10 13 10 14 9 11
 30 B A 14 9 12 11 13 10 13 11 12 11 12 11 12 11 12 12 11 11
 31 B A 15 8 14 9 15 8 15 9 14 9 14 9 14 9 14 10 13 11

32 B A 0 7 0 7 1 6 1 7 0 7 0 7 0 7 0 9 14 13
 33 B A 1 6 2 5 3 4 3 5 2 5 2 5 2 5 2 7 0 13
 34 B A 2 5 4 3 5 2 5 3 4 3 4 3 4 3 4 5 2 13
 35 B A 3 4 6 1 7 0 7 1 6 1 6 1 6 1 6 3 4 13
 36 B A 4 3 8 15 9 14 9 15 8 15 8 15 8 15 8 1 6 13
 37 B A 5 2 10 13 11 12 11 13 10 13 10 13 10 13 10 15 8 13
 38 B A 6 1 12 11 13 10 13 11 12 11 12 11 12 11 12 13 10 13
 39 B A 7 0 14 9 15 8 15 9 14 9 14 9 14 9 14 11 12 13
 40 B A 8 15 0 7 1 6 1 7 0 7 0 7 0 7 0 9 14 13
 41 B A 9 14 2 5 3 4 3 5 2 5 2 5 2 5 2 7 0 13
 42 B A 10 13 4 3 5 2 5 3 4 3 4 3 4 3 4 5 2 13
 43 B A 11 12 6 1 7 0 7 1 6 1 6 1 6 1 6 3 4 13
 44 B A 12 11 8 15 9 14 9 15 8 15 8 15 8 15 8 1 6 13
 45 B A 13 10 10 13 11 12 11 13 10 13 10 13 10 13 10 15 8 13
 46 B A 14 9 12 11 13 10 13 11 12 11 12 11 12 11 12 13 10 13
 47 B A 15 8 14 9 15 8 15 9 14 9 14 9 14 9 14 11 12 13

48 B A 0 7 0 7 1 6 1 7 0 7 0 7 0 7 0 10 13 15
 49 B A 1 6 2 5 3 4 3 5 2 5 2 5 2 5 2 8 15 15
 50 B A 2 5 4 3 5 2 5 3 4 3 4 3 4 3 4 6 1 15