

Bomberman 2 FAQ/Walkthrough Final

by nm14

Updated on Sep 3, 2004

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                                Bomberman II
                                Author: nm14
                                For the NES System
                                Version 0.1
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                                1. Legal Info/E-mail Policy                                sec1
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This document is (c) copyright 2003-2004 to nm14 for use only on the internet at the following sites. Failure to follow the copyright laws will result in a law suit. If you wish to obtain the FAQ on a site/magazine etc. you must consult with me through electronic mail. I must give clear instructions and you must follow those instructions.

If permission is given to you, please do not change the content of format of the FAQ. It is meant to stay in this state until I say otherwise. So, again, if you wish to use this FAQ in any way, please consult with me. Thanks you, and the following sites may use this FAQ at the present date.

- <http://www.gamefaqs.com>-
- <https://www.neoseeker.com>-
- <http://faqs.ign.com>-
- <http://ffeutopia.com>-
- <http://www.thevgnation.com>-
- <http://www.wogaming.com>-

bjsalari[at]hotmail[dot]com

Hey everyone. This is the e-mail policy portion of this FAQ. I am going to list what I believe to be "acceptable" or "unacceptable" e-mails. Of course,

it would be very wise of you to correctly e-mail me if you are hoping for a response. Also, if you have made a mistake when e-mailing me, it is very likely I will block you so that you cannot send me any more messages. So, now that you all know what will happen if you incorrectly e-mail me, you have to find out what is acceptable and what is unacceptable. Please read below.

Do you have information that we have not covered in this FAQ? Well, read below. If you happen to know something in the FAQ please e-mail me. I am always interested in adding information from readers, but there are a few exceptions. If this FAQ is NOT labeled "Final" as its version, your added information may not necessarily be used. I could possibly already know your information, but have not gotten to that section yet. So, do not guarantee that I will post your comments just because you were nice enough to e-mail us.

Now, for a little more about an "acceptable" e-mail, let's talk about the subject of the e-mail. I get a lot of e-mails about other FAQs that I have written, so I can easily miss your e-mail unless you identify it. So, in the subject line, please include the words "Bomberman 2 FAQ" in your subject line. This makes it a lot easier to sort things out in my e-mail. If you do not refer to what game you are commenting/asking for help on, I will most likely ignore the entire e-mail.

The last aspect that we would like to talk about is reading the FAQ. If you are in doubt, check around the entire FAQ before coming to us for direct help. It is likely that information is in other parts of the FAQ, and not necessarily the part that you are looking at during that very moment. Any comments that are already answered in this FAQ will simply be ignored and blocked, as I have taken a lot of time to write this guide for you, you can do a little something for me as well.

If any of the above guidelines are not followed correctly your e-mails will be considered "unacceptable" and I am sure you know what that means. I personally think that it will be simple to follow the guidelines, and you will not have to worry very much about the process. Thank you, again, for your cooperation.

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2. Walkthrough

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Welcome to the walkthrough portion of this guide. Start up your game, and we will begin. Select, of course, the Normal Mode selection to begin your fun adventure. Also, passwords allow you to load your game to a certain level. If you skip ahead in the guide, you may notice some passwords at certain levels. Just as a warning, you will lose a lot of gameplay if you type in passwords before you get to that certain level.

Area 1-1

Alright, you have 200 seconds to complete this first level. There are a total of three enemies. Your goal is to find the exit for each level. The map of the stage is random each time, so I cannot tell you where to go. However, try to read your opponents path, and time a bomb so that it will blow up just as the enemy crosses the fire. Once you have defeated all three of the enemies, hop on the door, to lead you to the next level. The door is like a greyish hole located on the floor of the level. The doors do not just appear, however. You

must find them, as they are hidden under one of those blocks.

Area 1-2

This level is a bit more challenging. There are the same three enemies, but a new enemy has been created. It looks like a frog, but blue. It moves much quicker than the other enemies, so you are going to want to watch out for it. You will also have two hundred seconds for this level as well. Use the long narrow paths along the middle to create a long line of fire, easily defeating your enemies. Then, simply find the door at ease.

Area 1-3

This level introduces another new character. This one is green, and fishy looking. Basically, it goes side to side in a quick manner. They are actually one of the easiest to kill. All you have to do is place a bomb in there fast path, and they will blow up. Kill the remaining three orange enemies, and one blue enemy.

Area 1-4

In this level, there are a total of five enemies. Four of those easy orange enemies, and one new one. This guy is a ghost, and can be rather tough. He moves quickly, and can go through the blocks, but his most deadly attack is his transport. He can easily transport right where you are, so watch out to see what he is doing. If he does transport, quickly place a bomb where you are and run. This should usually take them out. Take the rest out easily, and move on through the hidden door.

Area 1-5

This level has no new guys (finally), but it is still challenging. Basically, there are two white ghosts, and one green guy. The green guys are easy as long as you know there path. Watch out for the white ones though. As long as you set some bombs out, they will likely stay away from you. Otherwise, these one is easily managable. Oh, wait. there is more to this level. Head to the right and you will notice another green and blue enemy. Take them out as usual, and then the challenge is finding the door. In my game, the door was right in the middle, but it could be different for yours.

Area 1-6

This level displays a combination of enemies. You are going to basically have to use your skills from the other levels. However, it is not that hard because your enemies die easily. If you throw a bomb, it will likely kill two enemies, and three could happen if you are lucky. There is another region to this level, so check it out, and take out the enemies there. Finally, search around for the door. It was near the left for me.

Area 1-7

This area has about four orange easy enemies, and two harder orange guys. These ones actually go after you, and they open there mouth, which makes them kinda scary :) However, lure them towards you, and quickly set a bomb. It will take care of them fast. My hidden door was near the left again.

Area 1-8

Well, this is not getting much better. There are two ghosts, one blue enemy, and one of those harder orange enemies. Try to avoid the orange guys for now,

as they can really screw with you. Aim for the ghosts first, because they will always be annoying. Once they are done, take out the orange and blue enemy. Wait a second, this blue enemy is different! Well, it looks like a sea dragon sorta. It is not very harmful, but can easily get in your way. Regardless, take it out. Head right and you will find one more orange enemy. The hidden door was in the center for me.

Area 2-1

Welcome to the second world. This one is pretty neat. There are wooden forests around. Basically, there are four enemies, and they move slowly. They should be nothing compared to the enemies at the end of the first world. Anyway, take them out. My hidden door was on the left.

Area 2-2

Here, there are a few orange enemies, and one new green enemy. This guy can go through the blocks as well, so watch out. Take him out first, and then concentrate on the rest of the guys. Once you have them all taken out, I found my hidden door on the left bottom corner.

Area 2-3 (pw: IH0AOJFJ)

This level is certainly the hardest level that you have encountered thus far. It is a small level, with many enemies around you. The key to winning is to quickly set a bomb, and wait at a corner. If you are lucky, a few enemies will be defeated right off the bat. Then, take your time and kill the rest of the enemies. The hidden door was located near the middle left.

Area 2-4 (pw: EGBFAEBJ)

This area is much like the last one. Basically, enemies are swarming all around the peripheral of the area, and they can, for the most part, fly over the blocks around the level. It takes a bit of lucky, by quickly set a bomb down to take a few of the enemies out from the start. As usual, find the hidden door.

Area 2-5 (pw: LMBODEJF)

This area is much like the last one. Basically, enemies are swarming all around the peripheral of the area, and they can, for the most part, fly over the blocks around the level. It takes a bit of lucky, by quickly set a bomb down to take a few of the enemies out from the start. As usual, find the hidden door.

Area 2-6

The beginning is the touch part here. Basically, there is two blue flying guys, and a few green ones. You can easily take three of them out at a time, but setting bombs in the intersections. These ones blow up in all directions for a long distance. There is one straggling orange guy at the right. The hidden door was on the left side for me.

Area 2-7 (pw: HIPPFNON)

There are two blue flyers, two green flyers and one orange guy. Take them out as best you can. They can corner you, which is bad, so try to set as many bombs off before they can corner you. Make sure the bombs don't hit you before they hit them! Proceed on through the hidden door.

Area 2-8

This level is basically a repeat. Just make sure you throw bombs in front of your enemies if they are approaching you. Then run for a hiding spot. Take the coined guys out that are trapped in the middle of the four blocks. The hidden door was located near the middle for me.

Area 3-1 (pw: OIOKHJCN)

In this new forest area, there are a total of three orange enemies, and one big green chomper. The blocks are like trees now. This one is very easy, and self explanatory. Just make your way to the hidden door at the end. It was located on the left bottom corner for me.

Area 3-2

Lots of enemies here. Many of them are stuck, and you can easily defeat them. However, there is one fast blue moving enemy that goes through the trees, so make sure you take them out first.

Area 3-3 (pw: AEEKGEMI)

Lots of enemies here. Many of them are stuck, and you can easily defeat them. However, there is one fast blue moving enemy that goes through the trees, so make sure you take them out first.

From here on out, the levels are all identical. If you look at the first bomberman faq, there is not strategy. As you can tell from my descriptions, there is nothing to figure out. Just take the enemies out, and find the doors.

Congrats on beating the game!

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3. Extras sec3

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(credits to Red Phoenix)

Game Genie Codes	Functions
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AEEGEPZA	Start with 1 Life
IEEGEPZA	Start with 6 Lives
AEEGEPZE	Start with 9 Lives
GXKGKXVK	Infinite Lives
GXXONEVK	Infinite Timer
LVXOUELL	Slower Timer
TOXOUELU	Faster Timer

AEKAZYLA	Always have Detonator
YNEOLXLK	Bomb has a Longer Fuse
AXEOLXLG	Bomb has a Shorter Fuse
GXOLSXVS	Stop Bombs from Exploding
GAXKSTAA + GASKKTAA	Super Start
OXXAPYSX + PEXAZNVZ	Always Walk Through Bombs
OXOEGYSX + PEOEINSZ	Always Walk Through Walls
EASPTANG	Dollar Sign acts as Flame Face
GYSPTANG	Dollar Sign acts as Bomb
KASPTANK	Dollar Sign acts as Heart with Bomb
OPSPTANG	Dollar Sign acts as Skate
OZSPTANK	Dollar Sign acts as Vest for a short time

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4. Conclusion

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Thank you for tuning in to my FAQ. I truly hope that you actually learned something from this guide. I hope that I did what I was supposed to do, which is to make you a better faqer. If I did, I can pat my self on the back because I helped someone get something done. If you really enjoy my work, you can take a look at some of the other games that I have written for.

As for the credits of this guide, I would like to credit a few people...
 -CJayC, who runs a nice site full of amazement.
 -Red Phoenix for the Codes

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All of my work can be found at:

<http://www.gamefaqs.com/features/recognition/32285.html>

