

- Revised some strategies
 - Getting Normal gold card 3 in Red 1
 - Getting the fourth gold card from White 4
 - Getting the fourth gold card from Black 2
- Detailed how to get the Remote item in White 1

v1.25 - Last Hard mode item found by "CRaZy"

v1.2 - Added all updated locations for Hard mode gold cards

- Updated Custom Items list to 32 items
 - 32 Normal mode item locations
 - 31 Hard mode item locations
- Changed stage and item info layout.
 - Custom items info in corresponding stages.
- Revised boss strategies somewhat.

v1.0 - Completely added Rainbow Palace info

- Completely added Battle Mode info (including the hidden stages!)
- Greatly improved the Custom items info.
- Added Options information at the end.
- Began preliminary information regarding location of gold cards in hard.

v0.9 - Initial release.

- Missing Rainbow Palace info
- Missing Battle Mode info
- Very rough Custom items info.

IV) Introduction to Game.

Bomberman's world is being threatened, and a strange hero has appeared to aid (?) Bomberman in freeing his world from evil's grasp. Bomberman must conquer four worlds that are chained to a commanding fifth world. Bomberman can tackle the first four world in any order (but a suggested order is give.)

In each world are four stages. Two of the stage are full exploratory stages that Bomberman must battle through and search around to find his way out and on to the next board. The other two stages consist of battles with a stage sub boss, and the stage's final boss. In every stage, five gold cards can be obtained by completing certain tasks. If all 100 gold cards are found, the ending changes and a six world becomes explorable.

Also in the exploratory stages, numbers of custom items can be found. These items add up in the custom menu and allow you to dress Bomberman up in a multitude of costumes and looks. You may only use your custom Bomberman in the battle mode.

The game can be played in Normal mode or in Hard mode. In hard mode, some of the gold card locations have changed, the enemies are faster, and take a lot more to kill. If you get a heart in hard mode, if you lose it, it will not bounce away. Instead it will simply fade. The sub bosses don't release hearts either. Some of the game is much easier to accomplish with the Full Power option turned on. (See Options)

V) Items and Controls.

Bomb - Bomberman once again has a seemingly unlimited supply of bombs. The only limitation is that you can lay down only so many at a time. But Bomberman has some new tricks this time around. You can press A to drop a bomb as usual, and you can press A again, or simply walk into the bomb, to kick the bomb forward. Once in motion, you can press the R button to stop the bomb from moving. However, if you press and hold B while pressing A, the bomb will appear in Bomberman's hands. You can hold the bomb for as long as you like without fear. You can toss it away by press B. You can throw the bomb three different distances, determined by whether the control stick is

neutral, a little bit forward, or all the way forward. While in you hands, you can tap the A button to pump the bomb up into a larger bomb which has a larger blast radius, and is capable of damaging some structures a normal bomb can't.

Bomb Item - When Bomberman blows up certain destructible parts of each stages, he might find one of the power up items. The Bomb Item is one of the most common items to find. By catching it, the number of bombs Bomberman can lay down at one time increases by one. Initially, you begin with the ability to lay two bombs. By catching enough of these you can lay a maximum of eight.

Fire Item - This is the other very common item. This will increase the radius of the explosion from you bombs, allowing you to break objects or damage enemies (or yourself!) from farther away. This seems to max out after around five of these items have been picked up.

Blue Gem - This is a very common item to receive from defeated enemies. A blue gem increases you gem count by one. By sending your count of 50, you will receive an extra credit.

Red Gem - Just like a blue gem except that it increases your gem count by five for each one you touch.

Heart - Certain difficult to destroy enemies will give you this item. By holding the heart, you can sustain one killing blow without dying. If you are hit by something that would kill you, you will flash for a little bit, signifying that you are invincible, and the heart will pop out and bounce away. If you are fast, you have the opportunity to reclaim the heart again.

Remote Item - This looks like a heart with a bomb in it. By touching this, you bombs, big and small, are transformed to time bombs that are set off with the touch of the Z button. This is an extremely useful tool. Remote bombs, once set, will not go off at all until you trigger them with Z. Just be careful not to set them off when you're too near by.

Super Bomb Item - This looks like a little bomb surrounded by an explosion. It is a very powerful item, and it turns your bombs red. Red bombs, big or small, can destroy things that even pumped up normal bombs can't. They also deal more damage to enemies. This item can be used in conjunction with the Remote power up.

VI) The Stages, and the Gold Cards.

Note about the maps:

It's very hard to depict these maps in the most accurate way possible, but try to picture the maps being arranged relative to the direction the camera (not you) is facing when you begin the stage. (s) is the location at which you start.

Note about the gold cards:

For the exploratory stages, as you may have noticed, the fourth card is always for defeating 30 enemies in the stage. The 30th enemy destroyed will drop the card, so make sure you can pick it up from where it's destroyed. The fifth card is always for beating the board within the stage's target time. I usually go for the fifth card first, and come back for the other four. As of v1.2 of this FAQ, card 4 and 5 are left out to conserve space.

Green Garden

*** Stage 1 Map:

 | | | | | |
 | | | | | |

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|h3 |      | 4e|      | 5 |__
|__|      |__|      |__|__|
|d |      |      | 6 |
| 2c|      |__|
|g_|
|f b|
| 1 |
|_sa|

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Stage 1 - Objective: Touch the four plates that will release the red diamond from the containment of the green orbs. Plate one (a) is to the right of where you start (s). You must face the wall opposite the three blue pillars and kick bombs underneath the crack at the bottom of the wall, so that they hit the wooden pillars that support the grating above. Once both are taken out, go to the opposite side and climb up the staircase to fall in and touch the plate. The next plate (b) is to the right of the crocodile head which, when blown up, permits you entrance to the next part of the stage. Next, go to the side of the altar opposite the stream to (c) and climb the steps to touch that plate. The last plate (d) is often obscured from view by the bridges, but it is located just below the croc head at the waterfall. Once all the plates are touched, the red diamond can be picked up.

Gold Cards: Please note that this board is intended to be one of the harder boards to pick up all the gold cards from, and you may want to come back and do it after you've beaten the game (the ending can be very insightful).

To get the gold cards, your going to need to get the Super Bomb item, which is very hard to get to in this board and is located at (e). To get to room 4, you must access the teleporter found above plate (c). This mainly requires that you get the Remote item from beneath the bridge in the back of room 2, and arranging the bombs so Bomberman can bounce from the low ledge across the way, up to the staircase. Read the Advanced Techniques section below to find out how to do that.

Once you make it to room four, you will notice a grate held up by three pillars, and a lot of square platforms rising from the water like so:

```

| 8 5      |
| 7 4 2    T <- where you came in from
| 6 3 1    |

```

Knock down the pillars as follows. First, throw a bomb to 1, and then throw another bomb so it bounces off 1 and stays on 2, and finally throw one more so it bounces off 1 and 2 and lands in front of the pillar, and set them off (since, obviously, you need the Remote power in effect to do this). Next, pump up a bomb and throw it to 6, bounce a small one off that to 7, and once again to 8, and finally, one more so it lands in front of the pillar, and set them off. That leaves the middle pillar, which can't be done from 3 to 4 to 5 because 3 is too high. Instead, you must bounce from 2 to 5 to the pillar. This just takes a little practice. Once you nail the pillars and the grate falls down, you may notice some of the boxes that were there were blown up. If the left most block was destroyed, teleport out and back in and the grating will still be down, plus that block will be back. Blow up the left block and you'll get the Super Bomb. Now go back to room 2 on the map.

1) Reach (g) by destroying some of the blue pillars that are in your way when crossing the bridge in room 2, and you'll notice a block hovering in the air. Pump up a remote bomb, throw it at the block and trigger it in mid air, and the gold card will fall out.

Hard mode: Same.

2) Reach (f) by destroying the blue pillars in room 1, and going across the bridge. Blow up the pillar against the wall.

Hard mode: Same.

3) In room 2, go across the bridge and fall down the side of the wall to the teleporter visible from the outside of the board (it's between (d) and (g)). This will teleport you to room 3. Walk across the room and blow up the box at the opposite end to find the card (h).

Hard mode: Same.

Custom 1) As shown in the final credit sequence, create a bomb staircase up to the teleporter in the first section. The teleporter will take you to another small room (5) which contains this costume piece.

Hard: Do the same, but bomb the floor so you can drop down to room 6, and blow up all the boxes to find the peice.

Custom 2) After receiving the Red Bombs, head towards the second section, and enter the teleporter on the left (which is obscured behind a wall). You will need the Red Bomb to blow up the blue pillars. After going through the teleporter, this costume piece will be easy to find in that room.

Hard: In the same room, the item is located where the stairs would be if they existed on the other side of the room. Go up to the wall, and start throwing bombs to make a giant stack. When they reach the top, let them explode so the item appears and falls down to you. Remember, this is on the right side of the room, on the left side of that wall. This location was submitted by CRaZy.

*** Stage 2 - Objective: beat the sub boss in combat.

Gold Cards: Read about fighting the sub bosses in the Advanced Techniques section to find out how to win gold cards.

*** Stage 3 Map:

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      _____
      |e |
      | 2 |
      |_a_|____
      | b| fg|
      | 1c h3j|
      |_sil_d_|

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Stage 3 - Objective: Chase the blue diamond around the board and pick it up at it's final resting place. The diamond starts out right in front of you (s) and get's whisked away to room 2 by a bird. Enter room 2 through the gate, proceed down the staircase at (a). Kick a bomb under the left most hole and stand on the platform directly above it to get blast in to the air. Keep going once you reach the high platform and the bird will take the diamond away and deposit at (b). Go back to room 1, and do the same bomb kick trick to reach the higher level and go for the diamond. The bird will come one last time and fly it to the top of the tower in room 3. Pump up a bomb and blow up the pillar blocking your way at (c). The diamond can be reached by repeating the bomb kick/flying platform trick a few times at (d).

Gold Cards: Compared to Stage 1, these are a breeze.

1) Proceed cautiously to (e) by going to room 2 and talking the left route over the water. Take care which blocks you blow up along the way as some will cut you off and you'll have to exit and reenter the room to try again. You'll need the Remote power since the card is up in the air in one of the blocks in the far corner of the passage (left of the long staircase). Get it by tossing a bomb in the air and triggering it to explode in mid-air by the blocks.

Hard mode: Same.

2) In Room 3, go to (f) and use the bomb kick/flying platform move to scale

the tower. A gold card can be found by blowing up a block that is off to the left of the platform you arrive at. You will have to fall back down to collect it.

Hard mode: Go to the opposite side (d) instead.

3) Now go to (g) by tossing some bombs between the yellow platform and the small gray wall, and then again to reach the corner of the board. Then run right from edge of the second platform to reach the block that contains the card.

Hard mode: Just like card two, scale the tower, only this time from the front (h) and go up twice. The card will be waiting for you at the top.

Custom 1)

Normal: On the first section, you'll notice a teleporter across a bit of water, which you can't reach at first. Get the detonator, and remove all the blocks in that area. Then put a bomb in the elevator (don't detonate it yet!). Then put two large bombs, one on top of the other, against the wall, as close to the edge of the platform as possible. The easiest way to do this is to face the wall and throw the bombs. Then use the elevator to go up, and line yourself up with those bombs. Then carefully walk off and push in the direction of the teleporter. If all goes well, you should bounce off the bombs and into the teleporter around (i)

Hard: Same.

Custom 2)

Normal: On the last section of this level (with the big tower), on the far wall of the structure, facing away from the teleporter which brought you here, is a secret entrance at (j). It looks like a wall, but you can walk through it. You can find it by pulling the camera in as close as possible, and standing next to the wall. Rotate the camera until it is inside the building. There will be two pots in there, one of which is the Dragon Spikes.

Hard: Same.

*** Stage 4 - Strategy: Here you have to fight the blue dragon from a narrow bridge (don't worry, you can't fall off). He'll come at you with a variety of attacks, from trying to bite you and pick you up, to breathing fire at him. Keep pumping up bombs and triggering them to explode near his body and he'll go down. Remember, you can't get all five without getting the first four within the Target time. Coming back after getting the first four cards to beat him fast enough will still only give you four cards.

Gold Cards: Basically, you need to burn different body parts enough to win them from him. Remember, you can't get all five without getting the first four within the Target time. Coming back after getting the first four cards to beat him fast enough will still only give you four cards.

- 1) Burn his head.
- 2) Burn his left wing.
- 3) Burn his right wing.
- 4) Burn his tail. This can be the toughest. Try to nail his tail when he's slightly sideways while breathing fire at you. Don't detonate the bomb until you're sure it's far enough out.
- 5) Beat the boss by the target time.

Blue Resort

*** Stage 1 Map:

```
_____
|g  3  |
|_b  __ _|
|   |i  |
| 4 - 2f|
|h_c|__ |
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|d 1 a|
|_e____s|

Stage 1 - Objective: You must lower the drawbridge by (e) to get out of the board. But in order to do that, you need to lower a lot of the water holed up in the board. So start by proceeding to (a) where you'll notice a draw bridge stuck in the up position. One pumped up bomb blast will knock it down for you and you can go to room 2. In room 2, keep going up and up until you reach room 3. Just left of where you came up is a stairway down, and a smaller staircase (b) leading to a plate. Step on the plate and the water in room 4 will drain. Now you can take the other stairway down. In room 4, around (c), you will find the Super Bomb item that will enable you to blast open the steel doors at (e) (not the only way in however...). From (c), drop down to room 1 again and blow up the bridge to get back across. Optionally, you can head to (d) and trigger the water to empty from room 1. Once you're inside the house at (e), stand on the plate to drop the final drawbridge and exit.

Gold Cards: A little snooping around will help you find all three.

1) In room 2, the potted plants at edges of the staircases contain Remote items. Collect one, and go over to the cannons at (f). Toss a bomb at them and blow them up, and one will reveal a gold card when destroyed.
Hard mode: Same.

2) At the side of room 2 (by the (-)) is a bridge that can be knocked down by a pumped up bomb. Cross it, and you be in a small area with two cannons on either side. Across the other side is another bridge. If you collected the Remote item in room 2, you can pump up a bomb, and toss it at the far bridge and trigger an explosion just close enough to bring it down. Cross it and if you explore enough, you find the next gold card around (h).
Hard mode: Instead of blowing down the bridge, right next to it is a building where you can see a doorway that can't be accessed. To get inside, you must build a bomb bridge from the long staircase to room 3 to the window on the building with open shutters. Once you make it through the window, rotate the camera around and advance to the potted plant to the side at (i).

3) The last one is easily found if you watch your footing. Proceed to room 3, and before you touch the trigger at (b), go down the staircase beyond the one you entered the room from and keep going to the high far ledge. Then work your way left to the tower, bomb one of the boxes in your way, and approach the box at the far side of the tower. Bomb it and the card is yours.
Hard mode: Same.

Custom 1)

Normal: Same as Hard Gold Card 2

Hard: When you cross the bridge on to where Normal Gold Card 2 would be in Blue 1, toss a bomb in the open window of the house you first come to. The item will pop out.

Custom 2)

Normal: It is in the same room as the switch which opens the exit.

Hard: Same as Normal Gold Card 2

**** Stage 2 - Objective: Beat Artemis in combat. Watch her gun, which she fires off in three directions in spray fashion. The bullets don't hurt you, but the explosions can. The bullets can also explode the bombs.

Gold Cards: Read about fighting the sub bosses in the Advanced Techniques section to find out how to win gold cards.

Special card: Hit her with a pumped bomb while she's in the air firing at you.

*** Stage 3 Map:

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  _____  
  | f2| cg|  
  | d  _3_|  
  |_ b|  
  |e |  
  | 1|  
  |sa|
```

Stage 3 - Objective: From the starting point (s), go under the bridge and up the staircase, and pump up a bomb to destroy the cannon at (a). Cross the bridge, and while dodging the cannonballs, proceed to room 2. Once there, pump up a bomb and knock down the bridge to your right at (b). Climb the staircase, and move to room 3. Knock down the bridge you find there, and cross to access the plate at point (c) to drain the water out of room 2. Now go back to room 2, and drop into the newly drained pit. A Super Bomb item can be found in one of the blocks closest to the bridge at (b). Now hit the wall at (d) with red bombs until the wall pushes back far enough to allow the water to slide into the goddess statue, which will raise a staircase in order for you to exit the stage.

Gold Cards: All of these are easily accessed.

1) The first card is right ahead of where you start, by (e).

Hard Mode: Roughly the same place but on the other side of the bridge.

2) When you arrive in room 2, knock down the bridge straight ahead from where you enter, and wrap around the structure until to reach (f) and blow up the potted plant.

Hard Mode: In the drained pit where you super bomb the wall to exit the level, one of the blocks under the bridge around (b) has the card.

3) Right near where you hit the switch to lower the water at (c), keep going a little further to find the potted plant at (g).

Hard Mode: Same.

Custom 1)

Normal: After draining the water, it is in one of the pots near the edge, under a bridge (where it was previously underwater).

Hard: Where Normal Gold Card 2.

Custom 2)

Normal: On Cliff, after first dam (get it beforehand)

Hard: Now near where the Cat Suit used to be, the lower level of the pit that you drained the water from.

*** Stage 4 - Strategy: The fish has four modes. In the first, he just swims behind you moving from side to side, posing no threat. In the second, he pops out of the water, still behind you, and tries to mash you with his tentacle thing. In the third, he swims just ahead of you tossing bubbles at you with his tail, which dizzy on contact. And lastly, he swims far out ahead and flips out of the water. When he flips, two "blades" will slice up the raft closest to where you are. If you want to keep the raft large, go to one side, let the blades come at you, and cross back to the center. If you did it right, only one or two of the logs will break away.

Gold Cards: Some strategy is required for this one...

1) Burn up his tentacle thing. Done easy in his first and second mode.

2) Burn up his tail. Done easy in his third mode.

- 3) Pop a bomb in his mouth. Can only be done in the second mode when he rises out of the water a lot to smash you.
- 4) Let only one log of the raft remain. As soon as the raft is down to just one more log, you'll get the card. Stand on the edge, and don't cross back to the center during mode four if you want this one really fast.
- 5) Beat the boss by the target time.

Red Mountain

*** Stage 1 Map:

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_____
| a   xf|   | |
|   | j  1 |
| 3 | 2 | e |
|   | b  ih|
|____c_|_sd|

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Stage 1 - Objective: Reach the exit (x) from your starting point (s). There aren't many tricks to this, just a lot of dangers. Start by making your way from the start to room 2 (you can just push up when you start and fall off the cliff for a shortcut). As you traverse the bridges in room 2, beware of the fireballs that rise and fall. Their presence is indicated by a fast noise, so listen for it and move to safety. Make your way to the bottom of room 2 by crossing the long bridge to the platform with a lot of rocks, and then down on to the fork, where you move to room 3. Reach the far side of room 3, by taking either the left side (of the map) or the long staircase if you have Super Bombs to blow up the guy blocking your way. Cross back to room 2 from the high side of the board, and you'll find a blue and red grate. You're safe on the blue side, but you need to hit the switches found on the wall around the exit from the red side. So time your moves carefully, and hit all three switches with thrown bombs before they have time to rise back up.

Gold Cards: You'll definitely need the Super Bomb (a) to get two of the cards, and the Remote item (b) wouldn't hurt either.

1) The first card can be easily found at (c). Move the opposite direction from room 3 when you reach the fork. Watch your footing getting back on to the ladder, that monster tends to be stubborn.

Hard mode: Now the card is very easy to find at (h). Just go right from your starting point and blow up one of the rocks near the right edge of the board.

2) After you get the Super Bombs, you can destroy the metal doors found in three locations around the stage. The next gold card is hidden behind the door around location (d).

Hard mode: Now the card is at location (i). Drop off the starting platform, and rotate the camera so you can see the other side. If you have super bombs you can open the door, and make a small bomb bridge to get across the gap and inside.

3) The last card will take you through the yet unexplored parts of this stage. From the start, go to the large platform at (e). There you will find a tall red stone which can be knocked down to form a bridge with a blast from a red super bomb. Cross the bridge and begin the trek through the narrow ladders, until you're back in room 2. The gold card can be found on the right edge of the highest platform (f), which should be the end of your journey through that part of the stage. You can drop down to the left to exit the stage.

Hard Mode: Go to the same place, only now, stop at the top of the bridge that brought you there, kick a bomb off the edge in the direction you were going, and press R so it stops right above the stone that's down below. Blow up the bomb and the card is there. Just drop off the ledge at (j) to catch it.

Custom 1)

Normal: Same as Hard Gold Card 2

Hard: Same as Normal Gold Card 2

Custom 2)

Normal: Same as Hard Gold Card 3

Hard: Now it is behind one of the grey doors that needs a super bomb to be opened, in room 3.

*** Stage 2 - Objective: Beat Orion in combat. Orion has a force shield which protects him from bombs so they won't hurt him and can make you dizzy. He has a fondness for picking up dizzy opponents and dropping them in the lava so rotate the controller to get up faster.

Gold Cards: Read about fighting the sub bosses in the Advanced Techniques section to find out how to win gold cards.

Special card: Run into his force shield

Stage 3 Map:

```
      | c |
      | 5 |
      | _ |
      |   |
      |   |
      |d | 2 | |
      | 3 | e |
      |g_|   | b |
      | 1 | fa|
      |_s_|_4_|
```

Stage 3 - Objective: You could get to room 4 by going from room 1 to 2 to 3, back through 1, and on to 4, but it's much simpler to just drop from the track that leads to room 2 down to the track that leads to room 4. Position the camera so you know exactly where it's safe to fall down, and you're on your way. In room 4, you must climb the very long stairway at (a) and follow the tracks for a very long stretch until you reach a platform just before the track starts to turn. There is a ladder that leads down off the platform. Take it down and carefully make your way across the narrow gap. The furnace you find along the way has a Remote item, but you don't need it. Make your way to (b), and you'll see an upraised section of track being held aloft by four pillars. Blow up the pillars so the track comes down and you can cross to the exit.

Gold Cards: These take a little ingenuity to find.

1) Follow the tracks that you find from your starting point around to the other side of the room. Swing the camera 180 degrees so you can see the opposite face of the wall, and you'll notice an entrance to room 2 through the wall. Take it and cross room 2 to room 5. Once in room 5, drop to the platform on your immediate left where you see boulders falling down. Cross with care and touch the switch at the far side. Climb up the slope, dodging the boulders (they fall in a pattern, so watch them for a while), and hit the switch you find at the top. Move back to the other side of the slope. Before you start blowing up the barrels, hug the side of the slope and go back down to find a third switch. Now come back up, blast the barrels, and hit the final switch. The arrow switch in front of the spikes should light up. If you activate it, not only will the spikes go down, allowing you safe passage, but the card will appear as well at (c).

Hard mode: Same

2) When you enter room 3, don't blow up any of the barrels you find on the

floor. They allow you to safely cross over the boulders from mesh to mesh. Reach point (d) and blow up the furnace by the flame monster to find the card. Hard mode: Same.

3) This one is just a pain. Go to the point in room 2 where there is a barrel stacked above and slightly to the side of another barrel on the track (e). You can go ahead and blow up the bottom barrel. Now stand on the very edge of the track, as close to being underneath the hanging barrel as you dare. Make sure you have the Remote item (there's one a bit down the track from where you start the stage on the edge of a cliff), pump up a bomb, and try to throw it ahead of the barrel, but high enough so that when you trigger it, the explosion will hit the barrel (and not yourself). If you stand close enough to the edge, you'll catch the card as it falls. (Note: This is a little easier to do if you have a heart at the time. You may lose it, but you won't jeopardize a life trying to catch the card. There is a heart located all the way left from where you start in this stage.)

Hard mode: Under the four pillars and the track you need to destroy in order to get out of the board, is some more platform and a furnace. Drop down beneath the exit track at (f), and blow up the furnace to find the card.

Custom 1)

Normal: Same as Hard Gold card 3

Hard: Same as Normal Gold card 3

Custom 2)

Normal: There is only one metal door (g) on this level, and the cat shoes are behind it. The red bomb is actually in the barrel which is close to the door, but don't blow up the barrel which you need to walk there by accident. If you do, just leave the area and come back.

Hard: Same.

*** Stage 4 - Strategy: The fire robo has a few different attack modes. The first is where he stops, tries to punch you and nail you with his eye beams. The second is when he stretches out both arms and rotates. Only his hands can harm you. His arms (or lack there of) will do no damage). And his third is when he dunks under the lava, and pops just his head out to shoot you with one eye and possibly, but not always, the other.

Gold Cards: Compared with the fish, this isn't much different.

1) Burn up his left hand.

2) Burn up his right hand.

3) Burn up his hat.

4) Once the hat has been burned off, let him go into attack mode three (which he always will if you burned his hands), pump up a large bomb, and throw it at his head. Don't blow it up, just let it bounce off his head, and he'll pop up dizzy, exposing his operator, Orion. Toss a bomb in the opening at Orion, and the card is yours.

5) Beat the boss by the target time.

White Glacier

Stage 1 Map:

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| _____ |
| d         |
| 2b| 3    |
| __|__    |
| a  |e    |
| 1s| 4    |
| _____c_|
```

Stage 1 - Objective: Make it to the ski lift to exit the stage in room 3. To leave the start room 1, cross the bridge you see to your immediate left.

There should be a frozen sign, which you can read after you bomb it. it warns you about avalanches, so go make one. Climb the slope and place a bomb at the base of the snow bank. Make sure you give yourself enough time to reach safety or you'll be brushed away with the snow fall. Wait for the avalanche to stop, and climb back up the slope. Now you can fall down to a ledge with a snowman and a tree. Blast the tree (a) and you're on your way to room 2 through the door. Once in room 2, beware of the strong gusts of wind that threaten to blow you off the stage and back to room 1. Fight the wind and make your way up the slope. Cross over to the right once you're at the top and use the bridge to enter room 3. Now climb the slopes in room 3 until you reach the peak. At the top you can go forward which would lead you to room 4, left to the ski lift, and right to a house. Go right, and blow the house down with a pumped up bomb, cross the roof and activate the switch which will call the ski lift over. Go back to the ski lift, and you're out.

Two things to mention about this board are the hidden caves and the location of the Remote items. There are, in three places, caves that you can enter in the cliff walls by pushing up into them at the right points. All of these are important in hard mode, but only offer power ups and gems in normal mode. Read below to find out more. The Remote items are found as follows. At each tier of the mountain, there are ice overhangs that sit at the edge and over the next tier. To get the Remote item, simply stand on one of the ice overhangs, and let it crash into the floor below, and the Remote item should appear. If it doesn't, go back up and try another one.

Gold Cards: Only one card will make you go for a long trek.

1) If you followed the instructions above, you should have already found the first card under the tree that blocks the path to the door to room 2.
Hard mode: Once you get to room 2, go up to the second tier of snow, and push into the cliff wall. You should enter a secret room full of flowers. The card is under one of them.

2) Once you enter room 2, go around to the right, and fight the wind to the lone tree on the side of the mountain. Bomb it for another card.
Hard mode: On the third tier in room 2, pump up a bomb and blow up the house with the skiers coming out. Climb over the roof and destroy the tree behind it to get the card around (d).

3) Now for the tough one. Go forward from the peak in room 3, being careful not to slip off the edge. There is a bridge in the lower left corner of the screen if you have your camera turned around so the ski lift would be on your right. Take the bridge and you're in room 4. Go down to the base of room 4. You'll see one of those houses again. Go past it to the other side of the mountain, and another lone tree is there holding the last card. It would be around (c) but by now you must have noticed how useless the map is for this stage. The door behind the house however, will take you back to room 1.
Hard mode: Before the switch that activates the exit, there is a cottage with a snowman on top. Don't blow up the house. Destroy the snow man with little bombs. Then use the small ledge to create a bomb jump to the top of the house. There will be a small platform to the right of the house with one tree (e)
After getting the card, fall off the platform to the left (towards the mountain).

Custom 1)

Normal: Same as Hard Gold card 3

Hard: In room 4 of the map, there is a secret entrance to a cave in the middle tier in the face of the cliff. Enter in and blow up the flower bed inside to find the item.

Custom 2)

Normal: Same as Hard Gold card 2

Hard: After you create the avalanche, drop down by the snowman. There is a secret entrance in the wall behind him. Go in, drop a bomb, and exit. The bomb will detonate automatically. When you return, the item is there.

*** Stage 2 - Objective: Beat Regulus in combat. Regulus has an attack where he dashes at you. Make sure he doesn't connect or it's all over.

Gold Cards: Read about fighting the sub bosses in the Advanced Techniques section to find out how to win gold cards.

Special card: Kick a bomb right into him during his dash attack.

*** Stage 3 Map:

```
      _____  
      | a 4 d |  
      |_ __f_|  
      |  | e|  
      | 3 | 2 |  
      |_ b|c_|  
      |  1  |  
      |__s__|
```

Stage 3 - Objective: You will either hate this board or worship the programmers for their ingenuity (I did both). The crazy effect done on this game should not actually affect you very much until you start searching for cards or custom items, or the Remote item which you really don't need. The objective is simple. Make it from room 1, to room 4, activate the switch for the ski lift (a) and make it back to room 1. Easy enough. Go to room 2 from room 1, and viola... you get a new perspective on things. Don't panic, if you really just want to get through the board, hold the joystick in the same direction you were pressing when you entered, and you'll slide right across to the entrance to room 4. Now, position yourself at the far side of the big ice slope, make sure you know where possible gaps are, and plunge down the slope and you should have just enough momentum to reach a point on the other side where you can quickly slide to the right, and reach the platform on which the switch is found (a). Now to get back... fall back down to the middle of the two slopes, and take the elevator to room 3. Again, if you just want to make it across, simply hold the direction you were moving in, and you just go forward to the entrance of room 1. And now you can exit via the ski lift.

Gold Cards: OK, now is when the perspective can be a little troublesome. For the purposes of the map, you'll have to try to visualize things right side up.

1) One card is in room 3, under one of the icicles. When you enter, and the perspective changes, make your way to relative right (or towards room 2) and there will be a part of the ice that becomes a bit of a peninsula. The card is in the far icicle.

Hard mode: Same.

2) Likewise, in room 2, make your way relative left (or towards room 3). This icicle is much easier to get to.

Hard mode: Now, in the same room, head towards the opposite side of the room. With the door to the exit ahead of you, you must navigate through the narrow ledges of ice off to your relative right (e). Shift the camera angle so you only have to press up. Make the camera do the work of figuring out which way to go for you.

3) The last card is in room 4. Instead of falling down the slope, move to the far side of the slope and take the snowy path all the way to the left until all you can do is drop to a small platform with a single icicle. That icicle

contains the card.

Hard mode: When you reach the top of the slope, slide down the left side in order to reach the left most ledge before the bottom of the slope. Blast the rock that you find at (f). This card is basically on the other side of the slope from where you found the card 3 in Normal.

Custom 1)

Normal: Go through the right door once you start. When sliding down the slide, it is in a tree to the far left (opposite side than the switch).

Hard: Same as Normal Gold Card 3

Custom 2)

Normal: Same as Hard Gold Card 2

Hard: Same as Normal Gold Card 2

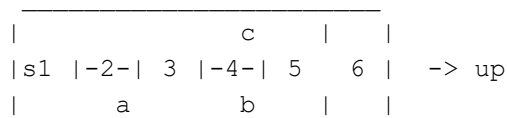
*** Stage 4 - Strategy: The Ice Arachnid has powerful attacks, but is usually incapable of hitting you if you stand directly beneath him. Watch out though once he hits a wall, because he will jump up and try to smash you with his pincers. Try to stay under his large shadow. If you reduce him down to just one heart, he will smash through the ice floor to his web, where walking can be dangerous as you mustn't fall through the web. If he changes form, he will start to deposit larva on the board, which can be defeated with one bomb blast and you can nail the spider while he's doing it to knock him on his back.

Gold Cards: You know the drill by now...

- 1) Burn his left claw
- 2) Burn his right claw
- 3) Burn the shield off his face.
- 4) Burn his stomach. I know, I keep changing this. It's hard to pinpoint exactly what it is. At first I thought it was his tail, then I thought it was his unshielded face, but it seems the best way to get it is to keep hitting his underside even though that's also his weak point. The best way to do this is to burn off both arms so he won't swipe at you, then try to situate yourself underneath him. He may go into that "?" pose. Try to be directly under him, and slightly behind, and throw the bomb in the direction he's facing and blow it up while it's still in the air.
- 5) Beat the boss by the target tiem.

Black Fortress

*** Stage 1 Map:



Stage 1 - Objective: Race through the streets from room 1 to room 6 while avoiding any oncoming traffic. The safest (while not the only) way to get by is to take the skywalks over the street as far as they will take you. If you find yourself back on the street (which will happen a lot), run to one side or the other to find the ramp leading back to the skywalk. Once you reach room 6, be sure to go up the purple ramps and blow up the boxes over the entrance. You'll definitely want the Super Bomb item, but you may find it more helpful to avoid the Remote item. You have to fight as boss to get out of this stage. It locks on to you with guns, fires beams at you, and deposits enemies. It's actually very easy to win against it. Stand at the tail of the symbol on the floor, and the guns can't reach you. Keep drop kicking bombs at the center, and when it's gone, take out the side guns separately.

Gold Card: This board is tough enough without worrying about the cards. They're all very easy to find.

1) When you leave room 1 to room 2, go through the right side. The card is in the pole towards the very end of the room (a).

Hard mode: Same.

2) Likewise, the next card is in the back of room 4 (b).

Hard mode: Same.

3) After you get it, cross to the other side and get the other one (c).

Hard mode: Same.

Custom 1)

Normal: The last pillar before you enter the boss area. It is under the red walkway on top of a wall. I've heard you can fall on a previous wall, and bomb jump over to there, or throw a bomb at it from the right to make it fall off the wall.

Hard: Same.

Custom 2) There is none, there are 3 in Black 3

*** Stage 2 - Strategy: Stage 2 and 4 seem to swap for this level. This is a boss like all the other stage 4's. He'll just pummel you with one attack after another. If he shoot's heat seeking missiles at you, be sure to run from them leaving bombs behind that will detonate the missiles and save you. Other favorite tactics it has is sending satellites to locate you and try to capture you in a fire blast, and locking on to you with machine guns. Keep moving!

Gold Card: It's just like all the other bosses... find the weak spots.

1) Burn the left gun turret

2) Burn the right gun turret

3) Blast the gray blob he puts out at least once.

4) Burn the nose turret. I thought you had to hit the center part in the air, but it turns out you can just kick the bombs in front of it, and it will break

5) Defeat the boss by the target time.

*** Stage 3 - Map: N/A

Stage 3 - Objective: Make your way up the tower and find the exit at the top. You start at the bottom and you'll learn about stepping on the switch plates. The following will tell you how to make it out of the tower in the shortest amount of time. From the start, step on the first switch to your left to activate the bridge. Go up the left steps and touch switch two. Watch out for the laser beams when going back to the stairs. Take the right steps now and time your steps on the red blocks so you are in time with the green light. Take the elevator up. Go all the way forward to activate the switch, and come back to find the elevator to the left of the one you came up in. Watch out for the lasers again. Blast away the box in the air, and take the next elevator up. Touch switch two, and go straight. Activate switch four, and dodge the laser beams to get back. Now hit switch one and take the new bridges to the elevator. Make your way over the platforms to the next elevator. When you get off, blast open the big door with a pumped up bomb, safely cross the series of platforms and steps, and make your way to the exit.

Gold Cards: Some of these take a tremendous amount of exploration.

1) The first card is easily found on the second level of the tower, in a box on the left side of the stage (relative to the way you entered)

Hard mode: Same.

2) The next one is in the room where you had to press switch two, and then

switch four and dodge all the laser beams. Once back, instead of hitting switch one, hit switch three, and go the opposite way. You'll be treated to one medium, and one very long series of red alarm tiles. Stay with the green and if you make it to the back of the room that is all red tiles, bomb the box you find there for the card.

Hard mode: Same.

3) OK, this one will take a bit to explain... In the second room where card 1 is, activate the switch and take the elevator up. But don't take the elevator you find in the sky. Instead, bomb the far box and drop down to the raised platform. From here, you need to reach the diagonally opposed raised platform which means bouncing off at least two bombs dropped from the platform to the dividing pathway two times. If you make it across, you'll be at the elevator which you couldn't reach before. Take it up, and you'll be presented with a series of platforms separated by elevators. Make your way to the highest one from which you can take an elevator to a brand new room. Once you're there, cross the blue bridge, and activate the switch. From there, go back, and move to your right (if the switch was at your back) and bomb the objects on that side of the board. One of them will be the card. *phew*

Hard mode: Same.

Custom 1)

Normal: On the section with the [.), [:], and [.:] switches, activate the [.:] (3) switch, and head towards the platform opposite the switches via the bridge. Make a long bomb bridge and jump from that platform to the other one. Take the elevator up. Near there a new bridge which would not normally be there if you took the normal way should be there. It will lead to the sunglasses.

Hard: Same.

Custom 2)

Normal: Go towards Gold card 3, and go down the stairs that open up after you hit the switch and make the blue bridge disappear. Take the elevator down and blow up the blocks to find the item.

Hard: Same.

Custom 3)

Normal: Near Gold card 2, there is a [::] switch. On a wall right next to it are a couple blocks. One of them will have the costume piece.

Hard: Same.

*** Stage 4 - Defeat Altair in battle. At first he has a counterpart which will shoot a searing laser in your direction. One touch and you're dead, so be especially careful around it. Altair will run around dropping bombs, and generally making a lot of mistakes, but you can take him out too. Once he's been hurt enough, he and his counterpart will join together and become more powerful. All in all, he's still just like one of the sub bosses, and you can defeat him similarly. He likes to teleport away from blasts and pumped up bombs. Many people report having difficulty in getting all five cards from him. It seems to me that he's just like all the other sub-bosses, so I think you get one card just for beating him, regardless of the time. I have never failed to get all five cards from him. Make sure you get the big bomb blast, and big bomb on the head cards before you beat him, not while you do. In other words, don't finish him off with one of those attacks unless you already got the card for that.

Gold Cards: Read about fighting the sub bosses in the Advanced Techniques section to find out how to win gold cards.

Special card: You get one card just for beating him before he joins with his counterpart.

you figure the rest out for yourself. But email me if you're really stuck. It definitely is possible, and you'll never want to have to do it again once you succeed for the first time. Keep in mind that it is easiest to kill yourself once you get the cards, so make sure you have back up lives. And don't blow yourself up when you finally get to the pillars...

Hard mode: the card on the left (c) is the same, but the card at (d) has swapped places with the custom item that used to be behind it. You can try to nab them both in one shot, by catching the card if it happens to fall the right way, but the best way to get it is to head just before the exit and navigate the floating platforms going right by using the appropriate bombs and bouncing them into proper position.

Custom 1)

Normal: In one of the pillars at the far end of room 2 on the left

Hard: Same as above only on the right.

Custom 2)

Normal: Same as Hard Gold card 3

Hard: Same as Normal Gold card 3

*** Stage 2 - Strategy: Meet Spellmaker, one of the cheapest bosses in the whole game. This dude has a tarot deck and pulls cards out at random which have different effects:

- 6 Red heart: He will drop items for you (Read note about 1st Gold Card)
- 11 Green knife: He'll throw explosive cards at you (Gambit, anyone?)
- 13 Purple blade: He will slash at you at a certain distance from his body.
- 15 Blue animal: His shadow will extend a hand that tries to grab you.
- 17 Blue moon: Hands will rain down and try to stomp you.
- 18 Yellow star: A gigantic foot will try to stomp you. Get to a corner.
- 19 Red light: A slow moving flaming dragon will hunt you down.
- 21 Green planet: The light fades and stars drop which will dizzy you.

Try to get to know each card on sight so you know what to do. He is extremely evasive, but that's OK because his vulnerable spot is actually his shadow, not his body. So do whatever you have to to get his shadow to connect with a bomb blast. The easiest way to do this is to approach him, let him fly off, predict where he will end up, and toss a pumped bomb at that location before he lands. If you aimed correctly, it will explode before he has a chance to pull away from the blast.

Gold Cards: Again, these are a pain to get in one round, but keep practicing.

- 1) You get a gold card for free. Since the Spellmaker was so generous, don't be greedy, as he'll look for any reason to take it back... such as taking one of the items he might give you in the course of the fight.
- 2) Burn his cape. This can be done by trying to get lucky and placing the bombs where you know he won't move from (especially if the purple blade card comes up, he's rooted to the spot until it's over) or you can try to get it at the same time as card 3. Read on.
- 3) Burn his head. You might be wondering how on earth that is possible since he always flies away. It is possible to get him to appear in the floor any time that you want him to (although he will during some of his later spells). Pump up a bomb and run towards him so he flies to a new spot. Meet him at the new spot and toss the bomb at his head just as he lands. If you did it right, he will dematerialize out of his cape, and his shadow will reappear somewhere else. Using the same strategy of predicting his motion, try to drop a pumped up bomb at a place where he will stop, and if his head is still in the ground when the bomb explodes, there's a very good chance you'll get this card, as well as card 2.
- 4) During spell 15 Blue animal, you need a bomb to explode in the shadow hand. If you're confident, you can drop a bomb just before the new card is shown to

you. If you see card 15 Blue animal, just stay by the bomb as long as you dare, and if you placed it at the right time, it will blow up just as the hands fingers rise out of the ground.

5) Beat the boss by the target time.

*** Stage 3 Map:

```
_____
| d| s |
|2  a1 |
|__|bxc|
```

ATTENTION!!! There is now a full map in jpg format available for download from www.gamefaqs.com detailing how to get most of the items in the main room (not the adjoining room). I can not help you any more than by making this map so I will NOT ACCEPT EMAIL containing questions about this stage any longer. That includes requests for the map.

Stage 3 - Objective: This one is fairly straightforward. There are four switches in each corner of room 1 that must be activated so you can exit. Getting to them however, is another story. Go for the two on the left of room 1 first, then the two on the right. I'm not going to go into detail on how to reach each one. By now, you should be really good at getting good old B-man up step blocks. Reread Stage 1 of Rainbow Palace if you're still not sure. The trick to getting started is using the little steps that lead nowhere as a way of boosting yourself up to the first step. Once you have the two on the left, getting to the right side of the room will require a lot of smart bomb placement. But most importantly, there are grey pillars which seem to block your way to the steps on the right, but think about whether they are really blocking you or not. Again, email me if you're stumped, but I think if you got this far, you can figure this one out too. :) And do be careful with the enemies that roam around in there. Most aren't so bad, but the blues take a lot of hits, and can really screw up your strategy, so get rid of them.

Gold Cards: I guess they figured since your brain will hurt so much from solving this board, (and you never want an experience like looking for the gold cards in stage 1 ever again), they made the gold cards really simple to find.

1) The first card is right next to those little steps. Get one bomb to explode in the steps, and the block ahead of them will reveal the card.
Hard mode: Now you have to go out to room 2 and cross the platforms going right from where you entered. You'll have to be quick if you don't have Full Power activated since you won't yet have the Remote bombs (they can only be found on the platform beyond in room 2 in Hard). Once you're on the major platform, build a bomb bridge leading from the platform to the upper ledge beyond. The card is in one of the pillars.

2) This one is in the pillar to the left of the exit stage...

Hard mode: Same.

3) ...and to the right as well.

Hard mode: Same.

Custom 1)

Normal: The same or near Hard Gold Card 1.

Hard: The sae or near Hard Gold Card 1.

Custom 2)

Normal: The same or near Hard Gold Card 1.

Hard: The same as Normal Gold Card 1.

*** Stage 4 - Strategy: OK, it's one on one (at first) with your so called ally. There are two rounds to this fight. The first round consists of you fighting on a small square area. The enemy will fly off, pick a row to fly along, and blast a laser along that line. You're generally safe all the way up front, or all the way in the back. Then he will fly from the top somewhere, to the middle of the board and land. From there he will either stalk you or fly off again and repeat the pattern. There are two ways to damage him at this point. One is to pump up a bomb, stand in the back, and wait for him to try to land. If you predict where he will land, and throw the bomb there early enough, it will probably go off in time to hit him. Now, he's not very smart, so when he drops bombs, he always tries to get close to you, so position yourself so that there are bombs between you and him, and he will inevitably walk into them. If you don't want him to fly away, you have to stay very close to him. If he's been down for a good period of time, and some distance is put between you, he'll fly off again, so use that your advantage. After enough hits from bombs (and it takes a lot... you may want to consider the strategy listed for gold card 1) there is a short animation sequence.

During round 2, Regulus joins the fight. (If you die in round 2, and it's not game over, you start in round 2, with any gold cards you may have collected, so don't worry). Now the two of you generally duke it out in the room trying to stay alive. The enemy has two new attacks, a dash attack which is mostly harmless, and a blast ray. The blast ray can be devastating, so be on the look out for the animation where he prepares to open fire. Finish the guy off, and you just won the game. Get ready for new animation sequences during the ending credits.

Gold Cards: Don't worry, I won't refer you to the Advanced Techniques this time, but most of them are similar.

- 1) Defeat the enemy in round 1 by 10000. The fastest, although not the easiest, way to do that is to get him dizzy and toss him off the edge, but this takes extreme skill. You need to stay close to him so he doesn't fly away, kick a bomb at him while he's near the edge, and pick him up facing the edge. If you're really fast enough to do all that, you may not even have to throw him, since he'll push off you when you've run out of time to hold him. If you were facing the edge when he does that, you've did it. He'll fall off the side of the screen and act as though he was defeated.
- 2) Bounce a pumped up bomb off the enemy's head during round 2.
- 3) Hit the enemy with a pumped up bomb during round 2.
- 4) Keep Regulus alive until the end of the fight. He has a high tendency to wade right into the enemy's blast ray. He's stupid, what can I say? Just don't add to the damage he tends to receive during the course of the fight.
- 5) Defeat the boss by the target time.

VII) Advanced Techniques

Winning Gold Cards from Sub Bosses: Apart from the obvious gold card won by beating the sub bosses within the target time, the other cards can be won by performing some of the following standard tricks:

- i) Bounce a pumped up bomb on their head.
- ii) Hit them with a blast from an exploding pumped up bomb.
- iii) Some sub bosses have a special attack that can be countered (see individual sub boss descriptions for each).
- iv) In most cases you get a card just for beating them.

Remember that when hit, sub bosses release hearts. Make sure you have one at all times if possible.

Using Remote Bombs as staircases: When you watch the ending, one of the

sequences you see shows you how to set up a bomb staircase. If you arrange pumped up and normal bombs like so (with o being small bombs, and O being large bombs):

O O o

O o o O o

you can jump off the small bomb and bounce all the way up to the two large bombs. It comes in handy particularly in the first stage in Green Gardens with the teleport to the Super Bomb item, and the teleporter in the first room.

VIII) Custom Items

Current Part Count: 40! (100%)

Please note that the actual location of each custom part is in their corresponding stages, if applicable.

If you go into a battle mode wearing a complete set of items and win, Bomberman will issue a different victory cry. Some examples are when he wears the complete Knight, Dragon, and Cat suits. This FAQ will not contain a list of all victory cries, but do try to find them all for yourselves. They're cute.

Special Thanks to

Mark MvEvoy for the US names to these costume pieces and locations.
Dr. Midget for locations of a couple parts.
Everyone else who emailed me with part locations.
John Owen and Bomber-V for the notice about the second to last parts.

- HEAD Costume Pieces - [Red (?)'s]

Knight Helmet - Given to you at the beginning
Dragon Head - Green 1
Iron Goggles - Red 1
Cat Hood - Blue 1
Pony Tails - Rainbow 3
Sunglasses - Black 3
Chicken Head - White 1
Samurai Head - Beat the game with 120 gold cards.
Clown Smile - Beat the game under 3 Hours
Gold Visor - Beat Hard mode with 120 gold cards under 3 Hours

- BODY Costume Pieces - [Purple (?)'s]

Knight Armor - Given to you at the beginning
Dragon Mail - Green 3
Iron Armor - White 1
Cat Suit - Blue 3
Dress - Black 3
Duck Float - Rainbow 1
Rocking Horse - Red 3
Shogun Kimono - Beat the game with 120 cards.
Karate Ware - Beat the game under 3 Hours
Gold Armor - Beat Hard mode with 120 gold cards under 3 Hours

- ARMS - [Green (?)'s]

Knight Sword - Given to you at the beginning
Dragon Gloves - Green 1
Iron Nuckles - Blue 1
Cat Paws - Rainbow 1
Slash Claws - Red 1

Drill Arms - Black 1
Chicken Wings - White 3
Fan - Beat the game with 120 gold cards.
Boxing Gloves - Beat the game under 3 Hours
Gold Gloves - Beat Hard mode with 120 gold cards under 3 Hours

- FEET - [Yellow (?)'s]

Knight Shoes - Given to you at the beginning
Dragon Spikes - Green 3
Iron Sneakers - White 3
Cat Paws - Red 3
High Tops - Blue 3
Duck Feet - Rainbow 3
Bunny Socks - Black 3
High Heels - Beat the game with 120 gold cards.
Clogs - Beat the game under 3 Hours
Gold Boots - Beat Hard mode with 120 gold cards under 3 Hours

The last two sets must be obtained by beating the game under 3 hours. It is not 5 hours as was first believed.

The best way to pull this off though, is to start a new game, play each exploratory stage twice, once to get the target time card, and again to get the other 4. If you ever die or mess up, reset the game, and start over. This is much easier to accomplish if you have the Full Power option activated (although you may not want it for every board). Also note that for the second to last part in each category, it is NOT necessary to get all 120 cards, but you do need the first 100 to reach the Rainbow Palace. Once inside, just play as fast as you can, unless you're in hard mode going for the final part.

If you're going for the final suit, good times for completing each world is as follows:

Green, Blue, Red, White: 15 - 20 minutes, 25 worst case...
Black, Rainbow: 20 - 30 minutes, 35 worst case...

Few early boards should take you longer than 30000 on the clock.

IX) Battle Mode info

The battle mode is one of the best multi-player games for the N64 around. It is simply pure fun mixed with madness. In Single Battle mode, The objective is simple: be the last one alive. You can blow up your enemies, force them in to traps, pick them up and chuck them when they're dizzy, or win by sheer luck and survival.

In team battle, the objective is a little different. Each player joins one of two teams, and the game is played a lot like capture the flag. Each team has a gem represented by their team's color. The goal is to protect your gem and bomb the opposing team's. Each gem can be picked up by any member of any team. The first team to bomb the other team's gem five times is declared the winner. Bombed gems will disappear and reappear somewhere else on the screen at random.

There are different stages to choose from, as well as different options. In each stage, are objects which can be blown up to reveal power up items. All the power ups that you can receive in the single player mode are available to you in the multi-player mode with the exception of the Remote item. In addition, there are two more items:

- Curse: The Bomberman traditional curse reappears. The effects are the standard array of things you really don't want, such as becoming very large and slow, or not being able to drop bombs, or not being able to stop dropping them, etc. It appears as a skull. You will flash yellow briefly if you touch one. Curses CAN BE PASSED ALONG to other players by tagging them.

- Magic: (I didn't know what else to call this...) Magic appears as a blue cat face with pink eyes. Once a player (not a ghost) touches it, it affects every player still alive. It can summon a tornado, give everyone power bombs, make everyone large and slow just to name a few. The effects run out after a while to everyone at the same time. Grab this if you want to make things a lot more interesting.

Options: In the options screen, you can custom tailor the battles.

BATTLE: This sets the number of wins needed to win the entire game.

[1, 2, 3, 4, or 5. 3 is the default]

TIME: This sets the amount of time the game lasts. If more than one player is still alive when this time runs out, the game is a draw.

[1, 2, 3, 4, 5 minutes, or unlimited. 2 is the default]

SUDDEN DEATH: If this is ON, when the game is down to 59 seconds left, the battle goes to sudden death. Each stage Sudden Death is described in the stage section.

[ON or OFF. ON is the default]

GHOSTS: When this is ON, players who have died can come back to haunt the remaining players (a great way to get revenge on whoever killed you). To haunt a player, simply touch him and you will be in control of him for approximately one or two seconds before you will be thrown off. During that time, you are in complete control of that character. Ghosts can be killed, but keep coming back until Sudden Death is activated.

When choosing the players, each player can be set to a human player, a computer controlled player, or to off to eliminate that player from the battle. Human players may at this time select their custom designed Bomberman outfits to run around the course in. Computer controlled players have selectable artificial intelligence levels (from 1 to 3).

The Stages: When you start the game, there are 6 selectable stages. There are four hidden ones which can be brought out in one of two ways:

1) When you are on the "Adventure, Battle, Custom, Option" menu screen, you can rapidly press the start button as fast as you can (which is much easier to do if you have a joystick with a slow motion feature) until you hear a chime indicating that the hidden stages are out until you reset the game.

2) If you beat Stage 6-4, the first two hidden stages are saved into the game, and if you collect all 120 cards, the last two are saved as well. You will not have to do 1) once you complete these tasks.

STAGE 1: Rock Garden - This is the simplest stage out of them all. Bomb the rocks for items. No gimmicks.

Sudden Death: Look out for the unseasonal meteor showers, they can be killer.

STAGE 2: Up and Down - This stage has three levels to it. It is rather easy to slip off the edge and die by drowning, so be careful. Players may want to try to dominate the upper platform.

Sudden Death: Either you're sinking, or the water is rising. Either way, you better get to the top quick.

STAGE 3: Pyramid - This multi-layered board provides lot of excitement at very little risk of falling off and dying. All power ups are found in the bricks at the bottom of the screen.

Sudden Death: The polar ice caps must be melting or something. Who ever heard of a pyramid in the middle of the ocean anyway?

STAGE 4: Greedy Trap - The name says it all. Power ups are stored in the center location of the board. It's very easy to fall in and get to them. Getting out through the limited access ways is another story.

Sudden Death: Nothing is going to stop these walls from closing in and crushing anything in their path.

Stage 5: Top Rules - If you can stay on the top planks, you have a pretty good shot at the other players. But the good stuff is in the pit at the bottom.

Sudden Death: There's nothing sudden about the way the walls close in on you.

Stage 6: Field of Grass - Welcome to obscurity. No one has been around to cut the grass in a while, and as a result, it's gotten quit high. This tends to make it harder to make out where exactly people have planted bombs that are lying in wait for you. If you're not the brave type, stick to the sides where everything is visible. But you'll miss all the power ups.

Sudden Death: It's that menacing meteor shower again. This can be a very upsetting end to a tough game.

*** HIDDEN STAGES ***

Stage 7: In the Gutter - There's a neat little trick to this board. When the bird on the center pillar faces left or right, the current of the water that you stand in will flow in that direction, sweeping all the bombs, as well as the players along to one side or the other.

Sudden Death: Those grates are going to comb the water until it drags up some bodies. Especially deadly when that current is flowing.

Stage 8: Sea Sick - That's what you'll be after watching this stage for a while. The deck of the ship you're on will sway back and forth trying to disorient you from the task at hand.

Sudden Death: Why those meteors don't completely sink the ship and everyone on board, I'll never understand.

Stage 9: Blizzard Battle - Welcome to the field of snow. Like the Field of Grass stage, your view of the playing field is very obscured, and you're in even more trouble, because there are no elevations to take refuge in. And if that weren't enough, the wind has a nasty habit of blowing you into one of the corners of the screen.

Sudden Death: Can you say avalanche? Watch in awe as the largest snow fall you've ever seen sweeps across the stage from either direction.

Stage 10: Lost at Sea - You knew ice would end up in the picture somewhere. Here it is. You also get a very nice scenic look at the going ons of the undersea world. Avoid slipping by hugging an edge.

Sudden Death: This must be a very desolate planet to get ravaged by all of those meteor showers so frequently.

X) OPTIONS

When you first start the game, only two options are available to you. After playing more and completing certain tasks, the other three will open up for you.

Sound: Mono or Stereo, take your pick

Throw Bombs: Ordinarily you would control the distance that your bombs travel when you throw them by how much you've pushed you analog stick (either all the way, part of the way, or not at all), but you can instead choose to determine that by the duration of your B button pressing. You can either very quickly tap the button, press it and release quickly, or hold it down for the varying degrees of distance. If you get the hang of it, it may allow you to do some precise throwing without risking a life by falling over the edge because you had to move the joystick forward in order to throw.

Music: This appears after you complete the first four worlds and have access

to the fifth. It is the music preview option. Sample the soundtracks of the game.

View (Credits): This appears after you beat stage 6-4 for the first time. Now if there's a scene that you might want to see again to find out any hints, you can select this instead of having to go through another entire battle. No, you can't veiw anything else besides the credits.

Full Power: This appears after you've obtained all 120 cards. By turning of this on, Bomberman will start every single stage with Super Remote maxed out bombs. Is this cheating? Maybe... Will it help you in hard mode? You better believe it. A lot of the bosses will become much more difficult to nail, thus making the gold cards harder to achieve. This just may tip the scales for you so give it a shot if you can't do it normally.

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