

difference, eh?

???????????? (Version 1.0):

= First version released.

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CHAPTER 2) IMPORTANT LEGAL INFORMATION
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This FAQ can only appear on the following sites:

- GameFAQs <www.gamefaqs.com>
- Cheat Code Central <www.cheatcc.com>
- GameSages <www.gamesages.com>
- A scant few others I have given permission to. Don't worry about them.

Why? Because those are the only three sites that can keep my FAQs updated. GameFAQs gets away with murder, though, on account of the fact I send my FAQs there myself. Gamesages is GameFAQs sister site, so they share information. Cheat Code Central is great, because they always seem to have the most updated version without me having to tell them. Great job, guys and gals.

I just hate it when people have outdated versions of my FAQs, because I get loads (e.g. 100+) of e-mails telling me to "update my FAQ" even though it IS updated, or they ask a question that has been answered in the new versions, or make additions that are already there, etc., etc. I've had problems with this with other FAQs, and I'm taking steps (e.g. this note) to put an end to it!

Here are a few "do's" and "don'ts". Webmasters! Take note...

WEBMASTERS! DO NOT:

Post this FAQ on your site directly. The only sites that this rule DOES NOT apply to are GameFAQs, GameSages, and Cheat Code Central, as shown above.

WEBMASTERS! PLEASE DO:

If you are a webmaster of a site that wants to post this FAQ, what do you do? As you read above, you can not post it directly. Instead, link to the page at www.gamefaqs.com that lists all the FAQs for this game. Why GameFAQs? Because I said so. To clear up some confusion, you can not link to the URL if it ends in ".txt" or ".doc", you just can't use that. If it ends in anything else, such as the page where it lists all the FAQs for a game, you can link to THAT, but not to the actual FAQ. I'm only repeating myself, but I had to because some people have to be told something twice. If you have any questions on linking, notify me. To answer the most common question I'll get, you can not link to any GameFAQs URL that ends in ".txt" or ".doc" because it's in GameFAQs' legal section. So there.

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Hudsonsoft, nor any companies that were/are involved with this game.

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CHAPTER 3) INTRODUCTION
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From the get go there are six battle courses available, some good, some bad. After finding 120 gold cards in Adventure Mode (see my Adventure Mode walkthrough for help on that momentous task) four more will appear, and they're definitely worth the trouble.

Each player will start in a corner of the screen, their objective is to kick ass!...basically. You must use your infinite amount of bombs to kill everyone else, and in a certain mode, the other team's gems. Sometimes the winner is decided at the beginning, other times at the end. Sometimes a match is over in 5 seconds (according to the timer at least), while others will last all of the way into over-time.

Short section, I know.

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CHAPTER 4) CONTROLS & MOVES
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LAYING BOMBS:

To lay a bomb press A, if you can set another then you can tap it to lay many bombs at once, but that is determined by bomb items.

PICKING UP BOMBS:

Lay a bomb and then get close to it, press B and Bomberman will lift it over his head.

BOMB LIFT:

Press A and B together and a bomb will automatically appear in your hands.

THROWING BOMBS:

Press B to throw a bomb, but how far it goes depends on how far you push the control stick.

WALKING/RUNNING:

If you somehow forget, it's the control stick.

PICKING UP PEOPLE:

If someone is knocked out, you can pick them up like a bomb, you can throw them too!

KICKING BOMBS:

The quickest way is to lay a bomb and press B while it's 'under' you. You'll also kick a bomb if you run into it and press B.

PUMPING UP BOMBS:

Pick up a bomb, or bomb lift it, just get one in your hands. Tap the A button and the bomb will get larger, keep doing this until this until a

yellow flash appears, now it's a pumped up bomb! You can't throw it as far, but it won't matter, the end explosion will be huge. Once a pumped up bomb is on the ground, no one can pick it up or kick it.

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CHAPTER 5) OPTIONS
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MAIN SCREEEN:

Single Battle - You against everyone else

Team Battle - Just like it reads, you can form teams and make them go against each other. The objective is to blow up the others team's gems.

Options - See Options Screen.

SINGLE AND TEAM BATTLE: 1st screen

Here you can configure everyone to either CPU (computer controlled) or a real player. Black is controller 2, Red is 3rd, Blue is 4th, and White is one. The blue marks stand for the CPU's A.I., 1 is weak and three is smart. You can also select your custom Bombermen here!

TEAM BATTLE: 2nd screen

You can select teams. The blue gem team is at the top, the red gem team is at the bottom. It can be one against three, two against two, you name it, they got it.

OPTIONS SCREEN:

Battle - This is how many battles you have in one course before you get the trophy. You can have 1-5.

Time - There is a clock that ticks down, when it reaches 0:00 the battle is over, unless someone wins before that. Time is 1:00 - 5:00 - unlimited.

Sudden Death - If this is ON then the game will go into sudden death when only 1:00 remains. In sudden death, something happens to make the players even more frantic. Also, ghosts disappear.

Ghost - Simple. When you die, you come back as a ghost. As a ghost, you can bug the 'living' players. You can't lay or pump bombs, but you can throw and kick bombs that the living have set. You can also jump on a living player and control them for a few seconds, here you can do anything you could when you were alive! This is a great way to have revenge. If you get blown up as a ghost, you will return in a few seconds.

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CHAPTER 6) ITEMS
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During battle you find items in destructible blocks, stones, or whatever that level has. Here is what you find...

Flame Item: Collect this and your bombs will have a large radius when they explode. It stops after five, though.

Bomb Item: This lets you set one more bomb at once. For example, at first you can only set two at once. Collect one and you can set three at once, another one, four at once. You get the idea. You can have eight max.

Heart: This rare item will let you get hit one more time. When you do get hit, it will fly out of you and bounce away. If you can get it before it disappears then you can have it again! But it can be difficult because someone else might snatch it up.

Power Bomb: If you see this item, stop everything and run as fast as you can to get it! This will make your bombs red. Red bombs make giant blue explosions, depending on how many flames you have. A pumped up, five flamed bomb can take out 1/4 (and sometimes 1/2) of a battle arena! Just be careful not to blow yourself up...which happens often.

Evils: Evils are rare, they seem to appear when it gets close to 1:00. This item will do something strange to everyone, but it will only be one of the following...

1. The entire screen flashes with colors, disco is back!
 2. Everytime someone picks up something, they automatically throw it
 3. Everyone has five flamed red bombs
 4. Everyone has black bombs, but they are really pumped five flame red bombs!
 5. People shuffle places at random, very strange.
 6. Everyone five seconds, people get knocked out
 7. A cyclone appears. If it hits you, you'll be thrown several feet. Bombs will bounce off of it too!
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Skulls (Also Known as Plague): Like Evils, Skulls always do something different. The only difference is that it only happens to the person who picked it up. BUT! If two players touch, the disease will be transferred and the original carrier will be free! You can

tell when this happens because you will
flash yellow for a short period of time.

1. Your Control stick gets messed up. The harder you push it, the slower you go, and vice versa.
2. You can't lay bombs whatsoever.
3. Your black bombs are really five flamed red bombs
4. Your bombs explode in about two seconds, instead of five
5. Your Bomberman catches on fire, you can't lay bombs. If you touch someone, they die. If you touch a bomb, you blow up.
6. You get really big, and really slow.
7. You get really small and really fast

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CHAPTER 7) GENERAL TIPS AND TRICKS
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SKULLS: TO GET OR NOT TO GET?:

If you see a skull, it is usually a good idea to get it. If you get something bad, such as the messed up control stick or you can't lay bombs, give it to someone else! Of course, they'll try to give it back to you. They'll probably chase you, so just lay a bomb to block their path. While their vulnerable, kick lots of bombs in their direction! When they die, the disease does too!

A FIREMAN CHASE:

If a fireman (when someone is on fire) starts to chase you, they will generally follow right behind you. Just drop a bomb, and they won't know what hit them! Although, if the explosion is too big it may kill you...but at least you got him! :)

KILL A PERSON WITH ONE BOMB?:

Most stages have a place where you can through bombs and items off into a cliff, right? Well, get someone next to one of them and kick a bomb into them so they get knocked out. Take the chance, kick the bomb away (so it won't kill you), pick up the person, and hurl him over the cliff!

MORE PEOPLE THROWING:

If there are two other people duking it out with lots of bombs, and the 4th person is near you, try this: Knock him out, slide the bomb out of your way, and throw the guy right into a pile of bombs! When they go off, he'll be blown away!

CORNER KILLING:

If there is a corner with walls, here is something neat to do. When the person is right in front of it, kick a bomb at him to knock him out. Kick a bomb at the first bomb really quick, and if you were fast enough, he's bouncing on the 1st bomb! He'll be stuck, and get blown up.

OVERWHELMING:

If you have a lot of bomb items, and there are lots of people by a wall, just kick as many bombs as you can. Some pretty neat things might happen!

WHAT THE @#*)!?:

Sometimes, you can hide bombs! Like behind a pillar, a rock, a wall, or something else. If you're ***really*** lucky, someone might get killed because they didn't see it!

BLOCKING THE PATH:

Some levels have multiple levels, connected with stairs and runways. Well, if you're at the top level, and someone is coming up to you, kick a bomb at them to knock them out. Throw a bomb behind them, now he's stuck between two bombs and he has absolutely no where to go! Can you say, "Bye bye"? If you're aim is good, you can do this from below, as well.

BLOCKING BOMBS:

Pick up a bomb and don't throw it. If someone throws a bomb and it hits the bomb, it will bounce off! You can knock people out with this, set up traps, and anything else you can come up with!

THIS IS A DEAD END, BUDDY:

As long as no one disturbs you, this is an almost sure fire way to kill someone. First, throw a pumped bomb and knock someone out, the bomb will bounce off their head and land a few feet away. When they're about to come to, kick a bomb. The pumped bomb will blow, and they'll be blasted into oblivion.

FENCED IN:

Kick a bomb at someone, and if you have a lot of bomb items, make a circle of bombs around them while they're knocked out. They could kick their way out, but they wouldn't have enough time.

POOL TABLE:

If you kick a bomb into a still bomb, the still bomb will go flying off. So, here's what you can do with this small piece of knowledge: When someone lays a bomb, wait a second, kick a bomb at it. So now, the 2nd bomb is about to explode, so if anyone is near they will go bye bye.

REVENGE IS SWEEEEEEET:

When you come back as a ghost, hop on someone and you can control them for several seconds. Lay a bomb, stay there, and he'll explode! Or, you could drive him right into a pile of bombs, that always works.

IT'S ALIVE I TELL YOU, ALIVE!::

I'm running out of names here...Anyway, this is a really good way to kill someone with one bomb, it's mostly useful in really open courses. Lay a bomb, keep it 'under' you for about two seconds. Now kick it, it will explode in about one second. So...anyone in your path is gonna be tasting some fire, basically.

THE SNAKE!:

In open areas, lay a bomb and then another near it. When the first one explodes, run some more and lay another, it will explode, and a chain reaction will occur, so keep laying bombs and a snake of fire will be following you. Just don't let it kill you! This is useful for taking out other people or blocks...duh.

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CHAPTER 8) LEVEL SPECIFIC TIPS

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LEVEL ONE: ROCK GARDEN

DESCRIPTION: An open field with a lot of rocks for getting items. There are four large pillars, and one huge one in the middle.

- - - DEATHMATCH TIPS - - -

Your first priority is to find some items! So pump up a bomb and place it where it will destroy the most blocks, you may even kill someone! If you can, trap some people in the rocks because sometimes they'll be killed because they have no where to go!

After all of the rocks are cleared, this level is extremely bland, unless someone finds a power bomb item! With this, 1/4 of the level will turn to fire, and with the help of others, 1/2! Dodging the kicked bombs is an important skill, because it could blow up in your face.

- - - TEAM MODE TIPS - - -

Someone gets a power bomb on the opposing side, kill them! When you first begin, everyone will be tossing bombs at the opponent's gems. While that's happening, go and pick up your gem. If you're good, you can throw the gem on one of the four pillars surrounding the one on the middle. Now, unless someone puts a pumped up red bomb with five flames by the pillar, your gem can't be touched! HAHA!

- - - SUDDEN DEATH - - -

Rocks will rain from the sky. Don't even think about kicking bombs, just lay them everywhere, dodge, and hope for the best. If you get hit by a rock, you die.

LEVEL TWO: UP AND DOWN

DESCRIPTION: A large platform above water, it has several ramps and staircases. The blocks are in the middle and there are two to the side. You won't get very many items here.

- - - DEATHMATCH TIPS - - -

Kick a bomb to the two people who are facing you, if you hit someone give them a barrage of bombs and maybe, just maybe, you'll kill them. Drop down to the lower platform, and go to where all of the item blocks are. Pump up a bomb, throw it in the center, and hope for a power bomb. The item block place is the core of the level AND the action, as you have little room to move and it will get very crowded. Your best hope is to knock someone out, kick away any bombs that get in your way, and throw them into the water. If you want to be sneaky, return to where you started and drop down some bombs. :)

- - - TEAM MODE TIPS - - -

Sometimes the gems will be hidden behind the platforms, so be sure to bomb where you can't see. If you want to hide your gems from the CPU players, put them on the upper sections, they'll have a tough time getting up there.

---SUDDEN DEATH---

The water will start to rise, if you get under it you'll die. I'd suggest going to the starting platforms because the water won't reach you for awhile.

LEVEL 3: PYRAMID

DESCRIPTION: My favorite level!! Whoohoo! The action is intense on this little pyramid, because there is almost always a power bomb item to find.

- - - DEATH MATCH TIPS - - -

When you start, kick a bomb or two into the crowd, because unlike other levels everyone begins in a row. You can kill one, or even two people! Pump up a bomb and throw it into the mass of blocks, clear it out with

little bombs and collect all of the items. This is where the action takes place, so take note of where everyone is coming from so you can plan your assault. Pump up bombs and throw them to one side and then run up the stairs and out of there! If everyone is not dead by now, drop down and kick all of your bombs at the people.

- - - TEAM MODE TIPS - - -

Keep your gems out of the item blocks, they will be blown away. If you want to trick the CPU, put your gem at the very tip of the pyramid, they'll ignore it for about 30 seconds...! If your gem appears in the item blocks, get down there! If there are simply too many bombs to get out, throw it over the cliff, it won't destroy it! It will be simply warped somewhere else in the level.

- - - SUDDEN DEATH - - -

The water will slowly rise, and the space to fight gets smaller, and smaller, and...zzzzzz...

LEVEL 4: GREEDY TRAP

DESCRIPTION: It looks like a donut. You start on the outside, and all of the blocks are in the middle. You fall in, and the only way to get out are a few staircases.

- - - DEATH MATCH TIPS - - -

The winner is decided in the first few seconds of the match. Whoever gets a lot of bomb items and/or a power bomb WILL win, unless they suck really bad. At first, everyone will scramble into the center. Instead, pump up a bomb and throw it right in the center. If someone tries to escape, hit them in the head with a well aimed, kicked bomb. Or you could block the stairs with a bomb, by the time they move it aside the 'big bomb' would have slaughtered them. If anyone is left, not only are they good, but they need to be killed! Pumped up a bomb and do the best you can.

- - - TEAM MODE TIPS - - -

Throw the other team's gems right into the pit, because there will be so many bombs there that, <enter amusing joke about Bill Clinton here>. This is a place where throwing your gems out of harm's way is a must!

- - - SUDDEN DEATH - - -

The walls will close in. If you touch a wall you will be killed, actually, you are sucked into a world of infinite possibilities!!! Sorry, but I'm tired. *sips coffee* Ah, much better. Where was I? Ah, yes, walls. Well, you see, after a few seconds of the walls closing in, you will have barely any room at all left to fight in, and reappearing blocks are a leading cause of tooth decay (er...death).

LEVEL 5: TOP RULES

DESCRIPTION: This takes place inside a castle. There are a scant few items in the lower area, not worth the trouble of even blowing them up unless you think you can get a power bomb, which would be awesome, not to mention rare.

- - - DEATHMATCH TIPS - - -

Fall down and unload your bombs, if you can get a lot of bomb items then great! Use some of the secrets from the general section. A good place to hide bombs would be at the lower part of the screen where the wall is, they won't know what hit 'em! If you get red bombs, go to the rafters and let them rain down, everyone will go to their grave!! Muahahah. Also, if you don't find anything worth value, pump up a bomb and get below the rafters, when someone comes along, throw it at them! It's really easy to do, and the Bomb will be bouncing on him to keep him knocked out. He'll be dead in no time!

- - - TEAM MODE TIPS - - -

If you're against the CPU, hide the gem up on the rafters because they won't go up to it after about a minute, it's really pathetic. :) If there are 'real players', put it behind the wall where you can't see it, because they prolly won't see it either.

- - - SUDDEN DEATH - - -

The walls will close, and if you touch them you'll be killed. This gets really frantic, because there usually won't be a winner until the walls get really close together...gulp.

LEVEL 6: FIELD OF GRASS

DESCRIPTION: A really big field of grass is in the middle, with item rocks all over the place. The neat thing is, you can barely see your bombs! The left and right sides are hills, that is where most of the action will take place. Which hill is usually up to the player (s).

- - - DEATHMATCH TIPS - - -

Use any and all of the general tricks, because this level is so open you can do pretty much everything! If you find a red bomb, knock someone out and plant a large one next to them...hehehe. This is the best stage in terms of being able to throw people over the edge. When there are piles of people on the hills, battling for their lives, unload as many bombs as you can, and then top it off with a pumped bomb.

- - - TEAM MODE TIPS - - -

To tell the truth, none really.

- - - SUDDEN DEATH - - -

Rocks will rain down. Again, ignore everything and just avoid the rocks, sooner or later someone will get killed by one...hopefully.

* * * SECRET LEVELS * * *

You may only get the following levels if you get 120 gold cards in Adventure Mode. Good luck, you're going to need it!

Alternatively, you can also press start at the main screen in rapid succession until you hear a chime, but it won't have saved, and it's very difficult to do without a turbo controller.

* * * SECRET LEVELS * * *

LEVEL 7: IN THE GUTTER

DESCRIPTION: There are four small pillars surrounding a larger, central one. Each Bomberman begins on one of the smaller ones, and the middle one is home to a strange creature. When it faces a direction (either left or right) the water will flow into that direction, pushing you against the wall. Bombs and Bombermen will flow with the water.

- - - DEATHMATCH TIPS - - -

If you want to be cheap, DO NOT get off your starting pillar! Now, you can rain down bombs onto the people below, and they can't do anything about it! Unless someone puts a pumped up red bomb with fire flame items next to you, you're safe. Now, if you do fall off then here's a few things to protect yourself: If someone is on the same plane as you and the water is flowing, kick a bomb at them. They will be knocked out and both them and the bomb will go scuttling off into the wall where the bomb will explode.

When the water flows, pretty much all of the players will line up against the water. This is where things get dangerous, if you have collected a lot of bomb items then you'll be able to kick some @\$\$! This is also a good place to throw people off the edge.

- - - TEAM MODE TIPS - - -

Unlike bombs and players, gems are not carried off with the water. So put one behind the pillars, and everyone will have a hard seeing it! Otherwise, just pick it up and throw it away from the bombs and do the opposite with your opponents! :)

- - - SUDDEN DEATH - - -

The walls will close in, and if you touch them, you die. But there is a catch, the water will continue to push you near the walls, so avoid the walls, the water, and the bombs.

LEVEL 8: SEA SICK

DESCRIPTION: A ship with two poles, a large center one, and a lot of barrels with items, and I mean lots. The ship will sway back and fourth, hence the name of the ship, which will make it difficult to judge distances and such...sometimes.

- - - DEATH MATCH TIPS - - -

Your first priority is to move out of every else's range, so just hide behind a pillar and throw lots of bombs at the barrels. If you get a power bomb, which isn't rare, will almost guarantee a win. Nothing much else to say, really.

- - - TEAM MODE TIPS - - -

Hide your gems behind pillars...and...um....uh...that's it, actually.

- - - SUDDEN DEATH - - -

Rocks will plummet from the sky.

LEVEL 9: BLIZZARD BATTLE

DESCRIPTION: A large snow field with a lot of ice cones to break for items. By the way, there will be a strong gust of wind, but it's 100% unpredictable, and it's not just left and right, it's up, down, and sometimes diagonally. Not only will you be blown violently, but your bombs (as they travel through the air) will also be affected. If you throw them against the wind, it will come back and hit you in the head! If you throw it with the wind, it will travel almost past the entire arena!

- - - DEATH MATCH TIPS - - -

Use the wind to your advantage, this level is one big, wide open space, use it to your advantage as well.

- - - TEAM MODE TIPS - - -

The levels are getting so bland, there are none to speak of.

- - - SUDDEN DEATH - - -

There will be a big avalanche, although they should've made it a lot better, not to mention faster. It's pretty similar to the way the walls close in like the some of the earlier levels...

LEVEL 10: LOST AT SEA

DESCRIPTION: Basically, a large open area with blocks in the middle, and some posts. Except for the thin ring around the outside, this level is really slippery and makes you slide around. The main feature is the transparent floor that let you see

into the ocean, and several fish and other aquatic creatures come you way.

- - - DEATH MATCH TIPS - - -

Throw lots o' bombs!!!

- - - TEAM MODE HINTS - - -

Hide the gems behind the posts...naturally.

- - - SUDDEN DEATH - - -

Rocks fall down from the sky, and it can hard to stop to avoid them because everything is so slippery.

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CHAPTER 9) CREDITS
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COMPANIES

Hudsonsoft: For making such an incredible and enjoyable game!

INTERNET SITES

GameFAQs <www.gamefaqs.com>: A huge vault that holds all of my -- plus hundreds of other's -- FAQs. Honestly, if you can't find help here, you're just out of luck.

PEOPLE

Jeff "CJayC" Veasey <gamefaqs@gamefaqs.com>: For kindly accepting my FAQs, and for making such a cool site.

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CHAPTER 10) CONTACT INFORMATION
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Feel free to contact the insane author of this FAQ, marshmallow, with any e-mail, corrections, adorations, admonitions, praise, damnation, condemnation, or death threats at: m_mallow@hotmail.com

Basically, there are five different types of e-mail I will receive on a daily basis.

QUESTIONS:

I will answer questions to the best of my ability, but not necessarily immediately. Who knows...you may get an answer hours after sending it, or maybe even weeks. Do not e-mail me telling me to "answer your questions", unless you like to be ignored. Also, please realize that I <prepare for a shocker> do have a real life outside the Internet.

School, friends, what have you. Hey, sometimes I might not even get on the Internet for a few days if I pick up a hot new game that I enjoy.

If you ask a question that has been answered in the FAQ, I will most definitely ignore it. If your question is poorly written (e.g. "Hez waz up, dawg? Got mez uh q!") I will delete it. Etc., etc...

PRAISE LETTERS:

Hey, you mean people actually receive help from me and like to praise my work? Believe me, though I may not reply to it, I do appreciate your comments. Though, most people, if they praise me, do it along with a question, in which I might reply something like, "Yeah, thanks for the support. As for your problem..."

HATE LETTERS:

I've received very few of these, but it's happened. Chances are high that I may not reply, but if you present a valid criticism, I may acknowledge your critique. As for those less intellectual letters, heh, they're always good for laughs.

JOB APPLICATIONS:

Though I can assure you I will be flattered, I will *not* work for your site exclusively (or even as a third party). I don't care how much money, women, or drugs you offer me, either. No means no, okay?

CHAIN LETTERS:

No, I don't care about what kind of whore house your uncle runs. No, I don't know who Louie is and why he has a fetish for panties. No, I don't think a piano is going to mysteriously appear out of thin air and fall on me if I don't send a piece of sh!t letter to other people. No, I won't send you cash for a "dying" (yeah, right) kid who is infected with brain cancer, though sometimes I wonder if YOU'RE the one with brain cancer. No, I don't care about this new, amazing revelation about weight loss (my muscle to fat ratio is quite normal, thank you very much). And, finally, I will *not* make out with you!

I apologize for the aforementioned subjects, because they had some questionable material. However, considering this is a FAQ for an E rated game with copious amounts of explosions and anime-like characters, I assume you will not be offended by a little sexual innuendo.

Sincerely,
marshmallow

~ End of Document ~