

# Bomberman 64 Game Script

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### Notes:

- For text in "{ }" that indicates an icon, the text is that which appears above the icon. The exception is my having added "1" and "2" to "BOMB" to respectively denote blue and red.

## Adventure Mode

### Prologue

Six soldiers enter a place called "Blue Resort", followed by their leader, Artemis, who signals for them to advance. Meanwhile, in an aerial fortress, three men--Altair, Regulus, and Orion-- stand in the presence of a floating cube. The first of them raises his arms, causing the object to glow and begin extracting energy from the planet on which Blue Resort is located. Once the energy has been fully drained, Artemis teleports to the fortress.

Artemis	Mission complete.
Altair	Great job! Well, we've certainly cleaned up this planet! What's our next target?

The cube glows again, prompting a nearby device to display a hologram of Planet Bomber. As Altair's fortress arrives at that planet, four landmasses can be seen suspended from the fortress by chains, one of which bears Blue Resort. Bomberman notices the fortress in the distance shortly before it unleashes a series of attacks upon the towns below it, easily destroying them. Soon thereafter, a man named Sirius approaches Bomberman.

Sirius	Do you plan to defeat them? Then, I'll let you in on a secret. I've got a bone to pick with them. Because of the force field, there's no way you'll be able to get near, let alone get in, the Central Base! But, if you destroy the 4 anchors to the base, the field will be deactivated and you can destroy the base from within. ...it's asking too much to have you go alone, so I'll give you a hand.
--------	--

Sirius takes his leave, and Bomberman follows him.

## Green Garden

### Stage 1: Untouchable Treasure

#### Start:

Sirius	I'm here to help, just like I promised. First, I need to teach you some basic moves. Move the Control Stick a little to walk, and a lot to run. Keep in mind that you should walk when you're in closed-in, dangerous areas, but feel free to run in open, safe areas. Press the A Button to set a {BOMB1}. The {BOMB1} will soon {BOOM}. Move away from the {BOMB1} so you don't get burned. A {POT} or a {BLOCK} can be destroyed with a {BOOM}. Items may appear from a destroyed object, so blow-up as many objects as you can. When you find a suspicious area, set a {BOMB1} there or stand on top of it, it could be a special switch. There is a large Red Gem in this ruin which is protected by a Magical Barrier. Step on the 4 switches to release the barrier. That's it for now. You can talk to me by pressing the B Button. My name is Sirius - a name you should remember!
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#### Throughout the level:

Sirius	Hi Bomberman. This time, I'm going to teach you how to lift and throw. Press the B Button to lift. Press the B Button again to throw. There are 3 distances you can throw, which are determined by the amount of pressure you apply to the Control Stick. Hit enemies with a {BOMB1} to knock them unconscious. Unconscious enemies can be picked up and thrown. A tough enemy can be knocked unconscious, picked up and thrown into another area. Oops, I forgot to mention... Use the C Buttons to change the camera angle, even while the game is paused.
Sirius	This time, I'll teach you the Bomb Kick, which can be just as useful as the Bomb Throw. Bomb Kick: Run into a bomb, or press the A Button twice while still. When kicked, a {BOMB1} can be stopped using the R Button. An enemy that's hit with a {BOMB1} will be knocked unconscious. You can kick a {BOMB1} along a wall, or into a space between the walls. Try using this technique in different situations.

Sirius	I'm going to teach you how to use the most important and powerful technique, the Pumped Bomb. Pick up the bomb, and repeatedly press the A Button. When the bomb starts to shine, it's completely pumped up. A use for the Pumped Bomb is... By the way, did you notice the sound this Blue Column makes when you hit it with a {BOOM}. [sic] Objects come in 3 strengths. You can destroy them with a {BOMB1}, a Pumped Bomb, or a {BOMB2}. Think of that sound as a sign that your {BOMB1} cannot destroy the object, and you'll need a more powerful {BOMB1}. The support of this bridge can be destroyed with a Pumped Bomb. Give it a try. Another use for the Pumped Bomb is... An enemy with a high HP can be squashed with a Pumped Bomb. The Pumped Bomb has more firepower, and causes more damage. It will be useful when battling a Boss. Master this technique!
Sirius	You've learned quite a bit. This time, I'll teach you a special move called the Bomb Jump. In an area like this, you'll need to use a bomb to cross. * - A picture shows Bomberman dropping onto a bomb, and being bounced across the gap in which the bomb is located. You can cross over to the next platform by using the Bomb Jump. Practice it here to get the hang of it. Next is the Aerial Bomb Explosion. You'll need a Remote Bomb. With this technique, you'll be able to destroy objects in the air. Throw the bomb, and press the Z Button while the bomb is at its highest point in the air. Use this technique in a battle with a Boss. After you pick up a Remote Bomb, use it on the block that's in the air. If you master these 2 techniques, you should be able to handle any situation you encounter. Good Luck!!
Sirius	This is my last instruction to you for this stage. This time, I'll teach you about the items. * - Icons appear for the Fire, Bomb (blue), Remote, Blue Gem, and Red Gem items. The first three are merely named, while the last two have this explanation: Collect 50 for an extra credit. * - A new icon depicts a shining red bomb. With this special item, {BOMB1} becomes a {BOMB2}. This is a powerful bomb that can destroy all objects. {BOMB2} has more firepower than a {BOMB1}, and the damage that an enemy takes from it is greater. It can only be used once per stage. Gold card. An item you receive when certain objectives are completed. There are 5 per stage. That's all for items. What I've taught you this time are only the basics. Try them out on your own to improve your skills.

## Stage 2: Friend or Foe?

Sirius	Now, let's see how strong you've become!!
--------	---

He engages Bomberman in battle. Upon Bomberman's victory:

Sirius	...better than expected. Keep fighting like that, and you should be able to defeat them. Good Luck!
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## Stage 3: To Have or Have Not

Sirius	Let me tell you something about the one responsible for the attack on Planet Bomber. His name is, Altair. He drains a planet's energy to power the Omni Cube. The Omni Cube holds the power to rule the universe. From the way he takes his time extracting a planet's energy, it seems he hasn't figured out how to use the Omni Cube. Such an operation doesn't require that much time, however, his incompetence is helping you - and you should be thankful!
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## Stage 4: Winged Guardian

The boss is a dragon named Draco.

## Blue Resort

### Stage 1: Switches and Bridges

Sirius	Altair has 3 subordinates named, Regulus, Artemis and Orion. All 3 have powerful special attacks. You will eventually have to fight them, so prepare yourself for the battle.
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### Stage 2: VS Artemis

During the battle:

Artemis	1	You're mine!
	2	Bye-bye!

Upon Bomberman's victory, Artemis explodes.

### Stage 3: Pump it Up!

Sirius	Water used to run from that waterway, to that statue of a goddess. Altair had the waterway moved, and now the water no longer reaches it. Will you repair the waterway?
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After having done so:

Sirius	You've repaired the waterway. Take the stairs, and they will lead you to the place where...you can destroy the anchor. First, you must defeat the boss of this area.
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### Stage 4: Sewer Savage

The boss is a giant anglerfish named Leviathan.

## Red Mountain

### Stage 1: Hot on the Trail

Sirius	This time, I'll teach you a useful technique called, Bomb Lift. If you press the A Button, while holding the B Button, a {BOMB1} will appear in your hand. You won't have to set a bomb down first.
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### Stage 2: VS Orion

Upon Bomberman's victory, Orion disappears in a column of fire.

### Stage 3: On the Right Track

Sirius	Do you wonder why Altair wants to steal the planet's energy, and destroy the people of this planet? It's simple, actually. If you want something, and it's covered with dust, wouldn't you wipe off the dust? To him, the people of Planet Bomber are specs of dust. If that upsets you, then, the only answer is to go and defeat him!
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### Stage 4: Hot Avenger

The boss is a robot named Hades, operated by Orion. Upon Bomberman's victory, both Hades and Orion sink into the lava of the area.

## White Glacier

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### Stage 1: Blizzard Peaks

Upon examining a certain sign:

[game]	It's frozen, and can't be read.
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After disposing of the ice via a bomb:

Sign	Danger! Danger! Beware of avalanches!! Do not use many bombs.
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Elsewhere:

Sirius	So, you want to know something about me? Well...my home planet was destroyed by Altair. I fought him myself, but I was unable to even scratch - let alone defeat - him. In the end, he killed my brother and sister. Since then, I've been searching for a hero who could defeat him, and return peace to the universe. That is why I'm here... Although this reason may be troubling you, my reason for helping you is not an honorable one. I'm in this for revenge!
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### Stage 2: VS Regulus

Upon Bomberman's victory:

Regulus	...Not bad. I underestimated you. However, you've upset me. Prepare to meet your fate.
---------	--

He leaves.

### Stage 3: Shiny Slippery Icy Floor

Sirius	It's almost impossible to walk up a frozen slope. But, with a little ingenuity... ...and with the help of a little momentum, you should be able to climb up that slope.
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### Stage 4: Cold Killers

The boss is a giant spider named Mantis.

## Black Fortress

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### Stage 1: Go for Broke

Sirius	From now on, Altair's troopers will try even harder to defeat you. You will encounter enemies with projectile weapons, so be sure to use the Bomb Kick to defeat them from a distance.
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### Stage 2: Hi-Tech Harvester

The enemy is a robot named Cerberus.

### Stage 3: Trap Tower

Sirius	The passages inside Altair's castle are controlled by electronic switches. Turn the switch ON to open the passage door. This will also activate the traps, so be sure to proceed with caution. Deactivate the alarm by turning the switches OFF. The switches can be turned ON and OFF just by stepping on them. You're now a stones-throw away from Altair. Be careful.
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### Stage 4: VS Altair (with fewer than 100 gold cards)

Altair	You want to fight ME?!
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After some time:

Altair	Playtime is over!
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He merges his body with a small robot named Vega.

Altair	I'll finish you!
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As Bomberman defeats Altair, Regulus appears and retrieves him.

Altair	You'll...pay!
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The fortress retreats from Planet Bomber, abandoning the four landmasses. Sirius takes Bomberman to the place where they met.

Sirius	Well done, Bomberman. Altair got away, but that can't be helped. To be honest, I'm a little disappointed in you. I'll probably never see you again. Take care of yourself.
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He leaves. Bomberman collapses onto the ground.

Bomberman	Whew! That was close...
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The credits roll.

#### Stage 4: VS Altair (with 100 gold cards)

As Regulus and Altair attempt to escape, Sirius comes and knocks them out of the air. Altair lands on the platform where the battle had been fought, while Regulus falls down the pit beside it. As Altair hits the platform, he loses his grip on the Omni Cube, allowing Sirius to take it and absorb its energy.

Sirius	It's been a while, Altair. Now that I've taken back the Omni Cube you stole from me, here's a present.
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Sirius throws Altair into the air and strikes him with a massive laser beam, killing him and utterly destroying his body.

Sirius	Bomberman, you've worked out better than I had expected. Thanks for helping me regain my power! With my power back, I have nothing to fear. It was worth telling you all those corny lies, and helping you out. You've out-lived your usefulness, you're starting to annoy me. Get ready to be destroyed along with Planet Bomber.
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He takes the Omni Cube with him as he leaves the fortress, ascending to the Rainbow Palace.

### Rainbow Palace

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There is no script in stage 1 (Beyond the Clouds...) and stage 3 (Doom Castle).

#### Previous stages

A look-alike of Sirius takes his place. Its eyes are green instead of blue. In all stages other than 1-2, 5-4, and 6-4, it says:

Sirius	It's useless for you to oppose me. Lie down quietly and meet your end.
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At the start of "Friend or Foe?" in Green Garden:

Sirius	Target confirmed. Commencing sampling. Target termination program activated.
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Upon its defeat:

Sirius	Damage level over 90% ...unable to execute program. Reporting back on the sampling data.
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#### Stage 2: Spellmaker

The opponent is a disembodied head, accompanied by two hands and two feet. Colorful clothing is suspended as though the creature had a torso.

Spellmaker	Welcome!
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#### Stage 4: Final Battle!

Sirius enlarges the Omni Cube, making it surround the entire room. Upon Bomberman's initial attack:

Sirius	Hah hah hah hah! Give up!
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After some time, he begins to charge the attack that he used against Altair. But before he can fire it, Regulus knocks him to the ground and destroys the Omni Cube.

Sirius	Youuuuu!
Regulus	Huh? What a joke! Hey, Bomb!! I'll take care of you later! First, I need to get rid of him!!

Regulus fights alongside Bomberman. As they defeat Sirius, his body is engulfed in a massive explosion, and the palace begins to collapse. Regulus manages to escape with Bomberman just before the palace collides with the Black Fortress, at which point both structures explode. Regulus goes to the cliff where Bomberman first saw the fortress.

Regulus	The 4 of us were barely able to steal the Omni Cube from him... Yet you were able to defeat him. I must respect your abilities, but that doesn't change the fact that I dislike you! Someday, you and I will settle this. Until then, take care of yourself!!
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Regulus takes his leave.

Bomberman	I did it!
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The credits roll.

## Administrative

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### Versions

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- 2.0.0 (2019-04-14)
  - Converted to GameFAQs markup format.
  - Adopted CC-BY-SA 4.0 license.
  - Changed version scheme to roughly align with Semantic Versioning (<http://semver.org/>), although it doesn't directly apply in this context.
- v01 (2008-12-02)
  - Initial release.

### Legal

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