

- Added World 2 Walkthrough and Secrets
- Fixed minor things
- Added bits here and there

Version 2.0 - Large Update (6/6/00)

~~~~~

- Added World 3 Walkthrough and Secrets
- Added to Pommy evolution chart
- Added to Contact Info section...READ IT

Version 2.1 - Small Update (6/7/00)

~~~~~

- Added one or two things to later secrets
- Updated Pommy chart

Version 2.2 - Average Update (6/9/00)

~~~~~

- Added large amounts of information to later secrets section

Version 2.3 - Small-Average Update (6/9/00)

~~~~~

- Added to later secrets section
- Fixed minor errors

Version 2.4 - Small-Average Update (6/10/00)

~~~~~

- Added to later secrets section
- Spell checked entire document after adding stuff
- Organized later secrets section

Version 2.5 - Large Update (6/11/00)

~~~~~

- Added World 4 Walkthrough
- Added World 4 Secrets
- Added to Later Secrets
- Read info at top if looking for something to contribute
- Organized even more

Version 2.6 - Small-Average Update (6/12/00)

~~~~~

- Added to Later Secrets

Version 2.7 - Average Update (6/13/00)

~~~~~

- Fixed errors
- Added stuff

Version 3.0 - Large Update (6/13/00)

~~~~~

- Added World 5 walkthrough and secrets
- Did other stuff (such as NEW INFO at top which you should read)

Version 3.1 - Average Update (6/15/00)

~~~~~

- Added stuff here and there
- Fixed errors

Version 3.5 - Large Update (6/16/00)

~~~~~

- Added World 6 Walkthrough and Secrets



sweets either make Pommy go faster (thanks to PikaSpyH20), or they count for both. In the next room, kill the rats. The box in the lower-left and the metal bar in the top-right have items. Now blow up the grate in the water and go through.

In this room, the water and the walls make your bomb blasts curve. Kill the rats, then climb the ladder and kill the bats. Get the items you want and go through the door. The enemies in here will fall down the holes if you give them time. Otherwise, blow them up, blow up the console (which locks the floor up), and get the items. In the next room, you should first kill the enemies. Now blow up the console and start getting the items. The glove is in this room, and can be used to get the item on the box. YOU WILL NEED THE GLOVE LATER! Make sure you get the glove, and don't lose it. After you have gotten the items, climb the ladder, cross the bridge, and head through the door.

Here you will fight Baelfael. He isn't too hard, though it might take you a few tries to beat him. When you are done, blow up the switch in the lower-left. Lilith will come meet you. After the video, climb the ladder and go back through that door. Beat this room again, and make your way to the sewer stream room with the bats and rats. Go to the pipe near the ladder and enter it. In this room, get the box's item. Enemies may fall down, in which case, blow them up. Now blow up the consoles. A ladder will fall. Climb it, get the item, climb the next, climb the next, get the item, go through the door, killing anyone in your path. Kill the cannons and get any items you can. Push the big black box so that you can go by and get to the door. In the next room, kill the rats, and get any items you want. Climb the ladder and blow up the switch. Now go through the north door.

I recommend throwing bombs up onto the platform where the cannons are to kill them. Maybe even a pumped up bomb would work (see the Hints and Secrets for this level.). Get the items and go through the next door. In this room kill the robot, then the guy. Now blow up the big machine. There is a box on the ledge. Look at the Hints and Secrets for this level on how to get it. Now go back two rooms. Do what you want in this room, but make sure to step on the switch that was under the box. Now go forward two rooms. Exit using the door on the right.

This is the Gravity Generator room. First kill the enemies. Now get blow the switches:

Lower right and top-left: put a bomb next to and run.

Lower-left: Push the block against the wall, get on it, and walk to the switch (you will have to fall and climb back up, walk, fall, climb back up).

Top-right: Throw a bomb up there (now you know why you needed the glove).

Now just blow up the machine in the top-left. You've beaten the level! Also, you can now see Tutorial 2.

#### Hints and Secrets for World One

~~~~~

Fruit and Meat replenish rooms: In the rooms that have some item that is always a fruit or meat, you can leave and come back. This works best if the doors stay open, and if the item is close to the door. I don't know if the fruit or meat only counts the first time you get it though. The room two rooms to the left of the Gravity Generator room is like this (fruit). I'll put meat or fruit in parenthesis when I see one later on.

Pumping up bombs: Simply hold B when you have the glove to pump up a bomb. If you spin while holding B, it gets pumped up faster. This is very useful.

This world is probably the best world to get meat and fruit to evolve Pommy, since it is everywhere. If you know of a better world, tell me!

Custom Parts:

What you need: Remote Control, Bomb Kick (or Glove), and the capability of laying 3 bombs

Where: Room left of Gravity Generator

How: Make sure that the big pipe is gone. Place two bombs between the ladder ledge and the higher ledge. Climb the ladder and kick or throw a bomb onto the furthest bomb from you. Use the first to bounce onto the bomb bouncing on the second, then use those to bounce onto the ledge. Blow them up, then blow up the item, and get the part!

What you need: Nothing but a bomb (might need to have beaten the level)

Where: First room

How: Enter the big structure. Then blow up the box.

What you need: Bomb, beaten Baelfael

Where: Baelfael room

How: Beat Baelfael, then drop down to the right and straight up (north).

What you need: Bomb

Where: Cannon Bridge Room

How: Drop down the break in the rail on top. You'll land on a building with a box. It's in there.

Contributed Secrets

~~~~~

Hi. In the first world, The Lost Planet Alcatraz, your guide says, to get the part in the room prior to the Gravity Generator, you need to be able to lay 3 bombs, but you really only need 2. I pumped a bomb up and dropped it in the space, then kicked one over it and jumped. I feel really dumb because to get the 4th part (same level) I made my own bomb staircase. I'll stop after this last comment, when i make my "narrow path no drop off bomb bridge" i do it like this: (I'll use your key O-pumped o-normal and I & \_-walls)

IO \_\_\_\_\_  
Io o OI

you have to knock yourself out by walking under the big bomb that's bouncing, and your off

if the path is smaller yet you need to get up higher you can do this

IO oI  
Io OI  
same idea just climbs higher.(thanks to Cjmitri@aol.com)

-----

World Two: Ocean Planet Aquanet

~~~~~

From the start, blow up the two pillars. Get the items, the head into the room. Kill the frogs, get the items, and blow up the pillars. Step on the switch beneath the pillars, and go into the next room. In this room, drop down and hit the switch. Blow up the ice doors, then go in. Step on the switch, then go back. Kill the enemies, get the items (the snake has a heart). Now go into the next room. In here, kill any enemies and get any items you want. Then go through the next door. In here, kill enemies and get any items, then go through the north door. Kill the spikes, go down the steps, and blow up the ice doors. Leave through those. Also, the jar behind the living one has a heart, if you need it. Out here, hit the switch in the top-left. The box up there has a glove, which can be gotten to by climbing the stairs on the right and walking on the wall. Blow up the south pillars and head through that door.

Out here, kill enemies, get items, go to next area. In here, kill the enemies, get any items, and blow up the pillars. You need to lay a bomb on one of the switches, then step on the other to hit them both at once. Leave through the west door (it may be behind a pillar). Kill the enemies here, and get the items you want, then go through the next door. You can either blow up the crabs or knock them into the water to kill them. Do that, then get items and go through the north door. In here, you need to throw a bomb on the first platform, then bounce another onto it so that it lands on the second platform. This is a bit tricky, and you'll have to stand on the stairs to do it. When it flips the switch, go upstairs, kill the new statues, and go back down. Now kill the enemies, get the remote control in the top-left corner (you'll have to grab it down), and blow up the dragon head thing that looks like it's about to eat you.

Head back up to the very top and enter the elevator in the pillar. When you get to the bottom, you'll have to kill Behemos. He's easy, but watch out for falling icicles. They don't have much of a warning. When you beat him, you earn ICE BOMBS! They're pretty useless, lightning are better (IMHO), but they will do for now. Head through the north door.

Out here, get any items, then go north again. Kill any enemies, then freeze the fountain. Change to Fire bombs and blow it up. Now head up the stairs and through the door. Kill the enemies here (Ice bombs work better on Lizards and Pots, Fire on Crabs), and freeze a portion of the pond/river thing. Cross, and head up the stairs. Enter the door. Up here, I suggest waiting for the third time the platform gets to you before hopping on. If you fall off, you have to go back down to the bottom, which isn't fun. If you get across, enter the door. This is the Gravity Generator room. To do this, kill the baddies, then step on any of the switches. This will deactivate one of the force field switches' force field (confusing, huh?). You can freeze it now, and then blow it up with Fire bombs. Some switches are under console things. When you blow up all the force field switches and their force fields, the force field on the Gravity Generator goes away and you can blow it up, leaving a very dumb level!

Hints and Secrets for World Two

~~~~~

Guardian Armor: There is Guardian armor on this level. To get it, go to the outside place (after you've beaten it, from the start, just drop down). Blow up the pillars on the top-right, then use an Earth bomb to blow up the metal one. There is a room behind that holding the armor.

#### Custom Parts:

What you need: Bomb

Where: Room with big inside lake and four dragon heads pouring water in

How: Blow up the dragon heads and go into the lake. The door on the bottom leads to a room with the part.

What you need: Three bomb upgrades (not fire), glove

Where: Top room of elevator pole

How: This is tricky, but AnimorphN figured it out. The water must be drained. OK, say the P = elevator pole, O = pumped bomb, o = normal bomb, and | and \_ are walls. This map is from a horizontal perspective, from the south wall on the left:

```

    oPP
   _OPP
  o|
 _o|
```

You have to bounce a pumped bomb on a pumped bomb in the hole to the left of the pillar (where the water used to be, in the corner), and a little bomb on a pumped bomb in the corner as close to the pillar as possible. Now fall onto the pumped on pumped so that you land on the little on pumped. From there, bounce up to the top of the pillar, blow up the bombs, blow up the box, and get the part, possibly the hardest in the game!!! Congrats!

What you need: Bomb

Where: Basement of elevator shaft with river

How: Have the water drained (I don't know how, I think some switch in the room) and fall in the river area. Go to the right into a room with the part. Easy.

What you need: Wind Bombs

Where: Room before Gravity Generator room

How: Go to the bar before the bottom platform. Blow up the gem item next to the leftmost spitting dragon. Use a wind bomb to get over there, and one to get back. This might take a few tries.

Contributed Secrets

~~~~~

Ocean Planet Aquanet:

Requirements: Ice bombs, Fire bombs

Like always an alarm will go off and you must defeat enemies (don't forget to defeat them first, the room will be much easier). In this room the pylons are guarded by a force field (yellow shield). First press any visible button on the ground, then look around to find the pylon whose shield turned red, bomb it with an ice bomb to freeze it. Now repeat that step with the other visible buttons.

You should notice that there are computers by the gravity generator, blow them up, the bottom one has a button under it, press it and freeze the last pylon. (You have to freeze the pylons because fire bombs won't go through the red shield) Once the pylons are frozen you can break the ice by bombing them with a fire bomb. The gravity shield goes down and you can now destroy the generator. (thanks to Bombzero55@aol.com)

World Three: Sky Planet Horizon

~~~~~

First, kill any enemies on the screen, the head northwest. Kill the enemies, then push the statues onto the switches. Go into the door that opens. In here, climb up to the top of the room and grab the Blue Jewel. Kill the new enemies and leave. Go southeast twice and kill all enemies here. Get any items you want and go through the door in the building. Kill the Snake enemy, then go down the steps on the right. Blow these guys up (a glove is useful to pump up the bomb and throw it at them) and get the Blue Jewel. Leave this room and head back to the starting screen. Put both Jewels into the Altar in the middle and go northeast. Kill all enemies and get any items, then go northeast again.

Here you'll have to fight Ashtarh. Kill him (he's easy), then get any items and head up the stairs and into the next area. Kill the enemies here, get any items, and go through the northeast door. Kill the Rams out here and continue north. In here, step on both switches and go back south twice. Enter the door on the east wall and get through this room. Outside, push the statues onto the switches like this.

Statues: 1 2 3 4

Switches: 4 3 2 1

Not that difficult, eh? Wind bomb yourself across the platforms, using the

'new' statues to stop yourself (you can push them off if you want). When you get the Green Jewel, Wind bomb yourself back to the first platform and leave. Go through this room again and cross the hall to the door on the West side of the next room. Go in and step on the switches on the platforms. Kill the enemies and walk off the switch platforms to get the Green Jewel. Push the red statues out of the way and leave. Head through the northeast door, then go north again. Put the Green Jewels on their proper pedestals and enter the elevator that comes up. Blow up the enemies here, looking out for falling floor tiles, and get the Green Jewel. Go back upstairs and put the Jewel in its pedestal. Get the Red Jewel, go back to start, put it in the altar, go back to room with Green Jewel pedestals. Enter the new door and you'll find yourself in the Gravity Generator room.

To beat this room, first Wind bomb yourself to the very top. Kick a bomb down onto the platform with a switch on it to blow it up. Go down two escalators and kick some bombs onto the Genie below. Also blow up that switch, then stand on the top-left floor tile of the platform you're standing on. Lay a Wind bomb, step left, and you'll soon hit another switch. Blow it up, pump up a Fire bomb, and throw it into the slot in the fence to blow up the switch. Now go back up to the top and blow up the generator. Congratulations, you beat Horizon!  
(thanks to Bombzero55@aol.com)

#### Hints and Secrets for World Three

~~~~~

Guardian Armor: To get the Guardian Armor, you need Lightning bombs. Go to the place with the switches and the statues that had an order (in the second paragraph of the walkthrough for this level). Go to the top of the stairs and throw a Lightning bomb (oh yeah, did I mention you need a glove too?), and blow it up in mid-air (and a remote?). Wind bomb across and get the armor in the room.

Custom parts:

What you need: Bomb

Where: Inside of building north-west of entrance

How: Look in the top-right corner of the room. It's in a box.

What you need: Three Bomb upgrades, glove, remote control

Where: Inside of building south-east of entrance

How: You need to do the bomb bridge bounce (submitted by AnimorphN) to get up on top of the entrance 'building'. First, lay bombs like this:

P

BBo

BBOo

Where B is the building and P is the part. O is pumped, o isn't. Now stand next to the not pumped bomb that's next to the pumped one. Move a little bit to the left and hold a bomb in your hands. Throw it against the wall and move back to the right so that it knocks you onto the little one, then onto the little one on the pumped one, then up. Blow up those bombs, then blow up the box and get the part.

What you need: Have beaten Ashtarh, any bomb

Where: Battle area

How: Look in the torch on the left. It's in there. Easy.

What you need: Wind bombs

Where: Start in Green Jewel pedestal room

How: Go through the door on the bottom-left. Wind bomb yourself across and push the statue out of the way. Leave south. Walk on this balcony thing and enter the door at the other end of it. It's in the box in here.

Contributed Secrets

~~~~~

### Part on Horizon:

What you need: Bomb level 3, glove, remote control

Where: Inside of building south-east of entrance

How: Destroy all torches and enemies in the room first, to give you room to maneuver. On the ledge you enter at, drop a pumped up bomb off the far left so it lands on the ledge below (where there was a torch).

Then drop another pumped up bomb on top of that, so it bounces. Place two more pumped up bombs in a row from there to the enclosure with the stairs. Walk onto the bouncing bomb. You may get knocked back - if so, just get up and walk onto the bouncing bomb again while you're flashing. You may get stuck underneath the bouncing bomb; if so, get out by pushing up or down (you may have to detonate the bombs and replace them if you go down, since you might not be able to walk between bombs 3 and 4 to get back to the top left). Keep trying, and eventually you should wind up bouncing on top of the bouncer. Push up-right - be careful not to fall into the chasm on the right - and you should be able to bounce up where the snake statue is. The statue has a part.

(thanks to wingcat@pacbell.net)

The best place to find Pommy Food is on the wind planet in the Guardian Armor room. This room has all 3 types of food in their largest form, and you can re-enter as many times as you want.

To get the Guardian Armor, go to the wind planet. After you fight the boss, head to the room just before the gravity generator. push the button on the right of the room. Backtrack until you reach the door that just opened. Follow the path through the door until you reach a room with 4 statues. Go up the ladder and lightning bomb the purple pillar (you need to throw it and detonate it in mid-air. You also need fire level 3). Wind bomb across the ledge and into the room. It's in there.

### Sky Planet Horizon:

Requirements: Level 3 bomb blasts, 2 roller-skate powerups, Ice bombs are nice, Wind bombs

It took me an hour or so to figure this one out!(A little help from Nintendo Power too, but they don't tell you the most important step!) The alarm goes off and enemies station at certain points (as always kill them, but kill them along the way this time). Place a Wind bomb 2 spaces (need room for yourself) behind the conveyor belt in front of you, then stand in front of it. Now that you know how to blast yourself up the belts things get easier (not by much). Blast UP the first one in front of you, then blast up the LEFT, if the Genie sees you, he might hit you. Turn down towards the Genie and kick an Ice bomb towards him, give it a second and then stop it by pressing R. First pylon is done, then kill the genie.

Now blast yourself UP the next conveyor belt, then blast up the RIGHT. You should now be standing near the generator. Notice the ledge with the pylon below you, kick an Ice bomb down at the pylon. Two down and two to go.

Go back down to where you first came into the room. Now blast up the right conveyor belt. You will meet a Harpy there, which you can avoid by walking down to the corner of the platform as soon as you get there (he will make his tornados and go down the belt, pretty retarded foe if you ask me). Kick some Ice bombs down to kill the harpy, then kill the Genie up the long belt in front of you (now all the enemies should be defeated). Throw a pumped up Ice bomb up the belt and watch the third pylon explode. Only one

really hard one left!

You need 2 roller skates for this one (this is where the most important step of this room comes in, the part Nintendo Power forgot). You can walk up the long conveyor belt in front of you with 2 skates. Trudge up it and throw an ice bomb through the gap near the caged wall to your left. If thrown properly you should blow up the last pylon (where level 3 bomb blasts come in handy). Now go and blow up the generator. yippee!! You've just beaten a very hard gravity room.

Hi! I have another solution for the Sky Planet Horizon gravity generator part. After you destroy every thing but the last pylon in the cage (north-east side), go by the conveyor belt (2nd level), put a wind bomb on the corner, pick up a bomb and face northwest (facing the hole). Then the wind bomb will blow up, blast you forward and you'll drop the bomb you're holding into the hole and you can walk up and throw an Ice bomb diagonally in to the cage destroying the final and hardest pylon in the area in an slightly easier way. If you keep losing roller skates because you keep touching people who keep making you lose your skates this way is easier. (thanks to BombZero55 a.k.a. Adrian Ortiz)  
Hi, I have an alternative solution for solving the generator room on planet Thantos (the one with the Shadow bombs). Follow the instruction already given for solving this room, but after you press the button at the top of the room, wind bomb yourself left to where the second "pylon" was. Now, make sure you're close to the lava, and wind bomb yourself down toward the green cage. After you hit the wall, you will be able to steer yourself as you fall. You should be able to land on the green cage. Now hop carefully down and press the switch. Easier, huh? (thanks to Bombzero55@aol.com)

Beating Ashtarh - Requirements for the easy way: Throw ability, max firepower, Ice bombs

Well this was really easy. Go onto Ice bombs. Just walk up the stairs about halfway up. Watch him zoom until he stops. Press "B" and run up the stairs, and quickly do a spin and dodge the coming wind. After the first wind, just throw the pumped bomb where you saw him stop, then keep dodging the wind. If he is far walk down for a second and throw it. Keep doing this and if you time it right and dodge well, you shouldn't lose more than one heart, if that. (thanks to Twig1234567@hotmail.com)

-----

#### World 4: Game Planet Starlight

~~~~~

Throughout this level, I won't tell you to get items. If you want them, get them. Otherwise, don't. Here we go.

From the start, blow up the enemies. Destroy the middle two fences in the multicolored fence thing. Go north. Destroy the enemies and at least one of the card-like things that are blocking your way. Go north. Kill the enemies here, then go northwest. Blow up the tree with the switch under it and step on it. Go back to the pond area, then head southwest. Blow up the tree with the switch under it and step on it too. Go into the elevator, then go through the room and into the elevator on the other side. BLOW up the enemies here, then place a Fire bomb at the bottom tip of the door on any side. Go to the other side and keep running against the door, trying to get in. You will when the bomb blows. Blow up the big table in the center, hit the switch, kill all the enemies, and go through the door on the right. Hit the machines on the ledge in this order: bottom-right, top-left, top-right. This should make three 7s and you can go through the door on the south side of this room. Out here, go east. Go north until you get to a door, and go inside. Climb to the top of the stairs here, blow up the statue in the middle of the wheel, and go outside again. Cross the

blue roof and go to the door in the bottom-right on the ledge. Kill the enemies here and hit the switches after you blow up the tables on the balconies. Go in the door that opened and beat Zhael (she's easy, IMHO). Go outside and drop down. Kill the card, get the card that it leaves, and go north. Go north again, kill this card, get it, go southwest, blow up the tree, hit the switch, go in the elevator, kill the card, get the card, go into the next elevator, make it through the spinning door, go through the door on the left, kill the middle card, get the card, go back to the pond area, place the cards in the proper slots, go in the elevator that comes up and you'll find yourself in the Gravity Generator room (pew, that was a long sentence). To beat this room, kill the enemies, go through the hole in the wall on the bottom-right, blow up the switch, go up the stairs on the left, cross the bridges, blow up the purple pole, go up the stairs, blow up the switch, go down the stairs, step on the switch, go up the stairs, fall on the purple pole, Wind bomb yourself to the left, go up the stairs, kick a bunch of Ice bombs at the switch (should only take two), fall, kick a Lightning bomb at the purple pole below you, fall down, go into the room, hitting the hard-to-see switch, blow up the switch, go through the hard-to-see door on the right, kick a bunch of Ice bombs at the Generator, you just beat this level, congratulations! That was the shortest walkthrough and the longest sentence.

Hints and Secrets for World 4

~~~~~

Guardian Armor: To get the Guardian Armor, you need to have killed Zhael. Go to the room north of the start, and go into the door on the left. It's in there.

#### Custom Parts:

What you need: Bombs of any kind

Where: Room with slot machines on floor

How: Blow up the machines so that the screens display three Zhaels. A statue or something will appear on the ledge with the part.

What you need: Three bomb powerups, glove, remote

Where: Outside on the roof from the 7s room

How: Throw a pumped bomb near the sign. Throw a little bomb on top. Lay a bomb just to the right, and you can either walk up the wall a little bit so that you can walk onto the little bomb, or you can throw a little bomb against the wall so IT knocks you onto the other little one. When you get to the other side, blow up the limo and a statue will appear. Inside is the part.

(thanks to AnimorphN)

What you need: Bomb, Kick or Glove

Where: Roof of first room

How: Blow up the speakers in the first area. A statue will appear on the right side of the blue roof which holds the part. (thanks to AnimorphN)

What you need: Have beaten Zhael, bomb

Where: Boss room after you beat her, you have to leave and come back

How: It's in the statue on the stage. Blow it up to get the part.

#### Contributed Secrets

~~~~~

On Game Planet Starlight, to get all 7's in the slot room, first blow up the slot machine on the bottom right, then the one on the top left, then the slot machine between those two. Do the reverse order to get a handy-dandy custom part.

(all of that thanks to twig1234567@hotmail.com)

Guardian Armor: (thanks to wisconsin883@hotmail.com)

After you have beaten Zhael go left to the area above the casino entrance (the blue glass part). Remember the golden statue that was blocking the door? It has mysteriously moved, go in the door and blast the thing that shines on the armor. Get the armor.

Casino Planet Starlight:

Requirements: Lightning bombs, Ice bombs, Wind bombs, Bomb kick, Glove

First take out the enemies, you can do this by taking a left and going up the ramp to kill the Red Heart card first. The two dumb other enemies will try to get you by running into the wall below you, kick down bombs until they die.

The first pylon can be destroyed by taking a right and going into the hole from the entrance of the room.

Go to where the Red Card was and wind blast yourself up, destroy the purple pole with a lightning bomb by throwing it on top of the pole. Then walk up, you will press a button, but who cares. Place a lightning bomb on the left side of the pylon and stand on the north side of the pylon. Once you blow up the pylon a door will open. From the pylon go right into the block then down (you should be in between a door with lava below you). Kick a few Ice bombs (one right below you and one to either diagonal) and walk on them to get to the next pylon.

The third one you must go back up to the place where the Red Card used to be and cross the bridge. Then go up and blow up the purple pole with a lightning bomb, go up the stairs and destroy the pylon.

From the third one go back down the stairs and walk left, you will step on a button that brings back the purple pole (not a big deal), throw a Lightning bomb on top of the pole to your left. Once that's destroyed you can go left and up a ladder, there will be lava that is not crossable without ice bombs. Since you have Ice bombs throw or kick one in an up right diagonal direction, then kick one right next to the first one. Walk over your Ice bridge and, whala, you can blow up the last one. Fall down to a ledge below and go destroy the generator! (thanks to Bombzero55@aol.com)

Head - Needed - Three bomb power ups, gloves, fire bombs

Location - Near the huge casino sign and the limo

To get this when you first appear destroy all the enemies and the limo, but make sure you do not destroy any of the light poles. (Also destroy the wizard inside the limo before you do this). Next you must go between the two light poles closest to the sliding doors and toss two "FIRE" powered bombs on top of each other next to the left one. Then you must drop another powered bomb next to them. Once you have done that you will throw a normal bomb at the right pole and make sure you are a little bit to the left before you let it bounce on your head. You will then Bounce on top of the First powered bomb then you may get stuck under the bouncing column of bombs. If this happens you should move back to the right out from under the bouncing bomb and keep trying to get on top of the bouncing bomb. Eventually you will get on top of it and be standing on top of the left light pole. then walk across it to the side of the building, blow up the statue (appears after you destroy the limo) and get the custom head piece. (thanks to Ashketcher@aol.com)

I have an easier way to get the custom piece on Starlight when you blow up the limo. First, you walk out on the lamp post in front of you. Then, you lay a wind bomb and step slightly left to get caught with a tornado. When the bomb detonates, quickly hold up and you should grab the edge. If not, try again. If you do grab the edge, then climb onto the ledge, bomb the limo, destroy the

statue and get the costume piece. Isn't that easier? Well, for me it is.
(thanks to danjofam@home.com)

World 5: Nature Planet Neverland

~~~~~  
Go to the next screen. Kill all the enemies here, then go north. Kill the enemies you can reach here, and keep going. Kill all the enemies here, then go right. Kill the enemies here, hit the switch, kill the new enemies, go through the north door. Kill the lava dude with an Ice bomb, then keep going. Kill anyone you can here, climb the ladder, step onto the platform, kick a bomb down to the switch, kill the rest of the enemies on this side, go through the door. Hit the switch in any way and kill the enemies. Go back to the room where you took a right instead of a left and go left. Race through this room and kill the enemies in the next. Keep going and kill the enemies here. Climb the ladder and go through the next door (I would avoid the enemies there). Beat Molok, then go down the ladder. Get to the other side of the room by blowing up the switch and walking across. Kill the enemy that is in this room and go to the next. Cross this room and go up the other ladder. Flip the switch and go back to the room where you fought Molok, back 4 from where you are currently. Go into the door on the other side of the room. Step on the switch and go to the room with the door that opened. Cross this room and you'll find yourself in the GGR. To beat this, first blow up the pillar to the right and the switch on top. Ice bomb across the laval lake and the switch on the other side should blow up when you get there. Kill the enemies now, and kick an Earth/Navarm bomb under the metal platform and quickly get on top. Walk up to where the generator is and blow up the switch. Wind bomb south from up there and blow up that switch. Go back and blow up the generator. You're done with a very boring level!

Hints and Secrets for World 5

~~~~~  
Guardian armor: To get the Guardian armor, go to the room with a door that has a large black hole symbol on it and Shadow bomb it. The Helmet's inside.

Custom Parts:

What you need: Wind bomb, Fire bomb (or other)

Where: Room with crane and right and left directions

How: Go to where the crane is and Wind bomb yourself across to the left onto the other platform. Go into the door over there, and the box near the bottom of the platform you're on has it.

What you need: Beaten Molok, bomb

Where: Battle room v.i.a. the door that opens if you hit the switch

How: Stay up where you come in and blow up the box up there. It's not too hard to find.

What you need: Three bomb powerups, bomb, glove, remote

Where: Room with elevator-like crane that carries you to a different platform

How: Go to the second platform and you'll see the part on a block. Go to the right of the big block and lay a pumped bomb in the corner of the big block and the wall. Throw a little bomb on that, and set a little bomb a bit to the left, but still against the wall, of the pumped bomb. Go left of the one you just set and throw a bomb against the wall. Move closer to the little next to the big so that the one you threw hits you on the head and knocks you onto the little bomb, then onto the little on the big and up. This may take a few tries.

What you need: Ice bomb

Where: The room to the right of the previous part

How: You'll see a hole in the first platform you are on. Kick an ice bomb down into the lava next to the hole, fall onto the new platform, and go in. It's in a big green box there.

Contributed Secrets

~~~~~

There are a bunch of these, so look out.

Custom part on Neverland - Requirements: Kick ability, Ice bombs.

When you defeat all of the baddies in the third room, go the room to the right of it. There should be lots of lava and a green cage on the right of the screen. Simply go straight down, and no, don't fall into the lava yet. First make a platform of ice by kicking a bomb and quickly pressing "R". then fall onto your bridge and into the room by walking up. Don't worry about coming out, it takes you by the door you first came in by the third room! (thanks to Twig1234567@hotmail.com)

Custom Part Neverland requirements: Level 3 bombs (not fire), Fire bombs

There is a fairly tricky Custom part to snatch in this level. Here is where it is and how to get it. Go to the room where you blast the switch and the platform moves and you get to the other side. Kill all those pesky bad guys and the crane(not necessary, but it's a living). Here comes the tough part. Getting that Custom piece on the ledge. I figured this out pretty fast. What you do is gently DROP, not throw, a pumped bomb down in the pit to your right. Then lay a small bomb at the very edge of the platform you are on. Next lay a small bomb lined up with the very left side of the moving platform. Finally, stand to the right of the platform with the piece, and when you are directly against it, throw a pumped bomb at it and it should fall on your head, knocking you back, and when you regain consciousness, bounce to the Custom part which is now rightfully yours. Congratulations! For the partially incompetent, here is the layout.

o=small bomb O=pumped bomb P=part F=floor |=wall D=door

```
P           |
F|O o o    |
FFFFFF|O D
      FFF
```

(thanks to twig1234567@hotmail.com)

Just in case you haven't managed to get the custom on Neverlands on top of the giant box I figured I'd have a picture saying how to get it. It goes on the basis of your pictures on how to get custom.

```
|    O
|____O____
           |O
           |O
```

Like your chart  
o = small bomb.  
O = big bomb  
- and | = walls

Location: The Area In the Neverlands with the big crane

Requirements: Capacity of using 4 bombs. (it says 3 but you can use 4 if you

use normal or lightning)

Skill:

Part 1: Getting to the exact position

Ride the crane over to the other side with the big box and the custom piece. Destroy the crane and the BHB army man up there. Then fall down to the right by the exit.

Part 2: Setting up the bombs

Once down there make a big bomb and throw it as far as you can to the left without throwing it above where the crane and the BHB army man was. Then make another big bomb and throw it on that. Now climb back up there and place a big bomb near where you have the 2 other big bombs. Try to keep it a little bit away so that u can touch the other two big bombs. Now make your fourth and final big bomb. Throw it directly of the edge of the 3rd big bomb. as far as you can to the edge or it shall not work!

Part 3: Getting up there!

Go over to big bombs 1 and 2 (the ones bouncing on each other) hit big bomb 2 so you get knocked out, and fly backwards onto bomb 3. This will bounce you onto bomb 4 then hopefully onto the top where the custom is. If that does not work become conscious again. You should now be invisible for about five seconds. Now go over to bomb 2 and this time you won't get knocked back... you'll bounce on it! Bounce on bomb 3...then 4...then to the custom!  
(thanks to TBB Bulzeeb AK)

Part on Neverland:

Need: Wind bombs

In the fourth room, after defeating all the enemies so the doors open, completely destroy the crane (one ice bomb, one pumped up bomb, or two other bombs should do). Put yourself where the crane was, drop a wind bomb, and move a bit to the left so the wind bomb will blow you to the left. You'll be stopped by a crate which has a heart. Get the heart if you want, then go down. Destroy the flame thrower on your ledge, get what's in the crate on this side, use a wind bomb to blow yourself to the other side, destroy the flame thrower here, and get what's in the crates here. One of the crates will have a part. In addition, blowing up the flame throwers will open a door on the left side of the second room that leads to a room with the remote control.  
(thanks to wingcat@pacbell.net)

Part on Neverland:

After you defeat the Astral Knight, re-enter his room using the entrance you originally used. Most of the floor will have dropped away, but there will still be a ledge; on its right is a crate with a part.  
(thanks to wingcat@pacbell.net)

To get the Guardian Helmet, you need Shadow bombs first. In Nature Planet Neverland, there is a spot in the beginning where there is a rectangular area of lava. There are enemies on both sides. At the end of the lava, there is a wall with a picture of a black hole on it. Shadow bomb that, and it will open up. Ice bomb the lava and walk across into the new door.

-----

## World 6: Amusement Planet Epikyur

~~~~~

Go immediately north. You can do the Museum and Haunted House in either order, but you have to do both.

Museum: Blow up the metal grate on the right with an Earth bomb. Cross the impassible bridge (that was sarcastic) and go in the building. Destroy the top statue, the bottom-left statue, the bottom-right, then the dinosaur. The door on the right should open, so go in. Destroy the enemies, then blow up the console next to the tank. Grab the card and move on!

Haunted House: This is more difficult. Freeze the fountain and go in the mouth. Cross the bridge and Earth bomb the gate on the other side. Throw bombs in the windows and go in the door. Wind bomb up the stairs and kill the baddies. Go through the door on the right. Cross the spikes easily by throwing Pommy on the switch under the box and walking. If you can't do that (i.e. Pommy flies) then you'll need max rollerblades (0 Fire ups also helps). Pump up a bomb (I used Fire) and wait until all three spikes on top are gone. About in the middle of that cycle, throw the bomb onto the switch and run down for dear life (no pun intended). There, now blow up the second from the left door and go through, looking out for the weird falling spikes there. Run into the dresser with the skull on top to get the card. Fire bomb the door on the right and do the next step.

Rollercoaster: Go into the museum and go to the top floor. Get the battery by running into the case (you need the Haunted House pass for this). Now go into the last room of the Haunted House. Go through the door on the bottom (you need the Museum pass to do this). Now go into the building on the left. Put the battery on the weird looking floor tile and enjoy the ride. Beat up Zohina. An easy way to do this is to have max everything and lay Lightning bombs right next to her. You can't kick because the big white balls follow you around.

Castle: Go off and on the fountain screen until the clock hits 12:00. Cross the drawbridge and go in the door. Push the statues on the switches like this:

A 1 4 D

B 2 5 E

C 3 6 F

4>B

1>E

5>A

2>D

6>C

3>F

You can do that in any order. Go into the next room and kill the enemies. Hit the statue with different bombs according to the color. Blue is Ice, Green is Wind, Purple is Lightning, Brown is Earth, and Fire is something that I don't know (I bet red). The statue will disappear and you can continue. This room is the GGR. Kill the enemies, then flip the switches all at once with bombs and yourself. Destroy the switch and kick a bomb into the hole in the middle platform. Destroy the switch and Wind bomb across the to moving platform. This may take a while. Destroy the switch up there and Light bomb the escalators. Destroy the last switch and the GG. That was pretty easy, except for the HH spikes.

Hints and Secrets for World 6

~~~~~

### Custom Parts:

What you need: Bomb

Where: First room of HH

How: Go up and left, but stay on the left of the stairs. You'll find yourself in a room with the part.



What you need: Three Bomb powerups, Wind bombs, Glove, Remote

Where: Room with museum card

How:

First of all, you get rid of the enemies in the room, then you get rid of all of the boxes and the missiles. Then you put a small Hurricane Bomb to the right of the platform where the missiles were. Then throw a bomb to the back of the place where the missiles were. Next, lay a Pumped Hurricane bomb right where the box nearest the display case was. Now stand on the left side of the first Hurricane bomb you laid. Detonate it. Get in front of the second Hurricane Bomb and detonate it. You should now be bouncing on the Pumped bomb. Bounce on top of the display case and detonate the Hurricane bomb. That will destroy the crate and allow you to have another costume piece. Finally, don't post my maps on the internet and tell me how to get that other costume piece!! It's the last one that I need!!! (thanks to danjofam@home.com)

Part on Light World:

Requirement: Bomb

In the room with the roller coaster car, exit on the track. Now, carefully walk along the track until you're above the lower left part of the scene, then fall off. A part and a remote control await in the boxes. Go down and right to "fall" back into the main lawn.

(thanks to wingcat@pacbell.net)

What you need: Ice bomb

Where: Top floor of first room in HH

How: Freeze the door on the left and go through. It's in a box.

Contributed Secrets:

On the Amusement planet (Zoniha's planet):

In the room that you access by making the clock strike 12:00 and having the Light Element, This is where you put the statues:

TL=top left etc. etc.

|             |             |             |             |
|-------------|-------------|-------------|-------------|
| (TL switch) | (TL statue) | (TR statue) | (TR switch) |
| (ML switch) | (ML statue) | (MR statue) | (MR switch) |
| (BL switch) | (BL statue) | (BR statue) | (BR switch) |

ML goes TR  
MR goes TL  
BL goes BR  
BR goes BL  
TL goes MR  
TR goes ML

That's how I remember it, and in the next room, use a bomb corresponding to the current color of the giant statue on the giant statue.

On the Amusement planet (Zoniha's planet):

A Custom part is found when you have the "Museum card" and you go through the door that requires it. It's not that hard to find...Just go straight down and left and you will find it in a box.

(thanks to twig1234567@hotmail.com)

-----  
World 7: Prison Planet Thantos  
~~~~~

This whole walkthrough was contributed by GeNji KiD@aol.com. Thanks a bunch.

I recommend buying Full Power from the Merchant Ship Frontier. If not, it's okay. Head north from where you land. Be careful, the enemies have attacks that take out two hearts. Throw a bomb into the red truck in the wall to open the doors on both sides. Head through the truck to the next room. Bomb the gray concrete pillar to Bomberman's left when you enter the room until it falls. Go right until you see a green exclamation point and a worn down wall. Bomb the wall, then go into the next room and destroy the enemies. Get the train batteries, then place a light bomb on the elevator. Fire level 1 bombs and skates help here. Avoid the platform in the middle of the room while getting the custom part. Head back to the room north of the starting point. Head a bit north and climb the ladder to the next room. Keep going right until you find another train. Get the batteries destroy the enemies, then go back to the area with the red truck. Go left, then down the stairs. Bomb the two cans in front of the train so you can plug in the batteries. Enter the train and defeat the enemies in here. Go left to the next room and defeat the enemies there. A ladder is in between the two train cars. Kick a bomb (if you have the kick-bomb ability) down there, then get the custom part. Go left to find a room with two bikers and a steel door. Use a navarm bomb to melt the door. Kill the zombies (???) then wind bomb to the ledge at the bottom of the area if you want a remote. To move on, stand in front of the light pole (south) near the door, then wind bomb yourself over the chasm. Use another wind bomb to fly south from your landing spot. In the next room, when you find the sewer lid, navarm bomb it, then go in to get a custom part. Place another navarm bomb near the light post to form a bridge leading to the electricity conductor. Kick a lightning bomb into the slot north of you to power up the elevator back near the beginning. Now is the hard part. Trek all the way back to the main room, the one with the truck. Read back to figure out how to get back. Once you reach it, head north. Bomb the stop sign in the back of this room to uncover a hidden room. Enter the elevator at the back of this room to fight Bulzeeb. The easiest way is to use ice bombs. The other way is to place four lightning bombs at a time. Avoid his black holes, while placing bombs. Once you defeat him, Lilith will appear as Mihaele. Now, go back down the elevator. Head back to the previous room. Navarm bomb the sewer lid for the final custom part. Get out of the sewer, then go to the room on the right. Shadow bomb the wall on the back of this room to open the Gravity Generator room. NOTE-this is not the final GG room. Shadow bomb the floor plate, then go in to find a pylon. Climb the two stairs, then wind bomb yourself to the left. Go up this stairway and destroy the pylon. The yellow cords are actually lava. Create an ice bridge to the metal post, then navarm bomb it. Step on the switch, then go back to the platform on top of the two stairs. Wind bomb yourself to the right. The box is now moving. Fall on it when it comes down. Once you are up, wind bomb yourself north to the third pylon. Now go back to the yellow cords. This last pylon is tricky. Make an ice bridge to about halfway through the cords. Look at the bottom of your screen, between the two stairs. One tile is darker than the other. That is where you must stand to get the last pylon. On the ice bridge, align yourself with that dark tile vertically, then wind bomb yourself south. Once you hit the wall, hold up so that you fall on the platform with the pylon. Step on the switch, then bomb the last pylon. Be careful when bomb the Gravity Generator (GG) because the box is still moving, and if it squashes you, it's game over. Kick a navarm or light bomb there, or pump up a bomb to destroy the GG. Finally, the last GG room has been beaten! But ... there is still one more GG. Look around in the Warship Noah to find the GG that holds the Card Key.

Contributed Secrets

~~~~~

There won't be any normal hints and Secrets for this level.

The Prison Planet Gravity Generator room requirements: Shadow bomb, Wind bomb, Ice bomb, Navarm bomb, level two bombs (not fire).

The first thing you should do is quickly destroy all of the enemies. Just use your friend the Shadow bomb for that, and they will be gone in seconds. The first Pylon you should destroy is the one on the very bottom right. Obviously you need to blow up a Shadow bomb on the metal plate with an exploding shadow bomb picture on it. Then walk down the stairs and there is a little hole in the wall that you cannot see. Go through it and go right. Then lay a bomb and run out. One down. Now go up the main staircase (The really big one) and go up the small stairs. On this platform, you lay a Wind bomb and blow yourself left. Walk up the stairs and destroy the pylon. two down. Now make an Ice bomb bridge across the red laser patch. I didn't try Wind bombing across, maybe you can but I didn't try. Then destroy the metal "I" beam and hit the switch. This starts the elevator. To get on the elevator, go to where you blew yourself left, and instead blow yourself right. Fall onto the elevator when it's all the way down. Get off at the top, and use another wind bomb and use the wind to go straight up. Destroy the Pylon there. Three down! The last one I probably did wrong, but hey, it worked. Make sure you have the wind bomb, and go up the big stairs then right up the other stairs again. Right at the top of the stairs, go down a few steps, and throw a pumped wind bomb, and VERY quickly kick a small bomb, and press "R" fairly quickly and run as fast as you can on the small bomb, bouncing to the switch by the last Pylon. Destroy the Gravity Generator and your done! (thanks to Twig1234567@hotmail.com)

Prison planet:

What you need: Earth bombs

Anyplace you see a manhole, earth bomb it to remove the cover; there may be a part inside. Also, after you ride the subway, look for a ladder peeking up between the subway cars; climb down and move up and there should be another part (maybe in a box that will need bombing). (thanks to wingcat@pacbell.net)

Planet: Thantos

Requirements: have light bombs

From the first screen with enemies, go right through the car doors door. Then go into the door you have to blast open. You should be on a screen with four enemies, a subway car, and a conveyor belt. Defeat the enemies, then use a light bomb on the conveyor belt, which will stop it briefly. Go into the room, and get the custom part, but only walk around the edges of the room, as there is a crusher device in the middle. (thanks to Waspinator@webtv.net)

On your FAQ, it mentions the way to beat the Prison Planet Gravity Generator Room. I've found an easier way to get the last pylon mentioned for this place on your FAQ.

First, get up on to the platform via the lift. Then go to the southern end of it and drop a pumped wind bomb off the edge. After it explodes, jump into the wind on the left side of the created half circle.



Lower Branches=Fruit

|           |          |           |      |
|-----------|----------|-----------|------|
|           | Beast    | /Dinosaur | Type |
| Animal    | /Type    | \Dragon   | Type |
| /Type     | \Penguin | /Chicken  | Type |
| Regular / | Type     | \Bird     | Type |
| Pommy \   | Claw     | /Cat      | Type |
| \Knuckle  | /Type    | \Devil    | Type |
| Type      | \Hammer  | /Knight   | Type |
|           | Type     | \Magic    | Type |

Also, check out below for how to get the secret types.

Submitted by AnimorphN@aol.com  
Information by  
SuperPsyze (memechi@hotmail.com)  
or AnimorphN@aol.com or  
ACavalli (SandroAL@aol.com)  
or Jason Wong (DragonZ\_11@hotmail.com)

Of the ones I've gotten, the beast type is better than Hammer. I'm sure Knight and Mage types are better than Beast though. I just got Shadow, and that is the best of the ones I've gotten.

Hi! I have an information for your FAQ. It's on getting the Shadow Type Pommy (the secret black type that flies). First, make sure that your Pommy is a Beast Type or a Penguin Type. Then, get more than 17 largest form of meat ,17 largest form of vegetable(watermelon), and get the amount of the largest form of snack (cake) that is equal to the sum of the meat and vegetable you get. (In this case 34, but get few extra cakes incase you forgot to count one) And after you finish the level, go back to the level and your Pommy evolves into the Shadow Type. (the best place to get the food is the Planet Horizon's room where the Guardian Armor is)

Shadow Type uses two attacks. Push A button and he will tackle the enemy (you can pick up items this way), and push B to shoot ice at your opponent.

You can get the Angel(?) Type the same way except you have to be the Claw or Hammer Type. (thanks to yuto@uswest.net)

Here's More info on the mystery types:

Shadow Type: Looks like dragon type except it is black with red markings also has dinosaur type horn and white eyes and mouth. It does fly  
Shadow type has two attacks.

A Button: Tackle which can pick up items.

B Button: Icy Blast much like the Dino's attack.

I have some info on the second secret Pommy, Pixie Type. First, make sure you have either Claw Type or Hammer Type Pommy. Then, get 17 of the highest level of fruits (melons), 17 of the highest level of meat, and 34 of the highest level of sweets, all found in the Guardian Armor room in Horizon. Its "A" button attack is a star that is thrown from its wand. With its "B" button attack, Pommy waves his wand and a Heart Powerup appears. I think he can do this once per room.  
(thanks toPikaSpyH20@aol.com)

If you aren't happy with the type of pommy you have go to the space shop and buy the pommy devolve bottle. It will take pommy back one evolution. That really helps when you want a shadow or fairy pommy and you mess up.

It also helps if this is your first time playing and you want to see them all. (thanks to Videogmpro@aol.com)

~~~~~  
LAST LEVEL INFORMATION (BOSS OR LEVEL)
~~~~~

Getting through the main reactor room in the Warship Noah: The first step is to make sure that you have the maximum number of bombs you can carry. This can be done by blowing up the crate to your right, leaving the room, and entering the room again. The kick ability is also supplied. It is highly recommended that you have a zero power level, so that you don't blast yourself when you're in the middle of building the bridge. The two crates to the left will help with that. The goal is to get from the starting platform, over the liquid, and onto the left or right platform. This can be done by building an ice bridge. However, when you get to the platform, you can't get onto it because you're too low. Before starting the ice bridge, toss/kick a fire bomb into the liquid. The level of the liquid will rise a little. Doing this once will make it high enough to reach the left or right platforms. When traveling between the left and right platforms, the best thing to do is to use the fire bombs to raise the level of the liquid as high as it will go. The reason for this is that after a while, the level of the liquid will begin to drop. Having it at the highest point will give you plenty of time to cross between the two. To reach the middle platform, simply raise the level of the liquid to the highest level and you'll be able to reach the platform.  
(thanks to insight@shore.net)

End boss info: (thanks to Twig1234567@hotmail.com)

If you have beat Regulus, then you'll get the "Real" boss. If you haven't which I \*sigh\* didn't at first so I had to face a fairly hard boss for no reason =( . Well here are some tips for beating that darned "Creator of the Universe" at the end. It blinks before it does an attack in certain colors. Hit it when its attack ends and it blinks in all of the illustrious colors. I used Ice bombs, and when facing Rukifellth and the demon, I didn't get fire-ups (easier that way). Here is the first phase: When it blinks red it does a fire attack. the fire attack remains the same throughout the battle. To dodge it is easy once you get used to it: Angel starts going left, you start going right, and visa versa etc., etc. In the first phase, blue is pretty simple but it changes. Here's how it works: when Angel boy blinks, stay about half a platform away. Right when he fires run around the edges for an easy dodge, and when he stops after three fires, blast him. Blinking green is the same in all phases. He just charges at you and then you can blast him, unless its 3rd stage in which he almost always does something afterwards. In this stage the purple means the big guy will use his wand to make fire where you are. Easy to dodge. Blast him after this. After I think four hits, phase two starts. This time he blinks two colors and does two attacks before being vulnerable to your bombs. Red is the same. Blue is usually this laser, once in a while a charge: He shoots 3 lasers at the same time. At first I almost always got hit by this and wanted to blow up my T.V., but then I found the trick: before he does it, keep running as fast as you can in a direction. A little after he fires, go one step in the opposite direction. You have to be close to hurt him. Work on your timing, this is tough, and unfortunately the same in phase three, but I guess its better that it is not harder in three! Now purple is almost always followed by green, the charge at you. I call this "The Electric Charge". I soon found an easy way to dodge it. When he lifts up the cane to make the electricity, go as far away as possible before he fires, and right before he does, stop, and take one step left, then right before he is going to hit you when he rams at you, take another step left! I think that's all, sorry it's been a little bit! Now after you blast him a bit, time for \*dum dum dum\* phase three! He blinks really fast, so try to get it! Now all four (hate to admit it but

four[hey I had 3 hearts missing twice!]) times I played, the first attack of P3 is this: R,G,W. The fire is the same, so is the charge, but you may be fooled by the last part. He is going to fire a giant white orb! Well I figured this out fast. Here's what you do: Get as far away as you can and before he shoots it, as long as you are directly across from him, lay a "Shadow Bomb" or whatever it's called. Then go a little right and run at the guy (he will move a bit) and when your bomb finished exploding (should have hit the white orb) kick a bomb at him. Remember you always have to kick the bombs at this guy! One more thing is the ever-changing purple. This time it is similar to phase one, and still pretty simple, but don't be fooled and move slowly, this is fast and fires three. Good luck and have fun watching the cool ending!

Another way of beating the last boss in a chart form:

1st 4 hits - 1 attack chain

Red = 7 flame sprays

Blue = 3 ice blasts

Orange = 1 earth chain

2nd 4 hits - 2 attack chain, 1st is red or purple and 2nd is blue or green.

Red = 5 flame sprays

Blue = 3 at 1 time split ice blasts spread out based on the speed you are going

Purple = spraying, splitting electric blasts

Green = 1 close up slash attack

Last 6 hits - 3 attack chain. 1st is red or purple, 2nd is green or blue, 3rd is orange or white.

Red = 3 flame sprays

Purple = same as above

Green = same as above

Blue = forgot exactly

Orange = 3 earth chains

White = 1 light blast, when he is launching it kick a shadow bomb into him and he will get hit. If you fail to do this run from it and lay a Shadow bomb behind you and it will disappear.

To hurt him pick Electric or Fire (that's what I use but any will work). After he has done his attack chain, kick a bomb into him when he is flashing...but you have to be quick because he only flashes for a VERY short time.

(thanks to AnimorphN)

End boss info:

No matter whether you go for the "bad ending" (attack Noah without getting Shadow and Light stones) or the "good ending" (attack Noah after getting Shadow and Light stones), the second to last boss is the same. He's pretty simple to beat, actually. Right off the bat, run up to him and plant a fire bomb at his feet, then run diagonally so you won't get hit. After it explodes, repeat. You should be able to get in three or four hits before he raises his arms and actually starts attacking.

At this point, you'll need the gauntlet (or the guardian sleeves) for best effect. If you don't have it, stand near the glass tubing and move aside as he charges. He'll shatter it, revealing a powerup. One of these should be a gauntlet; if not, hit him with some bombs and eventually he'll start jumping around, shaking down boxes with more powerups. Make sure to keep running at all times, especially if he jumps - running is the only way to get away from the mega-fireball he throws on the final jump.

From this point on, just hold down the B button to pump up a bomb while running away from him. (I always use fire bombs, but other types might

also work.) Sooner or later he'll charge, possibly after throwing a few fireballs. Immediately after he ends his charge is when he's (usually) vulnerable; throw the pumped up bomb at him so that it explodes on contact. (Since you don't have a remote control, if you miss, it will wait three seconds, by which time he'll only be knocked back, not hurt as signalled by the red flash, by the explosion.)

A total of twelve hits (including the three or four you got at the beginning) will take him down. Keep count: when you get to ten or eleven, if you're not at full power (less than full hearts, or bomb or fire level less than 3, or not at full speed), you might want to toy around with him - neither final boss offers the opportunity for powerups, and both are more difficult than this one, so get your powerups now.

(thanks to wingcat@pacbell.net)

I have some tips for beating the second to last boss (Sthertoth, the demon). I prefer to use lightning bombs, but fire bombs will work just as well. Ice bombs would seem like a good idea, but they don't hurt Sthertoth, they only freeze him. If you're quick enough, you can hit him while he's frozen, but I still think that it is easier to just not use ice bombs. If you kick a bomb at him, it will either explode right away damaging him or rebound off of him. If it rebounds, get out of the way fast. At the very beginning, you can get about three or four hits off of him by just kicking bombs into him and he won't start attacking for a bit. He takes exactly 12 hits to defeat. I'm not completely sure, but I think that the arena you fight the angel on is the same place where you fight Sthertoth, except it looks like space. If you have Sthertoth charge into the glass cases revealing items, I think that it will give you more room to fight the angel, but I'm not sure. Anyway, always keep moving. He will be constantly attacking after the first couple of hits, and you don't want to get caught in his fire blasts. When he's throwing fireballs at you, I've never had a bomb bounce off of him, so that's a good time to attack. When he's about to die, toy around with him until you get full life (which should definately be 10 hearts). You're going to need it for the angel. You don't really need full fire power and full bomb power, but maximum speed (2 or 3 rollar skates I think) is certainly worth getting. After you defeat him, he'll say that he'll have no choice but to reveal his full power, when Mihaele comes to save the day, and then you'll fight the angel. (thanks to Aprosenf@aol.com)

How to beat Setheroth as God of Chaos:

His first move will generally be to pound the ground and create 3 Whirlwinds. They bounce around the room towards your direction. Get rid of two of them by kicking Wind bombs at them so he won't make them again. Sometimes, he'll shove his arms into the floor and create electric bolts that move just like the ones the Angel creates (They divide In half rapidly). And his final attack for phase one is to blast one laser beam at you (If you are moving when he holds the crystal at his chest, they won't hit you). Whenever he isn't attacking, You should run up to him and toss an Earth (Navarm) bomb at his chest. Only Fire and Earth bombs hurt him, but Earth bombs don't need to make direct contact since thier blast rises up very high. After a while he'll change phase, and dissappear into a black circle on the floor, and reappear at one of the corners. This part is incredibly hard, because he'll shoot about 25 (Litterally!!!) Laser blasts at you at an insane speed. To evade this, Get about 2/3 to 3/4 of the screen away, and run from the left edge to the right and back. This attack will almost always hit you at least once during the battle, and if you don't have at least 1 skate, it will always hit you. Now, his lightning move is still about the same, but his Whirlwind slam does, sending out 6 Bomber- Seeking typhoons. Try and avoid them (Don't bother using Wind bombs on them, since they dissappear if you hit Setheroth), and focus on hitting Setheroth, except now



you'll want to start running as soon as you hit him. Whenever you blast him, He'll dissappear (Along with his Whirlwinds) and use his 25-Beam attack. Just keep evading and attacking, and you'll get to see one of the worst endings of all time (It consists of your ship flying (or hovering, the stars stand still) through space, and credits appear on the screen. this lasts about 5 minutes. And right before it starts, you find out that Rukifellth and Lilith are most likely dead meat, and Setheroth is still alive and kicking, just doesn't seem to want to destroy the universe any more. Now THAT"S a bad ending!!!

(thanks to Kairyu JS)

another way of doing that:

well thanks anyways, And just a few minutes ago, I was play the game, and fighting Mihale, she used her K.O., and I was distracted by a friend, it hit me, and a movie sequence played, she killed me, and I came back to life, the when I fought Demon of the Dark, I beat him(easy), and instead of fighting the Angel, I fought The God of Chaos! hes, kind of hard, I havent beaten him yet though, so you have to have Mihale kill you with her one hit ko attack to fight the God Of Chaos! (thanks to Kirby240@aol.com)

Light bombs are the best weapon against the final bosses!! There are 3 main reasons: They don't have to be pumped to have a circular explosion, They don't kill you if you touch them (One heart is better than a game over!) and they last for a LONG time with level 3 flame. Since they are one of the only 2 circular bombs that hurts him, and the only one that is really safe to use, It is perfect for Setheroth!! It works best if, for his attack where he jumps around and launches a big fireball at you, you leave one at the center during his second jump. I beat him and took NO damage once using this move. And since the Angel flashes for only a short time, all you need to do is kick a bomb at it a little early, and it will still be exploding when he becomes vunerable!

(thanks to Kairyu JS)

Getting Card Key 3 in Warship Noah

You have to destroy the first engine with the Lightning bombs. Then you destroy the other engine in the door that opened on the other side of the ship. Now go back to the room with the thing that looks like a Gravity Generator. Blow up the pylons or switches, and then blow up the generator. The card is in there.

~~~~~  
MISCELLANEOUS BOSSES
~~~~~

Easy way to Defeat Regulus\Bulzeeb:

When you reach Bulzeeb\Regulus you will talk for awhile then the battle will start. Before Regulus can make a move switch to ice bombs and scatter them all over, (Navarm\Earth Bombs work well to but are very slow so place them in the middle so they are likely to hit Regulus but its better to use ice bombs.) make sure your bomb blast is big enough to hit him but if you don't have time to collect fire ups and have the glove or guardian armor sleeve then pump up the bomb and toss it on top of the lowered elevator. Regulus will shoot purple birds at you and create giant black hole that move around the screen so keep away as much as possible, because if you touch it you'll be sucked in , compressed and will die in one hit if you touch it so don't touch it! Regulus will charge at you at times, and if you hit him enough when he is very close to loosing when he charges at you, he will charge up and energy will be around him ,charge at you (if your by the edge when he does this you might be able to trick him into falling out and you will win an instant victory!) and if he hits you, it's hit K.O!!!! So if he does hit you he will start socking you like a punching bag and throw a black hole at you and you'll be dead. So keep pumping ice bombs and dodge all his attacks as much as possible and if he's in a corner lay all your bombs in a line going

through the corner and keep bombing him till he gives up.

Then after you finish him off Lilith\Mihaele will come and try to talk some sense into good old Regulus but it seems Rukifellth's brainwash did change Regulus into a power hungry tyrant only wanting to defeat Bomberman, but gives Bomberman his elemental stone anyway and leaves. (thanks to Bombzero55@aol.com)

~~~~~

BOMB STUFF

~~~~~

- \* Pumped-up anything: super damage in a sphere. Basically, anything hit by this explosion is probably going bye-bye, unless it's you, an Astral Knight or other boss, Pommy, invulnerable to this type of attack, or one of the tougher enemies on Noah (and even most of these will at least be hurt). Also, these explosions last long enough that enemies can walk into them, even if they aren't hit by the initial blast. Unless you want to see the graphics, though, pumping up is usually only worth it for fire bombs (or ice or lightning, if you're dealing with enemies that are vulnerable to those).
- \* Fire bombs - if you've played other Bombermans, you're used to these. So long as you're diagonally away from the bomb, you can be very close to a non-pumped blast without getting hurt. This is set as your default type for good reason: it's the most versatile. Also note that the pumped-up version of this is the only pumped-up one that will explode in mid-air if detonated there; all other types will fall to the ground on detonation (and thus are not as useful for attacking enemies above you).
- \* Ice bombs - even the unpumped ones explode in a sphere. This makes them useful for attacking moving targets: you don't have to have them exactly aligned horizontally or vertically when they go off. (Also, dropping some of these when an Astral Knight is charging at you may cause one to go off when the knight charges through the bomb. If the knight is in the explosion when the charge ends, that's a hit. Just make sure you get outside the explosion, though.) They can also be dropped into water or lava to form temporary ice platforms, or kicked (you may want to use R to stop the kick just after the bomb crosses onto the water or lava, to drop them there and form a ledge; else they usually sail out - and you can't jump over to them). When doing this, it is usually best to be at fire power 1 or 0, so the ice explosion does not stretch beyond the new platform.
- \* Wind bombs - basically fire bombs, except they'll blow you and Pommy around rather than hurt you or dizzy Pommy. They'll damage the enemy just the same, though (if the enemy is vulnerable to wind). Necessary for crossing many gaps throughout the game. Also easy to misuse to blow you off a ledge wherever there's a pit; recommend you do not use this except where required for this reason alone.
- \* Lightning bombs - basically fire bombs, except their blasts go through blocks. Also super-effective against machines (will destroy "techno pillars" like those in Starlight's gravity generator room, and extra damage against mechanical enemies).
- \* Earth bombs - these should really be called "lava" bombs. Anything trapped in the circles of fire these put out is continually damaged, making these the ideal weapon against tough non-boss enemies (like the mechs on Noah)...even if you can only ever have one of these in use at a time. Also the only way to melt steel (I-beams, plus manhole





