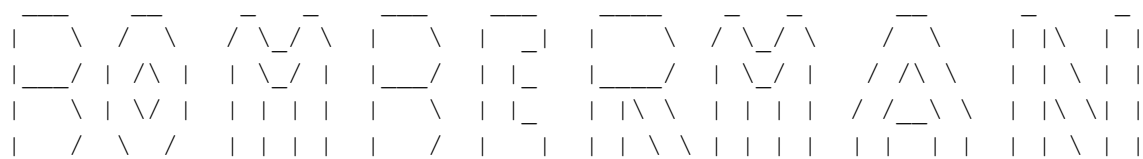


Bomberman 64: The Second Attack Complete Custom Part Guide

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64: The Second Attack

Complete Custom Part Guide

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A) INTRODUCTION | INTRODUCTION | INTRODUCTION | INTRODUCTION | INTRODUCTION | I

This is my very first FAQ ever, at least one written for GameFAQS.com. I once wrote a FAQ that contained a complete guide to all of the gold cards and custom pieces of the first Bomberman 64, but I only uploaded that to a nintendo.com file library. If you want that, let me know and I'll e-mail it to you. I think that the original, although it had fewer custom pieces, was more challenging. If you've never played it before, you'd get the biggest headache that you've ever gotten trying to beat Rainbow Palace. Anyway, enjoy.

B) HISTORY | HISTORY | HISTORY | HISTORY | HISTORY | HISTORY | HISTORY | HISTOR

6/23/00

Finished first version of FAQ

v2.0

6/26/00

Made minor changes

Corrected Guardian Armor Section

Added Merchant Ship Frontier Custom Part Descriptions

v2.01

7/10/00

Made some minor changes

C) CUSTOM PART GUIDE | CUSTOM PART GUIDE | CUSTOM PART GUIDE | CUSTOM PART GUID

1. Lost Planet: Alcatraz

Alcatraz, being the first planet, is the easiest planet. I don't know why, but the first planet that I got a "*COMPLETE" on was Thantos. Alcatraz was the second.

Head Piece: Full Helmet

Needs: Nothing special

If you looked carefully, there is a large crate above the area where you begin. How do you get to it? Simple. As you progress through the level, you'll eventually find yourself on a narrow bridge with two cannons and a couple blocks. Jump off of the bridge on the side that's closer to the top of your TV screen, and you'll find yourself right next to the crate. The Full Helmet piece is inside.

Body Piece: Warrior's Armor

Needs: Beaten Baelfael

In the room where you begin, there is a small building in the bottom right that looks similar to an outhouse. The door is closed at the very beginning of the game, but once you've defeated Baelfael, Alcatraz's Astral Knight, the door will open. Inside is a box with the Warrior's Armor custom piece.

Arms Piece: Gauntlet

Needs: Beaten Baelfael

After you beat Baelfael, you have to destroy the water pump in the bottom left of the room. This drains water from a pipe the you have to go through, and also the water in the room you're in. Drop down to the newly drained floor, and go to the top right of the area. There is a hidden door that you can go through. Inside is a crate with the Gauntlet custom piece.

Legs Piece: Armored Boots

Needs: Glove item, detonator

In the room before the gravity generator room is a large machine enemy. Kill him. Make sure that the big steam machine is destroyed, too. After that, pump up a bomb and place it in the little area between the two platforms. Climb the ladder and jump onto the bomb, and you'll bounce over to the other platform with a box. Inside is the Armored Boots custom piece. If you don't have a glove, drop a bomb in the center of the little area between the platforms. You should be able to get to the other platform.

2. Ocean Planet: Aquanet

Aquanet contains one of the hardest custom pieces in the game to get, and the others are no cakewalk, either. It also contains a piece of guardian armor (see section C, part 9).

Head Piece: Plate

Needs: Nothing special

In the 4th room (not counting the area where you start) are four dragon heads pumping water into the center of the room. They take two hits to destroy. Destroy the first two, kill the octopus-in-a-jar, and then destroy the other two. The water in the room will drain out. Go into the area where the water used to be, and walk off of the bottom. Inside is a room with a few items and the Plate custom piece.

Body Piece: Frog Suit

Needs: Ability to lay 4 bombs, glove

This piece is probably one of the hardest in the game to get. After you cross the bridge where Pommy sees the underwater city and talks about treasure, you'll be in a room with an elevator (it's closed off if you're playing the level for the first time) and a bunch of Tritons (the green guys with tridents). Kill the Tritons and blow up all of the columns next to the elevator and drain the water by laying a bomb on one switch and stepping on the other switch. Here come's the tricky part. Stand to the right of the elevator, up against the wall. Pump up a bomb and lay it in the corner where the elevator meets the wall. Pump up another bomb and throw it on top of the first bomb so that it bounces up and down. Pump up another bomb and put it just to the right of the first two bombs. Pump up one last bomb and drop it just to the right of the first three bombs, so that it is in the area where the water used to be. Now, jump down on the 4th bomb so that you're bouncing up and down. Bounce onto the 3rd bomb, and the bounce up onto the 2nd bomb, and then finally, bounce up on top of the elevator. Whew! Now, blow up the bombs (and try not to get hit by their blasts), and you'll see an item block. Inside is the Frog Suit custom piece.

Arms Piece: Webbed Gloves

Needs: Beaten Behemos, had conversation with Lilith

Go back to the room with the three crabs, the second to bottom room in that area. Jump into the trench where the water used to be and exit through the top-left door. Continue walking through the trench to the next room, which contains a block with the Webbed Gloves custom piece.

Legs Piece: Frog Feet

Needs: Hurricane bombs

In the last room before the gravity generator room, there is a block next to one of the spitting dragon heads. Destroy it, and then from the very left edge of the last platform hurricane-bomb over to it to get the Frog Feet custom piece.

3. Sky Planet Horizen

Head Piece: Helmet

Needs: Earth bombs and glove OR detonator, glove, and ability to lay 4 bombs

Go to the area southeast of the start. Kill all the enemies to go to the room under it. Above the entrance is a block with the custom piece in it. One [easy] way of getting it is to destroy the block and use earth bombs to shove it off of the platform. An earth bomb that isn't pumped (it doesn't work with

pumped earth bombs) will shove any item, including custom pieces, around a bit. The harder way of getting it is to kill all of the enemies in the room and destroy the torch in the bottom left. Drop a pumped bomb there, drop another pumped bomb just to the left of the platform with the block on it up against the wall, drop a third pumped bomb under that and a bit to the left, and drop a small bomb between bombs 1 and 3. Fall down on bomb 1 and steer yourself to bombs 4, 3, and 2, and then onto the platform. The Helmet custom piece is also one of the hardest to get in the game.

Body Piece: Biker Suit

Needs: Nothing special

In the room under the area northeast of the starting area, there is a box that is barely visible under the first staircase. It's hard to see. It's near the top-right corner, on the same level as the door. Be careful getting to it because there are a lot of holes in the floor.

Arms Piece: Leather Gloves

Needs: Beaten Ashtarath

After you beat Ashtarath, there are three torches on the platform above his arena. The Leather Gloves custom piece is in the leftmost one (blow it up, duh).

Legs Piece: Leather Boots

Needs: Nothing special

In the room before the gravity generator room, take the lower-left exit. Staying on the right (as in not the left) half of the platform, hurricane-bomb yourself over the hole in the bridge. Push the statue into the hole, and then continue on. Follow the walkway until you get to a dead end. In that room is a block containing the Leather Boots custom piece.

4. Game Planet Starlight

Head Piece: Beret

Needs: Glove, detonator, ability to lay 4 bombs

After you destroy the limo in the room before the revolving door, you might notice a statue appear to the left of the casino sign on the roof. The Beret custom piece is inside that statue. To get up there, you'll have to make sure that you didn't destroy the two lamp posts in front of the revolving door. If you did, re-enter the room and try again. Stand between the poles and throw two pumped bombs on each other against the left pole. Drop another pumped bomb just to the right of those two, and then face the other lamp post. Throw a small bomb against it so that it hits and stuns you. This should bounce you up onto the third bomb and then onto the other two bombs and then on top of the left lamp post. Walk up to the statue and destroy it. If you ended up between bombs 1 and 2, just pick up bomb 4 and try again until you get it.

Body Piece: Artist's Smock

Needs: Kick

Go up onto the roof of the first room. Kick a couple bombs down to the floor and to destroy the black speakers near the door. When you destroy both of them, a statue will appear to the right of the blue ceiling. Inside is the Artist's Smock custom piece.

Arms Piece: Paint Set

Needs: Nothing special

In the room where you had to destroy the slot machines in a certain order to open a door, you have to destroy them in reverse order. You'll know if you did it right if you got three pictures of Zhael. After you do that, a statue will

appear that contains the Paint Set custom piece.

Legs Piece: Slippers

Needs: Beaten Zhael

After you beat Zhael, leave and re-enter her arena. A statue will be onstage that contains the Slippers custom piece.

5. Nature Planet Neverland

Head Piece: Robot Head

Needs: Nothing special

Go to the third room (not counting the room where the ship lands) and destroy all of the enemies to open the door. Go up to the crane and destroy it, too. Standing on the dark strip of metal floor closest to the door near where the crane was, hurricane-bomb yourself to the left. Blow up the block there if you want a heart. Go through the door under you. Blow up the flamethrowers in this room to open up a room that contains a detonator item. The Robot Head custom piece is in the block that is on the left ledge of the room with the flamethrowers.

Body Piece: Robot Suit

Needs: Glove, detonator, ability to lay three bombs

Go to the room that contains the moving platform that you use to move between two ledges in that room. Kill the cranes and all of the enemies, and then go to the side at the top side of the room (top relative to your TV screen). On the ledge in the top left is a block that contains the Robot Suit custom piece. Against the top wall, drop a pumped bomb next to the ledge. Drop another pumped bomb off of the ledge to your right. Drop another small bomb to the right of the first bomb. Jump off of the ledge onto bomb 2 and bounce back up onto bombs 3 and 1 and then onto the ledge.

Arms Piece: Robot Arm

Needs: Kick, beaten Molok

Go to the room after the room described above. If you've beaten Molok, you can see a door open just under the entrance, but you can't quite get to it. Kick an ice bomb into the lava to create an ice platform, and then drop down onto it and walk through the door. Inside is a block containing the Robot Arm custom piece. When you go back up, you'll be at the original entrance, so don't worry about falling in the lava.

Legs Piece: Robot Boots

Needs: Beaten Molok

After you defeat Molok, go back to the room before his arena and climb the ladder again. Go through the door in the top-right, and you'll be on a platform above his arena. There is a block on the righthand side of the platform. Inside is the Robot Boots custom piece.

6. Amusement Planet Epikyur

Head Piece: Pointed Hat

Needs: Museum Pass

Use the Museum Pass to get to the rollar coaster. Instead of getting on it, walk off of the tracks. Jump off of the tracks to the left. There should be a ghost and a few blocks. Inside the blocks are a detonator and the Pointed Hat custom piece. To get back, walk along the south fence to the right.

Body Piece: Clown Suit

Needs: Nothing special

In the first room of the haunted house, there is a door in the top-left of the room that is hidden by the balcony. Go through it to find a room with a bunch of blocks. One of them contains the Clown Suit custom piece, but others might contain a ghost, so be careful.

Arms Piece: White Gloves

Needs: Nothing special

Go up to the balcony of the first room of the haunted house (use a hurricane bomb to get up the slide-turned stairs). On the left side is a burning door. Use an ice bomb on it and then go through. You'll be on a ledge with a block and the door burning again. Destroy the block and then ice-bomb the burning door again to go back. The block contains the White Gloves custom piece.

Legs Piece: Clown Shoes

Needs: Earth bombs, glove

Go to the museum. Using the map in the top-right, destroy the fossils in the order indicated. The order is the one in the top-left first, the one in the bottom-left second, the one in the bottom-right third, and the T-Rex skeleton last. Go through the newly opened door to the right. Kill all of the enemies here, and notice that there is a display case with a block on top of it in the top-left. Destroy the block. The display case is indestructable, so you're going to have to use the same tactic with the earth bombs that you used to get the Helmet on Horizon.

7. Prison Planet Thantos

Head Piece: Mohawk

Needs: Light bombs

Get to the room that is north of the room that is east of the room that is north of the start. There should be a few enemies, a destroyed train car, and an escalator. Kill the enemies if you wish, and then light-bomb the escalator. Go up it into another room. One of the blocks in this room contains the Mohawk custom piece, but only walk around the edges because there is a crusher in the middle that can kill you instantly.

Body Piece: Leather Jacket

Needs: Train batteries (2)

Use the train batteries to power up the train. Ride it to the other stop. Between the train cars is a ladder going into a ditch. Inside the ditch is a block with the Leather Jacket custom piece inside.

Arms Piece: Brass Knuckles

Needs: Train batteries (2)

>From the room described above, continue on for two rooms. In this room, kill the enemies. Instead of hurricane-bombing across the chasm, earth-bomb the manhole. Inside is a couple of blocks, one of which contains the Brass Knuckles custom piece.

Legs Piece: Boots

Needs: Nothing special

Go two rooms north of the start. Kill the enemies, and then as before, blow up the manhole cover with an earth bomb. Inside is a couple of blocks, one of which contains the Boots custom piece.

8. Merchant Ship Frontier

In this section, I'm going to describe what custom pieces can be purchased at the Merchant Ship Frontier. What's in quotes is the merchant's descriptions of the custom parts.

After Alcatraz:

Beard	300g	"This'll make ya look all rich and smart!"
Tank Body	2000g	"This'll toughen ya up! It's sure to make an impression!"
Fan	300g	"Perfect fer coolin' ua off on those hot days!"
Bigfoot Shoes	16g	"Put these on for a real kick! har har har!"
Topknot	200g	"Why don't ya get rid o' that pink ball and try this?"
Kimono	400g	"This here's one o' them samurai robes! Try it on!"
Sword	500g	"These 'ere look sharp, but they won't cut much."
Sandals	100g	"These slippers're made out o' grass--mighty soft!"

After Aquanet:

Cat Ears	300g	"Here's a hood with cute little cat ears on it!"
Cat Suit	300g	"See here? The suit comes with a bell an' tail!"
Cat Gloves	300g	"Get these, and you'll have a complete cat outfit!"
Cat Slippers	300g	"You can use these for cleanin', too!"

After Horizen:

Headgear	400g	"This one'll protect yer noggin if ya get hit!"
Elephant Suit	400g	"Cute, ain't it? I loves elephants!"
Gloves	400g	"This here's a pair o' boxing gloves."
Kung Fu Shoes	400g	"These are just like Bruce what's-his-name's!"

After Starlight:

Ribbon	800g	"I bet you'd look mighty cute with this one on!"
Pink Dress	800g	"This here frilly dress is perfect for parties!"
Slash Claws	800g	"From the original Bomberman 64! As good as ever!"
High Heels	800g	"They're purty, but don't go running around too much!"

After Neverland:

Rabbit Ears	500g	"What ya see is what ya gets--rabbit ears!"
Duck Suit	500g	"This is a plain ol' duck suit."
Drill	500g	"Nice an' shiny, ain't it?"
Sneakers	500g	"These're top o' the line! Good lookin' and comfy!"

After Epikyur:

Bald Head	30g	"Ya wanna look good, use this with the glasses!"
Apron	1000g	"If yer gonna do any cooking, this is for you!"
Hand Puppets	700g	"Use these to keep the kiddies happy!"
Pommy Slippers	1000g	"These here are made to look like yer friend, Pommy!"

After Thantos:

Gold Helmet	6000g	"Like the name says! Think ya can afford this one?"
Gold Suit	6000g	"Solid gold plate! 'Course that means it's expensive!"
Gold Gloves	6000g	"These go with the suit! Gotta have 'em all, right?"
Gold Boots	6000g	"These here are made of gold, but they're light!"

After buying ALL other parts:

Cowboy Hat	1500g	"If ya buy this, I won't have anything for me head!"
Cowboy Vest	1500g	"Whatcha doin', takin' my clothes fer?"
Cowboy Gloves	1500g	"These haven't been washed fer 3 years! Want 'em?"
Cowboy Boots	1500g	"I've worn these boots for 9 years! They're broken in!"

There are four pieces of Guardian Armor in this game: The Guardian Helmet, Guardian Mail, Guardian Gloves, and Guardian Boots. Each one is hidden on a different planet. If you beat the Warship Noah, you can find a demo in the Merchant Ship Frontier for 500g for how to find each piece of Guardian Armor. The armor serves different useful purposes. The helmet makes it so that you never lose the detonator, the boots make it so that you never lose the bomb kick ability, the gloves make it so that you never lose the bomb throw ability, and the mail makes you recover faster from knock outs. Whenever you find a piece of Guardian Armor, it is always in its own room and on a pedestal filled with light. You can't directly pick up the armor, but if you destroy the pedestal with a bomb you can then pick up the armor. **The order that you get the armor is always the same. You can get any piece on any planet at any time. The order that you get the pieces is always the boots, then the gloves, then the mail, and finally the helmet.** The order here is in order of difficulty (from easiest to hardest), in my opinion.

(thanks to magus_87@zdnetwork.com for helping me figure out the part between the **'s)

Planet: Starlight

Needs: Beaten Zhael

In the second room, there is a statue on the left side. After you've beaten Zhael, the statue disappears. Behind it is a door to the room with a piece of Guardian Armor.

Planet: Aquanet

Needs: Earth bombs

>From the start, hop down onto the lower platform. Go to the right and up and destroy the two columns there. Using an earth bomb, destroy the metal column. Behind it is a door to the room with a piece of Guardian Armor.

Planet: Horizen

Needs: Detonator, glove, bomb fire power of 3, and lightning bombs

Go to the room where you had to push the statues on switches to make them reappear on platforms. Climb the staircase on the right side of that room. Throw a lightning bomb towards the purple column on the left and detonate it in mid-air so that its explosion barely destroys the column. Hurricane-bomb yourself over. Inside that room is a piece of Guardian Armor.

Planet: Neverland

Needs: Shadow bombs

Go to the third room (not counting the room where your ship lands) and kill all of the enemies there. Use a shadow bomb to destroy the door north of the lava pool. Using an ice bomb, make an ice platform in the lava to get to the newly created door. Inside is a piece of Guardian Armor.

D) CUSTOMIZING YOUR BOMBER | CUSTOMIZING YOUR BOMBER | CUSTOMIZING YOUR BOMBER

My personal favorite is the gold bomber, made up of the four gold parts. If you use all four parts of a specific outfit, your bomber will make a unique victory dance in battle mode. If you mix and match, however, your bomber will make the standard victory dance. There is one other important use of custom pieces, though. If you're wearing a custom piece on your legs, you can use the bomb kick in battle mode without getting the item. If you're wearing a piece on your arms, you can use the bomb throw in battle mode without getting the item. I'm not sure, but I think that if you have a custom piece on your body that you recover faster from knockouts. If you're wearing a piece on your

head, though, you cannot use the remote control bomb detonator without the item. I don't really think that an explanation on HOW to make your bomber is really necessary. It's explained in the instruction manuel.

E) CREDITS & CONTACT INFO | CREDITS & CONTACT INFO | CREDITS & CONTACT INFO | C

I, Adam Rosenfield (Aprosenf@aol.com), wrote this. However, many thanks to SandroAL@aol.com (a.k.a. ACavalli) for his walkthrough which contained tips on how to get a few of the pieces that I did not have. If anyone helps contribute to this, I will put there e-mail address in here to give them credit. So far, the contributors are:

magus_87@zdnetwork.com

F) LEGAL STUFF | LEGAL STUFF | LEGAL STUFF | LEGAL STUFF | LEGAL STUFF | LEGAL

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