

Bomberman Fantasy Race FAQ

by Faust

Updated to v0.5 on

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//////// BOMBERMAN FANTASY RACE
//////// FAQ VERSION: 0.5
//////// LAST UPDATED: 6/26/99
//////// AUTHOR: Faust
//////// E-MAIL: kmfdm@technonet.com
//////// HOMEPAGE: http://www.gamingwest.com

```

Well, this FAQ is hardly complete, but as I have just let it sit there for near a month, I decided to get it decent enough to post on other sites. If you have any info, or can fill in the "???", please e-mail me at kmfdm@technonet.com.

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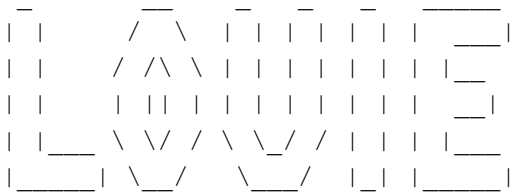
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The ratings I give the animals are very general, and are just to give an idea of

what can stand up to what in a race.



GREEN LOUIE

Speed: Average
Jump: Average
Stamina: Weak

HOPPING LOUIE

Cost: 1,000
Speed: Average
Jump: Average
Stamina: Average

TRI LOUIE

Cost: ??
Speed: Fast
Jump: High
Stamina: Weak

SOARING LOUIE

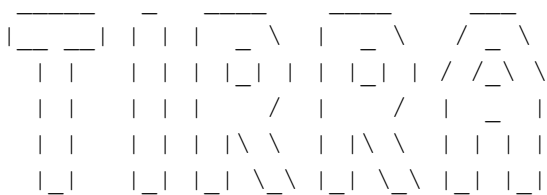
Cost: ??
Speed: Fast
Jump: Very High
Stamina: Average

HYPER LOUIE

Cost: 8,000
Speed: Very Fast
Jump: High
Stamina: Average

BLACK LOUIE

Cost: 100,000
Speed: Very, Very Fast
Jump: Very High
Stamina: Average



BLUE TIRRA

Speed: Average
Jump: Low

Stamina: Average

BRAVE TIRRA

Cost: 1,000
Speed: Average
Jump: Very Low
Stamina: Very Strong

FLYING TIRRA

Cost: ??
Speed: ??
Jump: ??
Stamina: ??

MIGHTY TIRRA

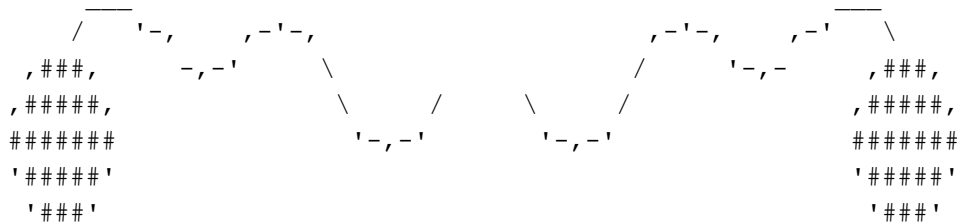
Cost: ??
Speed: ??
Jump: ??
Stamina: ??

SUPER TIRRA

Cost: ??
Speed: Very Fast
Jump: Average
Stamina: Strong

KING TIRRA

Cost: 150,000
Speed: ??
Jump: ??
Stamina: ??



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```

=====
G O O D I T E M S
=====

- "Price" is it's cost in the store.
- "Found" is where it can be found, store or course.
- "Value" is my rating of the item. In other words how good it is.
- "Desc." is the item's description.

Price: N/A
Found: Course Only
Value: Varies. W/ Louies Very Good. W/ Tirras Decent.
Desc.: With Louies eggs give you a speed boost. With
Tirras eggs make you temporarily invincible.

___ROCKET BOMB___

Price: ???
Found: Course and Shop
Value: Great. Definitely a keeper.
Desc.: This item is a heat seeking missile. The higher you
charge it, the faster it will go.

___REMOTE CONTROL BOMB___

Price: ???
Found: Course and Shop
Value: Decent, but not very practical.
Desc.: When you lay this bomb you can set it off whenever
you want. You can see it's location on the map for
reference. It's is more or less useless in this game
as there is no way to know that the enemy is close
enough to the bomb when you set it off to do any
damage. It's more luck then anything else.

___POWER BOMB___

Price: ???
Found: Course and Shop
Value: Eh. It's better than nothing.
Desc.: Because of the nature of the item

More Items coming in next update.

=====
B A D I T E M S
=====

More Items coming in next update.

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I have maps of some of the courses available for use. It may or
may not be up on gamefaqs.com, but you should always be able to
find it on my homepage at:
<http://www.technonet.com/~kmfdm/>

NOTE: At this time I only have the map of Bomber Circuit complete.
The maps and strategies should apply to the Mirrored courses too,

but I will have to make the ticket price + victory money list for them seperate.

```
|-----  
| B O M B E R   C I R C U T  
|-----  
|---( COURSE 1 )-----
```

Ticket Price: FREE

1st: 100
2nd: 70
3rd: 50

100 Coin Bonus: 300

This is the easiest course in the game. There is little variation to it, and no traps. Just make sure you keep ahead of the rest of the racers, and use the catapult on the wall near the end of the course.

When playing the Bonus stage, go for time, not the Coin Bonus. You can make 800+ easy, but the coins only give you a measly 300.

```
|-----  
| B O M B E R   C O A S T E R   L A K E  
|-----  
|---( COURSE 2 )-----
```

Ticket Price: 100

1st: 200
2nd: 80
3rd: 60

100 Coin Bonus: 500

Welcome to Bomber Coaster Lake! This is the first course to have jumps and various "traps".

Like in Bomber Circuit go for Time, not Coins, in the bonus round again.

```
-----  
[ Traps ]  
-----
```

Water - Certain stretches of this track are boarded by a cliff that drops off into water. Be careful when taking corners not to do something like jump off, or lose control and just ride off. :)

Jumps - There are 2 jumps on this course you have to make. Both are identical and are the easiest jumps you can think of. Simply start running at full speed and jump just before you hit them. If you fall you land in water and get pulled out on the other side of the jump.

```
-----  
[ Short Cuts ]  
-----
```

There is one shortcut in this level. Make sure to get the

catapult, then while zooming forward jump over the fountains and the railing onto the small strip of land, and run along it till you can jump off on to the main road.

```
|-----  
| W A C A   I S L A N D   B E A C H S I D E  
|-----  
|---( COURSE 3 )-----
```

Ticket Price: 400

1st: 300
2nd: 100
3rd: 70

100 Coin Bonus: 700

Waca Island can be a pain for some people, but incredibly easy for others. I dunno why. It's easy as hell for me, but both my brother and friend hate the level with a passion. My suggestion is use Tirras here so you have a little bit more control. Unless of course you wanna make one of the shortcuts(which isn't necessary at all), then use a Louie.

In this course, whether to go for time or coins in the bonus stage is a pure judgement call. Either way you get about the same.

```
-----  
[ Traps ]  
-----
```

Water - What is that poem? Water, water everywhere... uh, well thats really all of the poem that applies here. Being this is an island, there is lots of water, but the course is pretty easy so unless you mess up on taking a shortcut it shouldn't be a problem.

```
-----  
[ Short Cuts ]  
-----
```

This level has 2 shortcuts. Shortcut one is a cave behind some water roughly 1/3 of the way through the course. Shortcut number two involves Tri-Jumping between the pillars sticking out of the water just before the pirate ship.

```
|-----  
| B A K U Z A N   S K I   C O U R S E  
|-----  
|---( COURSE 4 )-----
```

Ticket Price: 900

1st: 500
2nd: 200
3rd: 100

100 Coin Bonus: ??

I really suck at this level for some reason, so am not really sure what to say about it. I suggest use Louies though, so that

you don't risk falling from the jumps, as they set you back substantially.

[Traps]

- Ice - The ice makes you slide around near uncontrollably. Try to stay on the snow whenever possible, and make sure you don't slide off into the water.
- Water - Like many other courses there are some parts of this course that borders water, and combined with the ice this can be a pain.
- Jumps - Unlike the earlier jumps in Bomber Coast, these don't drop you in water, but in a stretch of course below. See the maps for more details.

[Short Cuts]

Well, I see the shortcut but I have no clue how to get to it. If you know, e-mail me at kmfdm@technonet.com.

|-----
S T A R E X P R E S S
---(COURSE 5)-----

Ticket Price: 1500

1st: 1000
2nd: 300
3rd: 150

100 Coin Bonus: 2000

This level is really fun! Tons of traps, but they are all cool.

Go for coins in this level's bonus stage. The 2000 gold far outweighs anything you can get from time bonuses.

[Traps]

- Lightning - There are electrical currents flowing between some coils on the wall on one stretch. Simple enough to get by. Simply jump over the low ones, and run under the high ones.
- The Alien - Well, in one open corridor there is an alien obsessed with blasting you for no apparent reason. If you see he is going to be in your way, run along the left side as he almost never shoots anything that will hit you there. Just remember not to run into the wall at the end of the left side. :) It happens all the time...

[Short Cuts]

There is one shortcut in this level, at a point where a large loop starts, in the form of a small tunnel off to the side. Take the

course slow once to find it, then use it from then on.

```
|-----  
| D Y N A   M O U N T A I N  
|-----  
|---( COURSE 6 )-----
```

Ticket Price: 3000

1st: 1500

2nd: 500

3rd: 200

100 Coin Bonus: 3000

This is my level of choice to earn cash. Easy to win with any of the later animals, and an easy 4500 each race. Just take both the shortcuts and learn not to fall off the sides and you will find this level to have a huge cash flow.

Definitely go for the Coins in the Bonus Stage in this level.

```
-----  
[ Traps ]  
-----
```

- Mines - The course's first sharp turn is loaded with mines. Either run through the clear path, or go around the side.
- Pit - Alongside the bridge after the Mine Turn there are pits on either side. Also, there is a pit inside the cavern/temple place immediatly after.
- Waterfall - Later in the course there is a waterfall, and if you aren't careful the current will drag you off. Simply dash through it, or stay on the 2 stone platforms in the center.
- Wind Bridge - After the stage's catapult there is a bridge, with wind blowing trying to knock you off. There really is little threat to being blown off for players with any experience. The bigger problem is when the wind pushes you over just enough you run into the wall and flatten yourself.

```
-----  
[ Short Cuts ]  
-----
```

Two shortcuts here. The first is when you enter the cavern near the beginning, run along the thin strip rather than going around. My suggestion is charge at full speed straight down it, and when it goes crooked just jump over the gap instead of trying to turn and risking falling. The other shortcut may not be considered one by some. At one point you have the choice of dropping into water, or jumping over it on to more ground. The player's natural inclination is to try to make the jump. My suggestion is fall down to the water, not jump over it, then use your Stamma to run forward so you don't lose speed in the water. This can put you in first a lot of times!

```
|-----  
| B O M B E R   C A S T L E  
|-----  
|---( COURSE 7 )-----
```


Ticket Price: 4600

1st: 2500

2nd:

3rd:

100 Coin Bonus: 5000

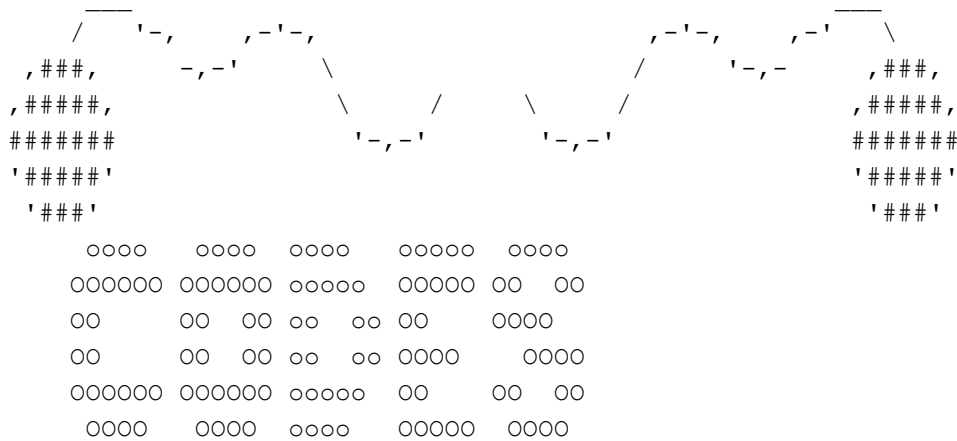
Info coming in next update.

```

////////\          \\\\\\\
| | | |   M I R R O R E D   C O U R S E S   | | | |
\\\\\\\\/          //\\\\/

```

	Ticket	1st	2nd	3rd	100 C Bonus
1					
2					
3					
4	9000	5000			
5	12000	6000			
6	14000	7000			7000
7	20000	10000			



Mirror Courses

- Get 1st place in every one of the normal courses. Mirror courses have REALLY expensive tickets, but also have great prize money.

Black Louie

- Buy all 5 of the Louies to open "Black Louie". He costs 100,000!

King Tirra

- Buy all 5 of the Tirras to open "King Tirra". He costs an insane 150,000!!

Easy Money

- Save your game in a second file, then go to Vs. and load that file as the 2p file. You can then keep getting money by betting the max, then beating the 2p "fake" file to get the wager for your "real" file. This actually can take longer than racing if you don't have high enough money already to make substantial bets.

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Codes are from the Game Shark Codes Creator Club. <http://www.cmgsccc.com>

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P1 Infinite Money      |      8014873C FFFF
P1 Infinite Stamina   |      800100EA 077F
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No one else has contributed yet...
However, feel free to do so by e-mailing me at:
kmfdm@technonet.com

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