

Super Bomberman FAQ

by Xi

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Super Bomberman
FAQs/Walkthrough (complete)

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1. Copyright Information

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2. Introduction

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Super Bomberman was one of the first Bomberman games I played and one of my favorites. I used to play this game all of the time. I could beat people in the Battle Mode and I believe that I developed a kind of skill and a style to how I played the game. That is probably my main reason for deciding to write a FAQs for this game. I saw the page and it looked very empty to me. I was disappointed (and a little excited) to see the FAQs page so empty for this game. So I made up my mind. I will write a FAQs for Super Bomberman.

What makes this game interesting? I think it is mostly because it is different from a lot of other games. I don't even know how to compare it to another game other than another Bomberman game. It has its own strategy and it has its own type of game play and design. There is just something about its uniqueness that makes it so great to play.

The other thing is it is not a very complicated game to learn. It is basic and others could probably pick it up fast. It does take awhile to understand how to be good at it, though. Still it is nice when you do not have to learn many moves to end up winning or to have a fighting chance. Sometimes winning in Bomberman is just made from being lucky that round.

It is also a great game to play with friends. It is always fun to blow up your friends in competition. Even if you are not that great at it, it is still overly all fun.

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3. About FAQs
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I have attempted to make this FAQs as simple as possible. Each section is labeled with a number and then the name of the section.

For the story section, I just go in order of levels. There is a particular level you are looking for, just search for that exact level.

(Ex: Search "1-1" for the first level.)

This works for every level except for the ones in world five. If you have gotten that far you would understand why.

I have attempted to make the FAQs so you can read it well in Microsoft Notepad and have it print out well and give you a small margin on the right side so you can write notes. I have made so there are 72 characters on a line.

If you have any questions or suggestions about this FAQs, please contact me. I am open to what you have to say about my FAQs and I would like to do anything possible to improve them.

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4. Strategies
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There are always strategies in any Bomberman game. Here I have noted some of the strategies that I use and some useful techniques to get on a path to victory.

Bomb Awareness

Do not stand in the path of a bomb blast, even if you think you know how far it will go. If at all possible, just get out of the row or column that a bomb is laid in. Sometimes other Bombermen will pick up a gold fire or some regular fires and you will not know about it. It is always wise to just expect bombs to be as big as they could be.

Bomb Time

This is another important thing to understand. Every bomb, as you can see, it breathes as I say. Usually the timing is around three seconds, but if you can follow how a bomb goes in and out and get the exact time of when it will explode, then there are very powerful techniques you can use. You could kick a bomb, and right as it gets to a Bomberman, then it would explode, or you could punch a bomb at a Bomberman, have it land on him, and then explode.

Go For The Punch Or Kick

The Punch item is probably one of the best items, because it allows you to get out of places when a bomb traps you. It will let you get out of the way of two bombs or more, unlike the kick that is only able to get you out of situations when you are trapped by one bomb. Also these are the only two items that allow you to move bombs around on the screen.

Know your poison

Knowing all of the poisons, and how to control them can be a very powerful thing indeed. You can then infect others; especially people you know will have a hard time with a poison. It is a very useful strategy to use, as long as you are prepared to handle all of the different types of poisons, since you cannot tell what kind of poison it is just by looking at the item.

Standing on your Bomb

This is especially useful in the Story Mode, but can also be useful in the Battle Mode as well. When you lay a bomb you are right under it, sometimes it is a good tactic to stay on your bomb for a couple of seconds before it blows up since enemies in the Story Mode will not be able to hit you then. Sometimes this is useful in the Battle Mode if you don't want Bombermen to walk past you.

5. Story Mode

For the Story Mode, I will be going through each level one by one, telling the enemies in the level and some items you should find, and giving suggestions on how to get through the level. First, though, I should explain a couple of things and suggestions even before you get started with the story mode.

In the story mode, you move from room to room. Each room (except for boss rooms and world four) is filled with an amount of enemies and blocks that you can blow up and ones that you cannot. You can get out of the room by blowing up all of the enemies and finding the door (a blue square) and going into it. The door is always hidden underneath one of the blocks that you can blow up somewhere.

Also in each room you will have time limit before your Bomberman will expire. There are 14 blocks and each block has eight seconds on it.

I also would like to note that I just made up the names of all of the enemies, and sometimes I end up changing the name for a later stage. Usually the level enemies are never too hard to figure out anyway.

Anyway, let's get onto the level-by-level walkthroughs.

Level 1-1

The first level is pretty simple. There are three enemies, red propeller guys. They only take one hit from a bomb blast to blow up and they should be pretty simple. Also you should find a bomb item or two, which will increase the number of bombs you can have on the screen at one time and you should find at least one fire item, which increases your bomb blast by one.

Level 1-2

Now there are a few more enemies. Well five total, two floating jelly guys and three red propellers. The only thing that is special about the floating jelly enemies is they take two bomb blasts to destroy.

I found a bomb and a roller skate (which increases your Bomberman's speed) in this level.

Level 1-3

There are nine potato rabbits in this stage (yes, I am creative). The enemies are pretty easy and only take one bomb blast to kill. The only thing different about these guys is that they are a little faster than the red propeller guys you fought before.

In this stage I found a kick item (lets you kick your bombs into foes), bomb item, and a fire item.

Level 1-4

Now there are six enemies in this stage, two red propeller guys, two floating jelly men, and two black floating bombs guys. The floating bomb guys are probably the hardest enemy in this stage since they have an attack. Then they stop floating they let out a bomb blast. They only take one hit, though and should not give you too much trouble.

Items that I found include: An invincible vest (makes you invincible for a limited amount of time) and a roller skate.

Level 1-5

For this level, the enemies include three black bombs, two red propellers, and a bomb eater. The bomb eater can eat your bombs so either use kick on it, or place your bombs in the right amount of distance where it will explode before he can get it to.

Items I found where, remote bombs (you can dentate your bombs when you want to, push B to do so) and a clock (which replenishes your time on your Bomberman).

Level 1-6

There are two black bombs, two floating jelly men, and two tanks. The tanks can shoot out a flame, but they only do so when they stop moving. The tanks take three hits, I think.

The only item I found was a wall walker, which let's you walk through blocks, but only the ones you can blow up with bomb blasts.

Level 1-7

This level includes three black floating bombs, and three tanks. Use the same strategy as before on these enemies.

I found an extra life and a bomb item in this level.

Level 1-8

The first boss is not too hard if you have kick and remote bombs still. All you have to do is kick a bomb at him and when it gets to him, detonate it. You have to watch out from standing right in front of him, because when he stops moving, it means he is going to hit you with his hammer, but he can only hit you with it if you are right in front of him. He takes ten hits to kill, and should not cause you too much trouble.

Level 2-1

There are eight new enemies in this level. Four spring guys, two face guys, and two teacup guys. They are all pretty simple and all of them only take one hit. The only challenging guys here are the teacups. They have wall walker and can go through blocks.

Items I found include a bomb item and a clock.

Level 2-2

There are four teacup guys and three bomb guys. I have already explained about these enemies beforehand.

The items I found in this level include a punch (lets you punch bombs three spaces) and a bomb walker (lets you walk through bombs, but not the bombs that are enemies themselves. Also when you get this item it cancels out the kick item and visa versa.)

Level 2-3

In this level there are three face guys, three springs, and one floor ship. The floor ship is the only new enemy. They travel slowly, but they take a couple of hits to kill.

I found a fire, a bomb, and a remote bomb items.

Level 2-4

There are three black bomb guys, two floating jelly men, and three

yellow changing orbs. The changing orbs are not very hard, but they have wall walker, and when they stop moving, they change into a block and disappear. If you look closely you can still see their eyes though, and they do not move around when they are invisible.

Items I found were wall walker and an invincible vest.

Level 2-5

In this level there are three springs and four coins. The coins are one of the worst enemies in the game by my opinion. They move fast and they can move through walls. I suggest attempting to kill them while you are still invincible since they only take one hit to kill.

Items I found were a bomb, a fire, and a roller skate.

Level 2-6

Enemies for this level are three face guys, two springs, and two red bombs. You have to be careful with the red bombs, since their blast does not stop when it hits a block or another bomb. They only take one hit, though.

Items I found were a kick and a punch.

Level 2-7

The hard part about this level is that the blocks that you can explode go invisible and then reappear constantly. You cannot travel through the blocks when they are invisible, so you just have to keep track of them, unless you have a wall walker item.

In this level the enemies are two teacups, two springs, and three bomb eaters.

The items I remember finding in this level were two roller skates.

Level 2-8

The second boss you have to face is the clown. He can be hard, but of course not if you have a punch or kick and a remote bomb item. The easiest thing to do is to punch or kick bombs into his direction since it is not too hard to hit him. You have to be careful because when you hit him there are eight electric shocks that come out of him and you have to dodge them. He takes 18 hits, so be careful.

Level 3-1

In this level there are three Plant Diggers and three Green Pirates. All of them are fairly easy and only take one hit. The Plant Diggers will burrow underground every once in awhile and pop up in a new place.

Items include: Red Bombs, Kick

Level 3-2

For this level there are two Plant Diggers, two Green Pirates, and three Bomb Eaters appear on the screen. These are all enemies I have mentioned earlier.

Items include: Invincible Vest, Punch

Level 3-3

I think in this lever there are two Blue Rollers, two Block Changers, and two Plant Diggers, but I am not sure. I forgot to count.

Items include: Golden Fire

Level 3-4

There are five Hard Hats and three Red Ice Cream Spinners in this stage. The Hard Hats take two hits, and the Red Ice Cream Spinners take three hits.

Items include: Punch, Remote Bombs

Level 3-5

In this level I found four Hard Hats and Four Brown Chargers. There are both enemies I have talked about earlier.

Items include: Two Clocks, Extra Bomberman

Level 3-6

This level contains Seven Chameleons, which change their form into white and black Bombermen. They only take one hit, but you can only destroy them while they are in their original form.

Items include: Bomb

Level 3-7

I found four Chameleons and four Brown Chargers in this level. They are all enemies I have mentioned before.

Items include: Kick, Punch, Roller Skate

Level 3-8

This boss gets into this claw machine. The best thing to have for this guy is a kick and remote bombs, since then you just have to kick bombs up from the bottom and then detonate them. If you don't have these items, then you will have to go up and lay bombs at the top of the screen. Lay them two to four squares before the top in the area you can walk and make sure the blast can travel in all four directions. Also be careful for when he stops moving since this means he is going to use

his claws or release enemies. The enemies can be hard since they have punch, but they only take one hit, and usually if you lay bombs in front of them, you can destroy them as they are getting out of the machine. I think this boss takes around ten hits, but I wasn't counting, so I don't know for sure.

Level 4-1

Enemies for this area include three Black Bombs, two Red Bombs, and two Tanks. These are all enemies that have been seen in earlier stages.

Items include: Bomb, Punch, Fire

Level 4-2

The enemies for this level are three Block Changers, two Fruit Loops, and three Grey Chargers. These enemies have all been met before in previous levels.

Items include: Wall Walker, Invincible Vest

Level 4-3

The enemies for this stage include three Coins, two Space Ships, and three Grey Chargers. I have already talked about these enemies before.

Items include: Roller Skate, Bomb, Kick

Level 4-4

There are seven enemies in this stage, in which four are Space Ships, two are Tanks, and one is a Grey Propeller. The Grey Propeller takes a total of five hits and should not cause too many problems, except for the fact they can move fairly fast.

Items include: Fire

Level 4-5

The enemies for this level are three Red Bombs and three Grey Propellers. These enemies you have already seen in previous levels.

Items include: two Clocks

Level 4-6

The enemies here include three Coins, two Fruit Loops, and two Grey Chargers.

Items include: Remote Bombs

Level 4-7

The enemies for this level are five Coins and three Red Bombs. These are all enemies I have already talked about before.

Items include: Bomb, Punch, Roller Skate

Level 4-8

This boss can be fairly easy if you know some simple strategies. To hit him, you need to hit him with bombs that will push him into the side of the arena. He will have a hard time hitting you if you stay close to the edges, so I suggest you stay there and then travel towards the center to lay a couple of bombs and then travel back to the edge. This is a simple strategy that works. Also if you have a Punch, Kick, or Remote Bombs, then use them to your advantage. It makes the fight a lot easier. He takes 17 hits against the side, but once you get into a good strategy, it seems to go by very fast.

World 5

The levels in World 5 are different then the ones in any other world. Here you fight in an arena against "evil" Bomberman while a crowd of people watch. All of them shouldn't be too hard, since they can only lay one bomb and their bombs have a blast of one (except for the last one). Just make sure you collect the items that appear at random around the arena, or if you cannot get to them, blow them up. The best strategy to use here is to just trap them in by running through them while laying all the bombs you can. The white, black, red, and blue Bombermen all take only one hit, while the green, pink, and purple ones take two hits. The last one, the golden one, takes five hits, and he also has large bombs and can lay the maximum amount of bombs.

Level 6-1

The enemies for this stage are as follows: two Red Propellers, two Springs, and two Fruit Loops. These are all easy enemies and you should have no problem defeating them.

Items include: Wall Walker, Fire, Bomb

Level 6-2

The enemies for this level are three Black Bombs, two Block Changers, and two Plant Diggers. These enemies should not cause you problems.

Items include: Roller Skate, Kick

Level 6-3

The enemies for this stage are three Brown Chargers, three Belly Lights, and two Space Ships. The Belly Lights take three hits, since I do not remember if they had appeared before or not.

Items include: Remote Bombs, Punch, Bomb

Level 6-4

This level is a little bit different then the rest, since the enemies in it are just two Soldiers. These guys are not very easy, though. They can block your bomb blasts from the front and they take eight hits to take down. Also I would suggest that you don't hit the door with any bomb blasts, since it will generate more of them. If there are already two on the screen, though, then hitting the door wont do anything. I guess the game figures that two at a time is enough. A usual strategy I use is to lay a bomb right in front of one of them, and then on the side of that cross road, so he will turn around and attempt to travel in a different direction, and then will get hit with the second bomb you laid.

Items include: Bomb, Clock

Level 6-5

For this level there are three Belly Lights, tree bomb Eaters, and two Grey Chargers. These are all enemies I have talked about before, so you shouldn't have too much trouble with them.

Items include: Bomb, Kick, Clock

Level 6-6

Enemies in this level are two Coins, two Grey Propellers, and four Belly Lights. None of these should be too hard to beat.

Items include: Remote Bombs, Wall Walker

Level 6-7

This level has three Coins, two Belly Lights, and three Red Bombs. This level should not be too hard to get through.

Items include: Golden Fire, Extra Bomberman

Level 6-8

This is the final level of the Story Mode and is in two parts.

The first part you have to battle a Spider. He stops, throws out bombs from his top, and then closes his eye. When the bombs have all exploded, he will open his eye again and walk a couple of steps in a direction and then stop again and do the same procedure. The bombs should not be too hard to avoid, since they all kind of land in the same areas, and you can stay down on the bottom of the screen to avoid the bomb blasts. The time to hit him is set up a bomb so it will explode for right when he opens his eye before he starts to move. That way you can hit him every time. I think he takes around seven or eight hits, but I am not completely sure of this.

For the next part of the battle you will need a Punch. After awhile a Punch will appear on the screen if you don't have one. To hit this guy you have to Punch your bombs at him, since he is floating in the air.

Also be careful about grabbing poisons, since they are most likely to just mess you up. The hardest part about this battle is to avoid getting touched by the boss and to not grab the poisons. If he runs over your bombs, then they will explode. Just go around blowing up the poisons, and if things get hairy, then move towards the sides of the arena. He only takes five hits, so once you get a Punch then it shouldn't be too hard to beat him.

Have fun watching the credits!

6. Battle Mode

The Battle Mode is my favorite way to play Super Bomberman by far. This is where you can play against your friends or computer players. It is always fun to be able to beat your friends in a competition because then you can laugh at them. The computer usually plays the same way, and once you get used to how the computer plays, then it is easy to beat computer players.

Usually how I set up my battles, I add in all of my friends that will be playing, and then any spots that are not filled (there are four), then I will add computer players until I have four Bomberman on the screen. I also always set the computer level to ten, since I think this is the hardest the computer can get.

Stage 1: Normal Zone

This place is just "normal". All of the Bombmermen start in the four corners of the arena, forcing you to find items before you have to engage into battle with others.

Items: bomb, fire, kick, poison, punch, roller skate

Stage 2: Western Zone

This stage is like the Normal Zone, except that all of the Bombermen start in the middle of the arena, meaning that you can sometimes get rid of an opponent at the start. Usually computer players will lay a bomb right at the start. If you wait a second before you lay a bomb, sometimes you can trap one in. You should be careful about bombs as well, since you can find the golden fire item in this stage. It is important to no head into dead ends until you at least find a punch or a kick. It is easy to trap others that do go into dead ends, though.

Items: bomb, fire, golden fire, kick, poison, punch, roller skate

Stage 3: Bomb Zone

What is unique about this zone is the fact that bombs rain down from the top of the screen. These bombs only have a blast area of one, though. Still sometimes they will trap you or they will land on you and mess up what you were doing. Be careful about going into dead ends where you can be blocked off by one square to avoid getting blown up by the bombs that fall from the sky. At least do this until you have a punch or a kick.

Items: bomb, fire, kick, poison, punch, roller skate

Stage 4: Jump Zone

In this zone there are springboards all around. These can be helpful, but they also can be very harmful. I usually don't use a springboard unless I have to. The biggest problem about them is that you do not know where you are going to come down. They can be useful since they get you off of the screen for a second, meaning you cannot be hit with bomb blasts.

Items: bomb, fire, kick, poison, punch, roller skate

Stage 5: Belt Zone

Around the arena, there are four belts that will move bombs and Bombermen along them. Now this can be useful to have your bombs move on the belt, but I tend to find it rather annoying to be trying to do something while having the belt move my bombs. Other than the belts, there is nothing abnormal about this place.

Items: bomb, fire, kick, poison, punch, roller skate

Stage 6: Tunnel Zone

There is a configuration of tunnels in this zone. While in the tunnel you cannot see bombs or yourself, which means going into a tunnel can sometimes mean your death because of the fact that you cannot see if other Bombermen have laid bombs in them. Also what is very annoying about this stage is the absence of the punch item.

Items: bomb, fire, kick, poison, roller skate

Stage 7: Duel Zone

In this place, you will not find items in the blocks like you normally would. Instead they are around the outside of the arena. All of the Bombermen start in the center and the blocks are arranged the same way every time. The key to this stage is to be able to break out from the center first, and then go around the outside rim to grab all of the items. Usually if the first break is on the top or the bottom, I will grab one roller skate then turn around and go around the area, letting you grab two roller skates and giving you the fastest speed to go around. It is also wise to use the kind of strategy like in the Western Zone and try to eliminate one of the Bombermen at the start.

Items: bomb, golden fire, kick, poison, punch, roller skate

Stage 8: Flower Zone

In this zone you are forced to battle against the trackers, and the flowers that grow back. If a Bomberman on a tracker takes your bomb away, you can just lay another one, even if you have not picked up any bomb items, since the bomb is not on the playing field anymore. Also you have to be careful in this zone, since you and others can get the

Remote Bombs item, which can be very deadly if used correctly.

Items: bomb, fire, kick, poison, punch, remote bombs, roller skate

Stage 9: Light Zone

This zone can be annoying since the whole playing field is dark except for two searchlights moving around the screen. It actually would most likely be easier to battle here without the searchlights since I find them as a distraction. Look for the little flame on the end of bombs so you can see where bombs are in the dark. Also there seem to be a lot of poisons in this zone for some reason.

Items: bomb, fire, kick, poison, punch, roller skate

Stage 10: Power Zone

This is one of my favorite places. It eliminates searching for items and all Bomberman are at full power with a punch, kick, full bomb and fire items and walk at maximum speed. There are basically two ways to battle in this zone that are effective. One way is to just overpower your opponents, laying as many bombs as you can and walking past them. The other way is to use the timing on bombs to trap your enemies in. This place can be full of strategy, since everyone starts with a punch and a kick.

Items: n/a

Stage 11: Warp Zone

What is special about this place is that there are five warps in it. You can go down one hole, and then you will appear up another one. The only problem is that you don't know which one you are going to come up, and just like in the Jump Zone, I don't like unpredictability and tend to not use the warps unless I have to. Sometimes it is wise to just keep laying bombs that will blast over a warp, since then a Bomberman that comes up it will receive death.

Items: bomb, fire, golden fire, kick, punch, roller skate

Stage 12: Speed Zone

Here is the last stage. In this zone all Bomberman walk faster than the normal two roller skate speed. It is like the speed poison, which is very fast. Once you get used to walking at a high speed, it is actually quite useful to get out of bad situations. The hardest part of this zone is it is the second zone to feature Remote Bombs in it, which can be deadly if used correctly.

Items: bomb, fire, kick, punch, remote bombs, roller skate

7. Item List

There are many items to be got in Bomberman. I hopefully can tell you about all of them in this game. This list will be in alphabetical order

by what I call the item (I do not know the official names).

Bomb

This lets you lay one extra bomb on the screen at a time. I think you can have a maximum of eight bombs on the screen at one time, but you would have to collect seven of these to be able to do that.

Bomb Walker

This will let you walk through bombs. When you grab it, if you already have a kick, then you will lose kick and have this ability instead.

Clock

This will give your Bomberman full time again in the story mode.

Extra Bomberman

This will give you an extra life in the story mode.

Fire

A fire or flame as I sometimes call them adds to the blast of your bombs. With each one of these picked up, it will add one extra square to your blast.

Food

Every once in awhile a food item will appear on the screen in the Story Mode. Food only gives you points, which can add up to getting an extra Bomberman.

Heart

Sometimes in the Story Mode there will be a heart that appears on the screen or it already on the screen. This does nothing for you except gives you points (which can be useful since points will give you extra Bombermen).

Invincible Vest

An invincible vest allows your Bomberman to be invincible of a limited time.

Kick

The kick item is a useful one. With this, you can kick a bomb, which will cause it to travel in a straight path, until it hits something or until you hit the "X" or "R" button. When you grab this item, if you have the bomb walker ability, then you will lose that ability and have

this one instead.

Poison

There are many different types of poisons, and you cannot tell what kind of poison it is just by looking at the item. I suggest you master all of the different poisons before attempting to use strategy by grabbing poisons. Also keep in mind how many bombs you can lay, since the automatic lay bombs can be a terrible poison to have if you can lay eight bombs.

Punch

This is one of my favorite items (next to remote bombs). It will allow you to get out of situations when two or more bombs trap you. What you do is hit "Y" and your Bomberman will punch the bomb over three spaces. Also if a bomb that you punched lands on another Bomberman it will stall him for a second.

Remote Bomb

This is a very good item to have. With it, you can choose when your bomb will explode. Just hit the "B" button when you are ready for your bomb to explode. It goes in order of when you laid the bombs. The first bomb you lay when you have several on the screen will explode first. To make other bombs explode, just hit "B" for the next one, etc.

Roller Skate

This will let your Bomberman walk faster. The most of these you pick up, the faster your Bomberman will walk.

Wall Walker

This item allows you to walk through the blocks that you could normally explode with a bomb blast.

8. Codes and Secrets

There are only two codes I know for this game. They are shown below.

Shrunken Bomberman

On the code screen enter the code "5656". All of the Bomberman will be really small.

Sound Test

If you have a multitap for the SNES, plug in a controller to the player 5 spot. When the title screen with the options appears hit R (on top) on that controller and a sound test option will appear.

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9. Conclusion and Credits
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Finally this FAQs/Walkthrough is complete. It is the first FAQs that I have written for GameFAQs.com and I hope it will not be my last.

If you have any suggestions or if you would just like to give some feedback, please send me an email or go to my web site to find other ways to contact me. I do post on the GameFAQs message boards under the name "XiMagus" so you could also talk to me there.

I would like to thank a friend of mine that has helped me on playing through half of the story mode. I believe he posts on the GameFAQs message boards under the handle BurntToast.

Thank you for taking the time to look at my FAQs!

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~ Fin

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