

Super Bomberman 4 FAQ

by Azn Psycho

Updated to v2.3 on Jul 22, 2005

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=====Super Bomberman 4=====
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--written by Azn Psycho
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=====A. Version History=====
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- 1.0 First Release
- 1.1 Well First Attempt Was Rejected. Second Attempt At First Release
- 1.5 Put Some Things In An Easier-To-Read Chart
 - Added Things in the Semi-Walkthru
- 2.0 Finished Semi-Walkthru
 - Finished Boss Section
- 2.2 Changed A Few Things, Starting Enemy Index
- 2.3 Added a Few Things, Still Not Starting Enemy Index

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=====B. Controls=====
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A Button: Place A Bomb, throw bombs (with glove power-up)
B Button: Detonate Remote Bombs
X Button:
Y Button: Punch A Bomb (with boxing glove power-up), some creature abilities
L Button:
R Button:
Start: Pause
Select:

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=====C. Basics of the Game=====
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You are Bomberman and your goal is to basically to defeat all enemies and go to a blue column before the time limit is over. The number inside the heart in the upper-left corner is the number of lives you have (you start with 3). Next comes your score in the rectangle next to Bomberman's head. The time limit of the level is in the middle of the top. To go through a level, you would have to use your bombs to blow up "soft walls" with your bombs.

In this game you can go back to each level after finishing off the boss of the

stage

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| \ 3 / | || | | 100| 2:59 | || | | 100| |  
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This is basically the top of the screen. As you can see there are two scores. The one on the left is player one and the one on the right is player two. If a player is not present, then there will be a "PRESS START" instead at that spot. Both players share the lives. For example, we have 3 lives here. If either player was to die and to continue, a life would be used so we would be down to 2.

Pro/Cons to 1-Player Game:

- + Don't have to share lives
- + Don't have to share power-ups
- + Don't have to worry about the partner
- Death equals restarting the level
- More time is used in each area
- Can't access bonus level on certain level

Pro/Cons to 2-Player Game:

- + Each area/boss is finished more quickly
- + Death of either character does not result in a restart
- + Can access bonus level on certain level
- Shared lives (major pain when restarting an area as that takes 2 lives)
- Shared power-ups
- Partner might be horrible

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=====D. A Semi-Walkthru=====

Well to be honest, I can't really give a walkthrough as enemies have random movement patterns and the soft walls give random power-ups. What I can do is list the enemies and things that appear in each area.

IF SOMEONE GOT ME THE OFFICIAL NAMES IT WOULD HELP A LOT!!!!!!

- 1-1: Green Dinosaur (3)
- 1-2: Brown Hoppers (4), Cage (1)
- 1-3: Green Dinosaur (2), Brown Hoppers (2)
- 1-4: Blue Fuzzies (4), "Throne" (1), Cage (1)
- 1-5: Blue Fuzzies (1), Blue Fuzzies on Machine (2)
- 1-6: Ugly Fishes (4), Cage (1)
- 1-7: BOSS 1 (Bomberman Form)
- 1-8: BOSS 1 (Machine Form)
- 2-1: Red Ninja (3), Cart (1)
- 2-2: Blue Ninja (3), Cart (1)
- 2-3: Green Ninja (3), Cart (1)
- 2-4: Mechanical Fish (2), Bub-Things (2)
- 2-5: Blue Toys (2), Mechanical Squid (2), Cage (1)
- 2-6: Green Ghost (2), Flying Saucer (2), Cage (1)
- 2-7: BOSS 2 (Bomberman Form)
- 2-8: BOSS 2 (Machine Form)
- 3-1: Monkey Soldier (2), Monkey Soldier on Missile Fish (1), Alarm (1)
- 3-2: Missile Fish (3), Ray Gun (1), Alarm (1), Cage (1)
- 3-3: Purple Skunk (2), Missile Fish (2), Alarm (1)
- 3-4: Purple Skunk (2), Ray Gun (2)

3-5: Ray Gun (2), Green Bird-Head (2)
 3-6: Blue Mallets (4), Alarm (1), Cage (1)
 3-7: BOSS 3 (Bomberman Form)
 3-8: BOSS 3 (Machine Form)
 4-1: Ghost (2), Hopping Chick (2)
 4-2: Ghost (2), Jester Head (2)
 4-3: Jester Head (2), Blue Fuzz-Head (2)
 4-4: Blue Fuzz-Head (2), Kid (2)
 4-5: Kid (1), Pink Bird (3)
 4-6: Dreamers (4), Cage (1)
 4-7: BOSS 4 (Bomberman Form)
 4-8: BOSS 4 (Machine Form)
 5-1: BOSS 1 (Bomberman Form)
 5-2: BOSS 2 (Bomberman Form)
 5-3: BOSS 3 (Bomberman Form)
 5-4: BOSS 4 (Bomberman Form)
 5-5: BOSS 5 (Bomberman Form)
 5-6: ALL BOSSES IN THEIR MACHINE FORMS

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 =====E. Types of Bombs, Power-Ups, etc...=====

Types of Bombs: Bomberman drops these...out of where I don't know...

A Regular Looking Bomb: nothing special, the type of bomb you start with
 -Bomb-

A Bomb With Spikes: this bomb penetrates through more than one soft wall
 -Spike Bomb-

A Bomb That Looks Like A Toy: pressing B will detonate the bomb, timeless fuse
 -Remote Bomb- (my fave!!)

-Power-UPS-

These give Bomberman certain abilities or affect his bombs

Power-UP	Effect
Bomb	Increases the number of bombs you can drop at one time(max. 8)
Fireball	Increases the range of bombs by one
Skate	Increases Bomberman's speed
Clock	Freezes time and enemies
Blue Glove	Bomb Throw enabled
Spike Bomb	Spike Bomb enabled
Boxing Glove	Bomb Punch enabled
Heart	Gives Bomberman another hit before he loses a life
Leg	Bomb Kick enabled
Food Item	Bonus points
Red P	Bomb Punch enabled with the ability to hit other Bombermen
"Moving" Bomb	Bomb Walk enabled
Bomberman	1-UP
"Moving" Wall	Wall Walk enabled
Heart with Bomb	Remote Bombs enabled
Yellow Fireball	Gives bombs maximum range
Sandals	Slow you down
Skull	Gives a random curse (quite contagious)
Vest	Temporary Invincibility

-Creatures-

|When Bomberman rides on one of these, he is able to do certain things. Each |
 |creature can be divided either as living or machine. Machines have this black |
 |leg while living have a "normal" egg. Whatever creature Bomberman is riding |

on determines what kind of eggs he can have follow him. Bomberman at any one |
 |time can have two of the same kind of egg follow him such as two machines or |
 |two living. The following eggs can be destroyed by bomb blasts if they happen |
 |to be in the way. If Bomberman loses the creature he was riding on but has an |
 |egg, the egg will automatically "hatch" into a creature. |

 Some abilities require you to use the Y Button to use it

Creature - Name of the Creature
 Type - Living (L) or Machine (M)
 Y/Auto - Y (need to use the Y Button) or Auto (ability is passive)
 Ability - Do I really need to explain this?!

Creature	Type	Y/Auto	Ability
Green Dinosaur	L	Auto	Spike Bomb enabled
A Machine	M		
Ugly Fish	L	Auto	Bomb Walk enabled
Mechanical Fish	M	Y	Bomb Punch enabled
Mechanical Squid	L	Y	Runs quickly in one direction
Blue Toy	M		
Flying Saucer	M	Y	Line Bomb enabled
Missile Fish	M	Y	Launches missile at expense of creature
Ray Gun	M	Y	Shoots a ray to slow down enemies
Green Bird-Head	L	Y	Removes all soft walls
Jester Head	L		
Blue Fuzz-Head	L		
Dreamers	M	Y	Releases music notes to freeze enemies

 -Miscellaneous-

Cage |Blowing this up gets you a cpu-controlled Bomberman with you for the |
 |remainder of the level. This Bomberman is invincible. |

Red Alarm|Blowing this up will make all enemies speed up. |

"Throne" |Blow this up with 8 bombs otherwise Blue Fuzzies will regenerate here |

Rail Cart|Going into this will move the cart along a track. Anything that the |
 |cart hits is destroyed (walls or enemies). |

White floor with a blue warp | Go into the bonus stage and skip current stage |
 | |

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 =====F. Enemy Index=====

(coming soon)

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 =====G. =Bosses=====

Each stage has its own boss. The "Bomberman" form and a machine form. You go
 against the "Bomberman" form in the ?-7 area and the machine form in ?-8 area.
 Each boss has its own number of hits and abilities.

I may be off with my numbers but the number of hits should be close to how

*many times the boss needs to be hit before the boss dies.

*

	Bomb Type	Special Abilites	Hits
Stage 1 (1-7):	Spike	A black spiked ball that goes around him and contact will knock away your power-ups.	3
(1-8):	None	If he walks over a bomb, the bomb will be destroyed and not blow up. When he is hit by a bomb, two flames will be coming from his head. These will blow up the bombs on contact.	9
Stage 2 (2-7):	Normal	Uses rocket to charge in one direction. The flames can kill.	4
(2-8):	Normal	Shoots bombs from cannon arms. If bombs land on you, you lose a power-up. Will destroy any bombs he "runs over".	9
Stage 3 (3-7):	Normal	Uses a ray gun to make you lose a power-up.	4
(3-8):	None	Flys around. Will occasionally drop down to ground (this is the only time you can hit). Shoots missles into the sky upon dropping. Releases clouds upon landing (if blown up the clouds will explode with maximum range).	9
Stage 4 (4-7):	Normal	Has a flamethrower that has maximum range	5
(4-8):	None	Shoots web to slow you down. Brings body parts together to push bombs Body parts are targetable If the head is blue, I think that's when the boss takes more damage as oppose to red	13
Stage 5 (5-5):	Normal	Can make himself invulnerable to bombs	5
ALL MACHINE FORM RE-MATCHES TAKE 5 HITS EACH			
(5-6):	None	First Form	
		- Releases 3 "B" ball enemies	5
		- Will always make more balls to keep the 3	
+++++++		Final Form	+++++++
	None	- Will send along clouds of flame in each direction for maximum range	5
		- Will move around at times	
		- Contact will result in lost power-ups	
		- Can destroy bombs when moving around	

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=====H. Multiplayer=====

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This is basically the "BATTLE GAME" mode. When you select it, you will see a screen with 3 choices.

The first choice leads to another menu with either

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