

Super Bomberman 5 Pro Action Replay Codes

by KirbyManiac

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()~~X SUPER BOMBERMAN 5 PRO ACTION REPLAY CODES ()~~X

()~~X v1.0 by Matthew Danyeur (KirbyManiac) ()~~X
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(1)~~ VERSION HISTORY ~~X

v1.0 (07/27/2009): First version! I've got lots of codes to offer, with more still in development.

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(2)~~ INTRODUCTION ~~X

Hello, Bomberfans! This is KirbyManiac, returning from his years-long hiatus of FAQ writing to... well, write an FAQ. In this case, I'm serving up a whole load of Pro Action Replay codes for "Super Bomberman 5", a game that has so far never been released outside of Japan, which is a real loss for the rest of the world. Given that this isn't a review or even a walkthrough, though, this isn't really the place to discuss how much I love this game. That should be obvious anyway if I'm writing something to help other people enjoy it.

"So KirbyManiac, why should I bother reading this code list instead of the one that's already at GameFAQs, or even just the codes listed in the FAQs?" My arguments are twofold: this list excels in both quantity and quality. Not only have I collected dozens of codes and their effects, but I also have a section dedicated to explaining the nuances of each code, allowing you, the reader, to seize greater control in getting just the effect you want, should you wish.

If you're raring to just plug in a code or two and start tearing the game apart with phenomenal firepower, just scroll down to the Quick Code List and have a blast (ahem). However, if you're the more calculating type who wants to know exactly what he's dealing with, the In-Depth Code List has lots of secrets to share. In fact, one code you can find in the other FAQs (the one that claims to give you certain bomb types) is much more complex than their description might lead you to believe; only here will you learn just what sort of power a simple string of alphanumeric characters holds.

Oh, and in case you're not quite familiar with some of the items Bomberman gains with these codes, just check out the Item Glossary. Happy bombing!

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(4)~~ ITEM GLOSSARY ~~X

Bomb: Enables Bomberman to have one more bomb onscreen at a time. Its panel shows a black bomb.

Bomb Kick: If Bomberman walks into a bomb (even those set by other characters), he kicks it so it slides forward until it runs into something or he presses the X Button. Its effect means it cannot be used simultaneously with the Bomb Walk. Its panel shows a foot kicking a bomb.

Bomb Walk: Bomberman can walk through bombs laid by him or other characters, though he can still be harmed by their explosions. Its effect means that it cannot be used simultaneously with the Bomb Kick. Its panel shows a bomb with horizontal speed lines (not to be confused with the Pursuing Bomb panel).

Fire: Increases the range of Bomberman's bomb explosions by one square in each cardinal direction. Its panel shows a flame with a smiling face.

Heart: Bomberman can survive a single attack from a bomb, enemy, or other harmful obstacle. Its panel shows a heart with a smiling face.

Land Mines: Bombs become mines and disappear beneath the ground, reappearing and exploding only when someone (including the person who laid it!) walks over their location. Only one bomb can be a land mine at a time. Its panel shows a land mine.

Louie Egg: When a player touches one of these, it hatches into one of five mammalian mounts, each with a unique color, appearance, and ability. It also serves as a Heart, as getting hit will eliminate the mount but leave the rider safe for a moment. The egg is always spotted green in appearance, so you never know who's inside until it hatches!

Piercing Bombs: Bombs take on a spiky appearance. Their explosions pass through all soft (read: destroyable) blocks within their blast radius. Its panel shows a spiky bomb.

Power Glove: Bomberman can pick up a bomb he is standing on by pressing and holding the A Button. Release the button to hurl it several squares forward. If it lands on a block or another bomb it continues to bounce forward until it reaches an empty space. In Battle Game, throwing a bomb on another character stuns him momentarily and makes him drop one of his collected items. Its panel shows a blue glove.

Punch: Bomberman can punch a bomb he is standing next to and facing by pressing the Y Button. The rules for bomb movement is the same as for the Power Glove. Its panel shows a red boxing glove.

Pursuing Bombs: Bombs float slightly off the ground and begin chasing after any enemy that comes near it. Its panel shows a bomb with diagonal speed lines (not to be confused with the Bomb Walk panel).

Remote Bombs: Bombs acquire a gumdrop sort of shape with a rotating bar on top. They do not explode on a timer; rather, Bomberman must press the B Button to detonate them. Its panel shows a bomb inside of a red heart.

Wall Walk: Bomberman can walk through soft (read: destroyable) blocks. Its panel shows a brick block with speed lines.

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(4)~~ QUICK CODE LIST ~~X

7E0E1DFF -- Infinite Time.
7E1D2309 -- Infinite Lives.
7E166201 -- Player 1 always has a Heart item.
7E166301 -- Player 2 always has a Heart item.
7E17CA0C -- Player 1 has Fire that reaches the edge of the screen.
7E17CB0C -- Player 2 has Fire that reaches the edge of the screen.
7E4EBD14 -- Player 1 can lay the maximum number of Bombs.
7E4EBE14 -- Player 2 can lay the maximum number of Bombs.
7E4ED50F -- Player 1 has Remote Bombs, Bomb Kick, Power Glove, and Punch.
7E4ED60F -- Player 2 has Remote Bombs, Bomb Kick, Power Glove, and Punch.
7E4ED51E -- Player 1 has Piercing Bombs, Bomb Kick, Power Glove, and Punch.
7E4ED61E -- Player 2 has Piercing Bombs, Bomb Kick, Power Glove, and Punch.
7E4ED52E -- Player 1 has Land Mines, Bomb Kick, Power Glove, and Punch.
7E4ED62E -- Player 2 has Land Mines, Bomb Kick, Power Glove, and Punch.
7E4ED54E -- Player 1 has Pursuing Bombs, Bomb Kick, Power Glove, and Punch.
7E4ED64E -- Player 2 has Pursuing Bombs, Bomb Kick, Power Glove, and Punch.

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(5)~~ IN-DEPTH CODE LIST ~~X

7E0E1Dxy -- Always have 'xy' on the timer. If you set 'xy' as '00' you'll run out of time automatically (even though the display reads 0:59), but any other value essentially means infinite time. This works in both Normal Game and Battle Game.

7E1D23xy -- Always have 'xy' lives. If you set 'xy' as '00' you'll get a game over if you die, but any other value essentially means infinite lives. The display shows whatever number of lives is equal to the 'ones' digit of the decimal value of 'xy', so having ten or twenty lives makes it show '0', but you won't get a game over if you die.

7E15A205 -- Invulnerable (Player 1). You won't be affected at all by enemies, obstacles, or your own bombs. You also don't flash with start-of-level invincibility, and after experimenting with other values I've discovered that some make you vulnerable just to bombs and some make the game freeze. In Battle Game, a CPU player with this code active won't move at all. It's one of the codes mentioned in other FAQs, so I'm not sure exactly what this address controls.

7E15A305 -- Invulnerable (Player 2). See above.
7E15A405 -- Invulnerable (Player 3). See above.
7E15A505 -- Invulnerable (Player 4). See above.
7E15A605 -- Invulnerable (Player 5). See above.

7E15D2FF -- Maximum speed (Player 1).
7E15EA01 -- Speed multiplier (Player 1).
7E15EB01 -- Speed multiplier (Player 2).
7E15EC01 -- Speed multiplier (Player 3).
7E15ED01 -- Speed multiplier (Player 4).
7E15EE01 -- Speed multiplier (Player 5).

7E166201 -- Always have a Heart item (Player 1). Whenever you take damage you will flash as if you used it up, but you're otherwise invincible. Even in Battle Game, you can be trapped but not killed by the falling blocks during Sudden Death.

7E166301 -- Always have a Heart item (Player 2). See above.
7E166401 -- Always have a Heart item (Player 3). See above.

7E166501 -- Always have a Heart item (Player 4). See above.
7E166601 -- Always have a Heart item (Player 5). See above.

7E167A00 -- Free walk (Player 1). You can walk through bombs, soft blocks, hard blocks, and even the boundaries of the map! If you walk offscreen you'll reappear on the other side, though. This is even better than the Bomb Walk and Wall Walk items put together! On occasion you may be unable to walk through the corner of an object, though, and you will have to move so you're walking through a side instead. This code appears in other FAQs, so I'm not sure of the exact purpose of this address. Changing the value can change the effect, such as letting you walk through only one or two of those three types of obstacles, or even preventing you from picking up powerup panels!

7E167B00 -- Free walk (Player 2). See above.
7E167C00 -- Free walk (Player 3). See above.
7E167D00 -- Free walk (Player 4). See above.
7E167E00 -- Free walk (Player 5). See above.

7E17CAxy -- Have 'xy' Fire (Player 1). Setting 'xy' to '00' seems to maximize the value (explosions extend to the edge of the screen, and if you die in Battle Game the game freezes for lack of space to lay down so many Fire panels).

7E17CBxy -- Have 'xy' Fire (Player 2). See above.
7E17CCxy -- Have 'xy' Fire (Player 3). See above.
7E17CDxy -- Have 'xy' Fire (Player 4). See above.
7E17CExy -- Have 'xy' Fire (Player 5). See above.

7E4EBDxy -- Have 'xy' Bombs (Player 1). Setting 'xy' to '00' prevents you from laying any bombs. Regardless of how high you set the value, you can only lay a maximum of twenty bombs at once. (this also applies to the number of panels that appear when you die in Battle Game).

7E4EBExy -- Have 'xy' Bombs (Player 2). See above.
7E4EBFxy -- Have 'xy' Bombs (Player 3). See above.
7E4EC0xy -- Have 'xy' Bombs (Player 4). See above.
7E4EC1xy -- Have 'xy' Bombs (Player 5). See above.

7E4ED5xy -- Always have certain bomb types or bomb-related powers (Player 1). Since this isn't as simple as saying that 'xy' equals a certain number, this code has its own section below.
7E4ED6xy -- Always have certain bomb types or bomb-related powers (Player 2). See above.
7E4ED7xy -- Always have certain bomb types or bomb-related powers (Player 3). See above.
7E4ED8xy -- Always have certain bomb types or bomb-related powers (Player 4). See above.
7E4ED9xy -- Always have certain bomb types or bomb-related powers (Player 5). See above.

VALUES FOR BOMB TYPES AND BOMB-RELATED POWERS

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x = 0 -- Normal Bombs
x = 1 -- Piercing Bombs
x = 2 -- Land Mines
x = 3 -- Piercing Bombs + Land Mines
x = 4 -- Pursuing Bombs
x = 5 -- Piercing Bombs + Pursuing Bombs
x = 6 -- Land Mines + Pursuing Bombs
x = 7 -- Land Mines + Piercing Bombs + Pursuing Bombs
x = 8 -- Normal Bombs
x = 9 -- Piercing Bombs
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x = A -- Land Mines
x = B -- Piercing Bombs + Land Mines
x = C -- Pursuing Bombs
x = D -- Piercing Bombs + Pursuing Bombs
x = E -- Land Mines + Pursuing Bombs
x = F -- Land Mines + Piercing Bombs + Pursuing Bombs

y = 0 -- no additional abilities
y = 1 -- Remote Bombs
y = 2 -- Bomb Kick
y = 3 -- Remote Bombs + Bomb Kick
y = 4 -- Power Glove
y = 5 -- Remote Bombs + Power Glove
y = 6 -- Bomb Kick + Power Glove
y = 7 -- Remote Bombs + Bomb Kick + Power Glove
y = 8 -- Punch
y = 9 -- Remote Bombs + Punch
y = A -- Bomb Kick + Punch
y = B -- Remote Bombs + Bomb Kick + Punch
y = C -- Power Glove + Punch
y = D -- Remote Bombs + Power Glove + Punch
y = E -- Bomb Kick + Power Glove + Punch
y = F -- Remote Bombs + Bomb Kick + Power Glove + Punch

I have yet to find any difference between 0-7 and 8-F for values of x. Also, in experimenting with combinations of these values I've discovered that Remote Bombs don't stack with Land Mines or Pursuing Bombs; you'll only have the power of the Remote Bomb. Remote Bombs and Piercing Bombs do stack, though. Finally, note that you will not be able to gain any additional bomb types or powers that the code does not already give you (since the address will simply reset to whatever value the code is specifying).

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(6)~~ THE GRAND FINALE ~~X

So what kinds of codes am I looking into next? Well, I've got a few thoughts, and if you have any others of your own, you can send it my way:

- Bomb Walk and Wall Walk items.
- Automatic and permanent Louie mounts.

Thanks for reading. I had a lot of fun researching and writing this, and I hope the effort has served you well.

Thanks to Hudson for creating this game. It's too bad the Super Bomberman games after the second didn't leave Japan, because I'd say they're the most fun! Pray for a remake/compilation!

Thanks to GameFAQs for serving as a hub for game players.

Thanks to GameFAQs contributors, whose great work will surely be overlooked by thousands more message board users to come.

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If you want to use all or part of this FAQ somewhere else, please contact me. I'm an agreeable guy, but I'd also like to be able to keep track of who is interested enough in my work to use it.

FAQs written by KirbyManiac:

- > Paper Mario Badge Combination FAQ
- > Marvelous: Another Treasure Island FAQ/Walkthrough (incomplete)
- > Kirby Air Ride FAQ (unpublished; available by email)
- > Super Bomberman 5 Pro Action Replay Codes (which you're reading now!)

This FAQ written and updated by Matthew Danyeur (aka KirbyManiac).

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