

05. Passwords	PAS05
06. Credits/Contact Info	CRE06

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01. INTRODUCTION INT01

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Welcome to Damage_dealer's FAQ/Walkthrough for the Japan-only puzzle game made by Raizing and published by Hudson, Super Bomberman: Panic Bomber W! It was released in the year 1995 for the SNES console, and is a pretty cool game, I guess. Its mechanics are similar to Tetris in some ways, but, either way, this game surpasses Tetris in terms of playability and variety of features. IMO, it is also similar to Puyo Puyo series in some way, judging from its Vs. modes. I don't know why, but this game was never released outside of Japan, but it has a sequel (remake?) on PSP, called Bomberman: Panic Bomber. Sadly, that game was never released outside of Japan too. Guess it's just one of those gaijin-only puzzlers that never make it to US or any other English-speaking region.

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02. BASICS BAS02

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The game is pretty easy to understand, I must say. The main menu looks like this:

Single Player
Multiplayer
Settings

In one's turn, Single Player has two options: Start Game and Password, while Multiplayer has three options to start the 2, 3 or 4-player game respectively. In the Settings menu you can choose the difficulty level, the sound type, and the controller type (A or B). I haven't been able to figure out what does the Boss Battle's Dokuro -> Normal means.

To start a new game, choose Single Player -> Start Game.

The gameplay looks like this:

Bomberman heads come down from the top of the screen. You rotate them with A, B, X and Y buttons as you see fit. Once they land, another set of three heads starts falling. Some other objects may fall too, but we'll talk about it soon. The objective is to match three or more Bomberman heads of the same color in a row. This row can be vertical, horizontal, or even in oblique line. Matching three or more Bomberman makes a bomb appear on your screen. If you make a nice combo, several bombs will appear. The left screen is yours, while the right one is your enemy's screen.

There are two blue charge meters between your and your enemy's screens. Again, the left meter is yours while the right one is your enemy's meter. It fills with red color as you match more and more Bomberman heads of the same color. To make it fill quicker, match more than three heads in a row or make combos that instantly boost the red charge in your meter. The meter also gives you a Large Bomb, when completely filled. The key to defeating your opponent is filling the meter with red, so that bombs will fill your enemy's screen and you will then hope that he/she won't be able to clear them in time. Be aware that the enemy can do the same thing to you, so be very careful and swift in matching those Bomberman heads. The other thing that influences the number of random items on your opponent's screen is blowing up the Bomberman heads/other bombs with a Burning Bomb. The larger the explosion, the more garbage blocks appear on your enemies screen. The fire counter is situated in the top left corner of your/your enemy's screen. It starts with 2-space explosion range (it

looks like X2), which means that the bombs will blow up other bombs that are situated within a 2-space range from them in one chain hit. You can increase the fire counter to X3, X4 or X5 by matching more and more Bomberman heads. During boss battles, several random effects may be inflicted on you and your enemy. They appear when you blow up the blue garbage blocks that slowly fill the screen. Take note that they look blue only in boss battles. As I said, the outcome of them is completely random, and here's their description:

Explosion range drops to 1-space;
You may get a free Large Bomb;
Controls are reversed for a while;
Bomberman icons fly on the screen, preventing one from matching the Bomberman heads correctly;
The screen freezes for a while;
Rocks start falling down;
All Bomberman heads disappear from the screen;
All garbage blocks become bombs;
Certain Bomberman heads change color.

Here's the quick rundown of all objects that you may encounter during the gameplay:

RED BOMBERMAN HEAD - an ordinary Bomberman head that you match with other red Bomberman heads to destroy them and fill up the meter.

WHITE BOMBERMAN HEAD - an ordinary Bomberman head that you match with other white Bomberman heads to destroy them and fill up the meter.

BLUE BOMBERMAN HEAD - an ordinary Bomberman head that you match with other blue Bomberman heads to destroy them and fill up the meter.

GREEN BOMBERMAN HEAD - an ordinary Bomberman head that you match with other green Bomberman heads to destroy them and fill up the meter. They only start appearing from Round 2.

BLACK BOMBERMAN HEAD - an ordinary Bomberman head that you match with other black Bomberman heads to destroy them and fill up the meter. They only start appearing from Round 2.

SMALL BOMB - an ordinary bomb that blows up the adjacent bombs (that are situated vertically or horizontally) with a set explosion range. The minimum explosion range is 2 blocks. It only blows up if the burning bomb/large burning bomb is used.

BURNING BOMB - blows up all the small bombs and bombfaces when they are in a reachable explosion range.

BOMBFACE - a bomb that appears in your screen when your opponent makes a combo match of Bomberman heads and blow up his bombs. Bombface only appears in non-boss battles. It only blows the bomb which is next to it, so we can say it has 1-block explosion range. It only blows up if the burning bomb/large burning bomb is used.

LARGE BURNING BOMB - a giant burning bomb that blows everything up in a half of the screen including Bomberman heads and rocks.

GARBAGE BLOCK - same as the bombface. It only blows up if the burning bomb/large burning bomb is used. Appears in boss battles.

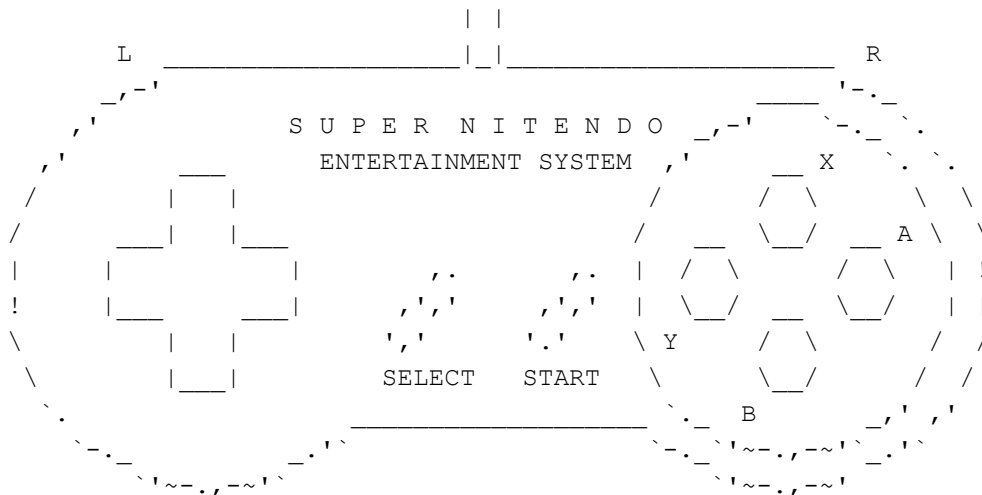
ROCK - indestructible with Burning Bombs, rocks only blow up when a Large

burning bomb is used.

The other objects (like skullbombs, metal trash cans, starbombs etc.) are dealt with similarly to bombfaces and garbage blocks. They appear in respective boss battles, and in boss battles only, not to mention that only that boss has access to using them.

03. CONTROLS

CON03



D-Pad - Move the Bomberman heads

A button - Rotate the Bomberman heads right

X button - Rotate the Bomberman heads right

B button - Rotate the Bomberman heads left

Y button - Rotate the Bomberman heads left

START - pause the game

The L and R shifts and the SELECT button do not have any distinct use in this game.

04. WALKTHROUGH

WAL04

ROUND 1

Jamaica

First Enemy: ORANGE BALLOON

No worries here, it's a pushover battle, as the balloon is slow in matching them Bomberman heads. You won't have trouble defeating this little fella.

Second Enemy: OCTOKID

Same as above.

Boss: MARACAS BOMBER

Again, this enemy is slow. It should go down with the first filling of your meter.

ROUND 2

England

First Enemy: RED EYEBROW

Simple, like the first two enemies.

Second Enemy: TEDDY BEAR

Same as above.

Boss: ROBOBOMBER

This enemy is faster than an ordinary goofball. Nevertheless, he can be dealt with within two minutes :)

ROUND 3

USA

First Enemy: JELLY GOO

Yet again, another joke enemy.

Optional Boss: BOMBERWOMAN

Now this battle is hard for Round 3. She is fast, and matches Bomberman heads faster than lightning. Be sure to blow up everything you see, and maybe in that case she'll run out of space to counter your attacks.

Second Enemy: PENGUIN

Same as above.

Boss: DESERT BOMBER

Same as Robowarrior.

ROUND 4

Kenya

First Enemy: SEAL

From here on out, the battles get a LITTLE more challenging, BTW. Just keep repeating the old strategy to win this time.

Second Enemy: EASTER ISLAND STATUE

Same as above.

Boss: JUNGLE BOMBER

Now this is tough. Jungle Beast keeps building up Bomberman heads like crazy, and he charges his meter very fast. I say you must focus on matching as much Bomberman heads as you can here to keep up with your opponent's charge. His bombwave is survivable, but only if you happen to receive a Large burning bomb with a little luck. Try to be the first one to fill the meter and the Jungle Beast should go down.

ROUND 5

Japan

Optional Boss: BLACK BOMBER

This enemy is similar to Bomberwoman, only that he is quite fast, so think

fast here.

First Enemy: BLUE ONION

From this point, the enemies get really challenging. Treat this battle as the previous one, and you're sure to win.

Second Enemy: GHOST

One meter fill-up may not kill this critter, so be ready for charging it one more time. That being said, he's just like Blue Onion in all other aspects.

Boss: SAMURAI BOMBER

Treat this battle like other Bomber ones.

ROUND 6

Space

Only two enemies here. Two bosses, to be exact.

Boss: BAGULAR

Bagular is hard. He has the quickest Bomberman matching capabilities, so here you'll have to give everything you've got to survive. Be sure to use a Large burning bomb and if any other bombs/garbage cans are left, pray for another burning bomb to appear to finish Bagular off.

Final Boss: PANIC BOMBER

This is it, the final challenge of the game. This boss is similar to Bagular in terms of speed and accuracy. He tends to build up Bomberman heads on both sides of his screen and then unleash the big bad Large burning bomb to bombard you with garbage blocks. Keep that in mind, and plan accordingly, making fast decisions and destroying all bombs/blocks that are present on your screen. I was able to defeat even before he used his star-shaped Large burning bomb. All in all, you'll get your lucky chance to fill his screen with bombs to finish him off for good.

Be sure to watch a pretty cool ending afterwards.

Congrats on beating the game! If you want greater challenge, try playing on higher difficulty levels or try the multiplayer. It's fun, I assure you.

THE END

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05. PASSWORDS

PAS05

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To enter the password, choose Single Player -> Password. Swtch digits with Up and Down buttons on your D-Pad. Confirm your password with START or A buttons.

9650 - Round 2 (Easiest Difficulty)

1706 - Round 2 (Easy Difficulty)

3248 - Round 2 (Normal Difficulty)

7154 - Round 2 (Hard Difficulty)

5746 - Round 2 (Hardest Difficulty)

1386 - Round 3 (Easiest Difficulty)

2516 - Round 3 (Easy Difficulty)
2158 - Round 3 (Normal Difficulty)
3825 - Round 3 (Hard Difficulty)
9510 - Round 3 (Hardest Difficulty)
4715 - Round 4 (Easiest Difficulty)
0927 - Round 4 (Easy Difficulty)
7431 - Round 4 (Normal Difficulty)
2473 - Round 4 (Hard Difficulty)
7839 - Round 4 (Hardest Difficulty)
4890 - Round 5 (Easiest Difficulty)
0285 - Round 5 (Easy Difficulty)
5792 - Round 5 (Normal Difficulty)
1439 - Round 5 (Hard Difficulty)
6532 - Round 5 (Hardest Difficulty)
3105 - Round 6 (Easiest Difficulty)
0819 - Round 6 (Easy Difficulty)
1694 - Round 6 (Normal Difficulty)
1974 - Round 6 (Hard Difficulty)
6218 - Round 6 (Hardest Difficulty)

5656 - Replace Bomberman heads with balloons
4622 - Replace Bomberman heads with Bomberman figures

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06. CREDITS/CONTACT INFO

CRE06
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Credits go to:

Nintendo - for making SNES
Raizing - for making this game
Hudson - for publishing this game
SBallen - for putting it on GameFAQs
jtd786 of YouTube - for clearing some things up for me

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Send any questions, corrections, suggestions or feedback to
damagedealer@ukr.net
If you've found a mistake, feel free to e-mail me at any time, though I don't
plan on continuing the work on this guide in the future.

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