INSTRUCTION BOOKLET

BOMBER MAN 64™

The Second Attack!

NINTENDO.64

VATICAL
ENTERTAINMENT

HUDSON

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Control Stick Function

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.
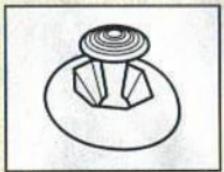
If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects on it.

Controller
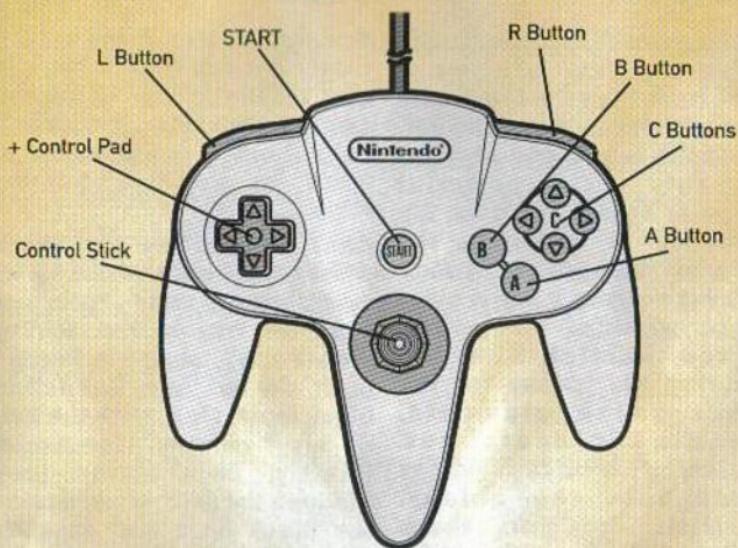
+ Control	Control Player or moves the cursor at the selection menu.
Control Stick	Controls Player or moves the cursor at the selection menu. While carrying a bomb, rotate the stick quickly to increase speed of the bomb's growth.
A Button	Sets a bomb or makes a choice at the selection menu. While carrying a bomb, hold the A Button to make the bomb grow bigger.
B Button	Carry and Throw a Bomb or cancel at the selection menu.
C Button	← → ↓ Opens the screen for Bomb selection.
C Button	↑ Calls Pommy
L or Z Button	Triggers a Remote Control Bomb if you have a Remote Control item.
R Button	Stops a Kicked Bomb
START	Game Start and Pause

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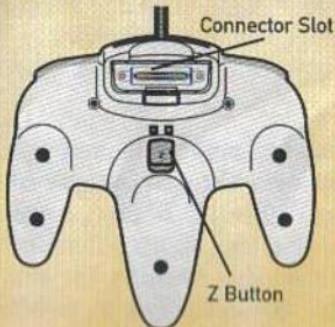
Story

Of the great discoveries in the universe, few are more important than the legendary eight elements. When the evil Rukifellth found one of these elements - the powerful Celestial Stone - he used his influence to assemble the dreaded BHB Army. Armed with his new army and a giant space warship, the power-crazed Rukifellth began scouring the galaxy for the other seven elements, invading planets and enslaving innocent races throughout the galaxy. Rukifellth controls these enslaved planets with special Gravity Generators, the same devices the BHB Army used to create a Black Hole. Rukifellth uses his Black Hole to capture new planets, but he should have thought twice before he tried to capture Bomber Planet.

After celebrating his recent victory over Altair, Bomberman was returning from his trip to Hot Springs Planet Ksa2 when his Bomber Craft drifted into Rukifellth's Black Hole. Now, with the help of his newfound companion Pommy, Bomberman must disband the BHB Army, destroy the Black Hole and save the eight elements from the evil Rukifellth.

The Main Characters
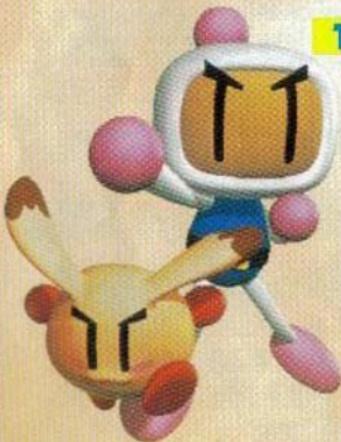
Bomberman: The main character and hero in the game, Bomberman must foil Rukifellth's evil plans with the help of his new pal, Pommy.

Pommy: Pommy is a strange animal that popped out of an egg Bomberman found on the Hot Springs Planet. Although a bit timid, Pommy is a helpful companion.

Lilith:

Known as the "Scourge of the Spaceways," Lilith is doing her own reconnaissance of the BHB Army. She'll often help Bomberman by offering suggestions or advice, but Lilith is also looking for the elements and her behavior seems a bit suspicious.

How to Begin

How to Begin a Game

At the title screen, press START to make the selection screen appear. Move the cursor using the + Control Pad or Control Stick and select Story Mode by pressing the A Button. Now select the file that you want to use. If you've never played a single-player Bomberman game before, be sure to check out the game tutorials. You'll be able to explore the advanced strategies in the second tutorial after you complete The Lost Planet Alcatraz.

Game Screen

1. **Displays which Bomb is in use**

2. **Indicates Player has a Remote Control Item**

3. **Level of Flame Power (0-3)**

4. **Number of Bombs available (0-3)**

5. **Player's Life (5-10)**

6. **Amount of Money (0-99999)**

Story Mode Objectives

Destroy Enemies
Use your bombs to blast away obstacles or enemies. While this sounds simple, there are many enemies who also know a thing or two about how to defeat you.

Collect Items
After you demolish an object or defeat an enemy, an item may appear. Collect these items to enhance Bomberman's powers.

Solve Traps
There are usually several traps and puzzles in each area. You'll need to overcome these obstacles to complete the game.

Fight the Astral Knights
You'll battle an Astral Knight on each planet. If you win, you may receive an element from the knight. These elements will give you special bomb powers.

Destroy the Gravity Generators
To save a planet, you must destroy a Gravity Generator. Barriers protect all Gravity Generators. To disable a Gravity Generator, find and blast the four switches that activate a barrier. Once you eliminate the Gravity Generator, you'll free the planet.

Story Mode

Game Over and Continue

The game will be over if you fall off the screen or run out of hearts. When the game is over, you may continue by selecting **Restart the World**. Keep in mind that you have three chances to continue with all the power-ups you collected in the game, but if you continue after the third time you've been defeated, you'll lose your power-ups. Each time you continue, you return to the beginning of the planet where you were defeated. If you lost the fight with a boss, you will continue at the beginning of the fight. If you choose **Return to World Select** and you have not cleared the planet, the game will not be saved. You will have to start from the beginning of the planet the next time you select it. If you decide that you really want to Quit, you will return to the title screen.

Save

This game is automatically saved when you clear a planet or buy something at the shop.

Shop

If you press the R Button at the World Selection Screen, you'll be able to visit the Merchant Ship Frontier and purchase items, hints or a Battle Map. Move the cursor over the object that you want to buy and press the A Button. Keep in mind that some items and hints are not available until you clear certain planets.

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Guardian Armor

How to Obtain Guardian Armor

Guardian Armor is hidden somewhere on each planet. The pieces will cover your Head, Body, Arms and Feet. Each time you find and equip a Guardian Armor piece, you'll earn a special power. Once the game is saved, you'll keep the armor until you erase the file.

Guardian Armor Powers

1. Guardian Helmet - enables you to use a remote control.
2. Guardian Mail- decreases faint time if you're injured.
3. Guardian Arm - enables you to throw a bomb.
4. Guardian Boot - enables you to kick a bomb.

1. Guardian Helmet

2. Guardian Mail

3. Guardian Arm

4. Guardian Boot
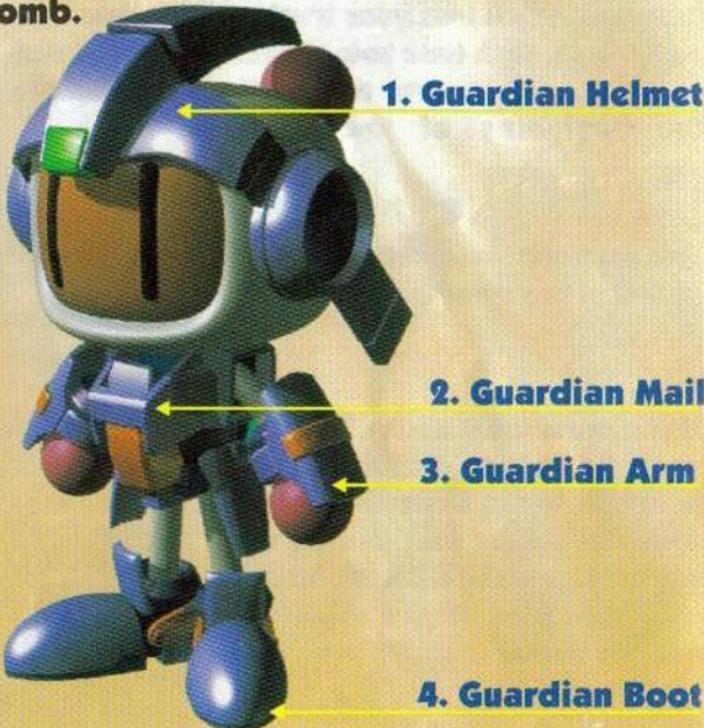
Bomb Selection

Each planet has different types of traps that require different types of bombs. If you win a special element from an Astral Knight, you will be able to use new bombs. To open the Bomb Selection Screen, press the C Button (Left, Right or Down).

Bombs

Fire Bomb: You start with this bomb. It explodes with the classic "+" shaped flame. Max number of bombs you can set at a time: Four.

Ice Bomb: Requires Water Element. Choose this bomb to freeze water, objects or enemies. Max number of bombs you can set at a time: Three.

Hurricane Bomb: Requires Wind Element. Use this bomb to travel over impassable terrain. Max number of bombs you can set at a time: Three.

Lightning Bomb: Requires Thunder Element. Set this bomb to fry the circuits in mechanized or robotic equipment. Max number of bombs you can set at a time: Four.

Navarm Bomb: Requires Ground Element. Stronger than the Fire Bomb, the Navarm Bomb can destroy dense or tough objects. Max number of bombs you can set at a time: One.

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Pommy

Bomberman's new friend, Pommy

Bomberman's newest and staunchest ally, Pommy will give you plenty of help in your quest to defeat Rukifellth.

In single-player Story Mode, Pommy is computer controlled. If Pommy runs too far away from you, press the C↑ Button to call him back.

In two-player Story Mode, the second player controls Pommy. You may switch modes at any time during play by pressing pause (START). Press the A Button to make Pommy attack.

Pommy is a little timid, so he won't fight in the Gravity Generator rooms or against bosses. When you are at a boss or in a Gravity Generator room, Pommy will not be under your control (in one-player or two-player mode).

Pommy's Growth

You can raise Pommy in different ways by collecting the food found in the game. Pommy's changes depend on the type of food that he eats. For example, collect fruits and vegetables to make Pommy smart. Gather meat to make Pommy strong.
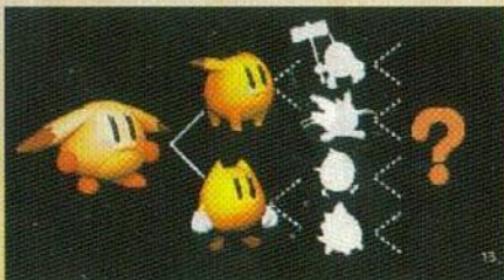
Enemies: The Astral Knights

Crimson Flame - Baelfael: Baelfael employs a fire-based flame attack.

Lord of the Frozen Wastes - Behemos: A sinister knight, Behemos favors ice-based attacks. Beware of the large gun attached to his right arm.

The Raging Earth - Molok: The most muscular knight, Molok uses superhuman seismic strength to rattle his foes off their feet.

Mistress of the Storm - Zhael: The most aggressive female knight, Zhael summons lightning-laden thunderheads that tower over her enemies.

Enemies: The Astral Knights

Lord of the Winds - Ashtarth:
A master of the winds, Ashtarth uses hurricanes to smash his foes. While he serves the evil Rukifellth, Ashtarth is an honorable knight who always believes in a fair and just battle.

The Purifying Light - Zoniha:
Never hesitant to show up her male counterparts, Zoniha is a crack-shot with her blazing flash beam.

The Black Breath - Bulzeeb:
The most powerful of all the knights, Bulzeeb uses his deadly Black Breath to vanquish (and vaporize) his opponents. A longtime Bomberman rival, Bulzeeb is willing to sacrifice everything for a chance at a rematch.

The Dark Messenger- Rukifellth:
The leader of the BHB Army, Rukifellth's goal is nothing short of galactic domination. To accomplish this, he needs to have all seven of the remaining elements.

Story Mode Planets

The Lost Planet Alcatraz

Captured by the BHB Black Hole, Bomberman is sentenced to life on Alcatraz. To help him make his escape, you'll need to solve a variety of puzzles. Use your bombs to activate switches or disable mechanical equipment.
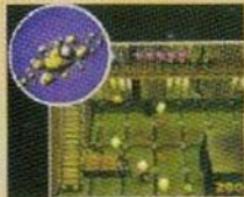
Enemy Characters

BHB Soldier: A low-ranking soldier trained to neutralize and dispatch escaping prisoners.

Mad Rats: Feeble sewer dwellers that like to run down any form of fast food.

BH-Type 02: Big army robots armed with rotating beam-swords.

Blaggy: These giant bats are impossible to hit in the air. Wait for them to land.

BH-Type 01: Auto patrol robots that pursue anything on the ground.

Story Mode Planets

Ocean Planet Aquanet

The ruins of an ancient civilization lie beneath the waves of Planet Aquanet. Bomberman must hit switches or blast pillars to control the water levels in the mazes. It's important to remember that Bomberman can't swim.

Enemy Characters

Froggy: These annoying amphibians will give you a tongue-lashing.
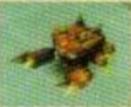
Giant Crab: Immune to Ice Bombs, these side-stepping Giant Crabs engulf their foes in frothy waves of bubbles.

Sea Urchin: These territorial one-eyed monsters prefer to jump in place.

Triton: Persistent undersea dwellers that try to stick it to you with their sharp tridents.
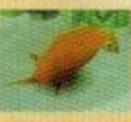
Seal: Immune to Ice Bombs, seals will often mistake bombs for balls and will try to throw them back to you.

Blowfish: While the Blowfish are not the smartest creatures in the galaxy, they'll certainly remain one of the most feared. These fish explode the moment you touch them.

Story Mode Planets

Sky Planet Horizon

A magical and ancient city floats high in the sky of the Planet Horizon. Remember to slide the stone statues onto switches to open gates, and don't forget to collect all the jewels!

Enemy Characters

Snake: While snakes are weak, their bite can be nothing short of lethal.

Harpie: A cross between a bird and a human, harpies use their wings to create tornadoes that are strong enough to detonate any bombs.

Stone Guard: In addition to carrying sharp swords, these sentries will use their shields to bounce bombs back at you.

Ancestral Spirits: These floating spirits employ a powerful compressed air attack.

Black Bull: Beware of this raging bull's devastating charge attack.

Game Planet Starlight

An amusement planet, Starlight used to be the gambling center of the universe. Use the elevators to move between floors in your search for four hidden cards.

Enemy Characters

Spin Chips: If you manage to blast these spinning foes, you'll earn more than chump change.

Music Box: It takes several bombs to silence a Music Box.

T-12000: The T-12000 fires Bomberman-seeking bullets.

Magician: Immune to Fire Bombs, Magicians move fast and shoot flames from their wands.

Playing Cards Knights: These guys deal out knuckle punches if you fail to play your hand right.

Story Mode Planets

Nature Planet Neverland

Over seventy percent of Neverland is bubbling molten rock. You'll need to turn on switches and levers to open doors in this furnace. Watch your step around the lava.

Enemy Characters

BHB Soldier: These seasoned veterans will usually try to push you into the lava.

Hunt Dog: Armed with iron teeth, these watchdogs have a bite that's worse than their bark.

Fire Ball: Great balls of fire! Don't let these melting molten rock balls hit you.

Flame Titan: Nothing burns the Flame Titan especially not the Fire Bomb.
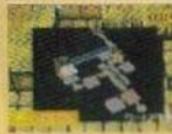
To check your location on the map, press START during play. You can move the map by pressing the C Buttons.

Story Mode Planets

Warship Noah

This giant space warship is home base for the BHB Army. On board, you'll have to use all the different bombs you've found in the game. The trick is to figure out which bomb to use on each new obstacle. If you clear this warship, you'll be able to escape from the Black Hole.

Enemy Characters

BHB soldier: These elite soldiers attack in groups and fire beam-rifles.

BH-Type03: The strongest guard robots, these sentries fire auto-trace bullets.

Soul Eater: These fiends attack with laser beams and scythes.

BH-Type04: These Guard Robots will throw back any bombs you set.

Red Spiritual Dog & Blue Spiritual Dog: Created from the Elemental Stones, the Red Dog is immune to Fire Bombs and the Blue Dog is immune to Ice Bombs.

How to Play Battle Mode

Multi-player Bomber-action at its best!

Battle Mode is an explosive multi-player game where you can play against one to three human opponents. You'll discover five exciting variations of this addicting multiplayer contest.
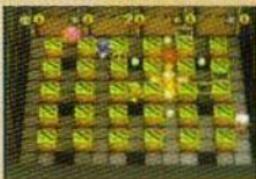
Select Battle Type

Select Battle Mode at the selection screen to go the Battle Type selection screen. If this is a new game, you'll start with Survival Mode as your only option. To play other Battle Types, you'll need to successfully complete Challenge Battle Mode (see page 21).

Select Battle Options

Once you have selected a battle option, press the R Button to move to the Battle Options screen. Here you can customize the game conditions:

- **Time:** Set for how long you want to play.

- **Win:** Select the number of matches it takes to determine the winner.

- **Ghost:** If you activate this option, you can play as a ghost if you lose. Although you cannot win, you can float over your rivals and bug them.

- **Sudden Death:** Adds a 15-second finale complete with a shrinking arena-very intense!

- **Shuffle:** Each player will start in a random location. Great for mixing up strategies.

How to Play Battle Mode

Select a player and a character

At the Battle Type selection screen, press the A Button to go to the Character Selection screen. At this screen, you can choose between Player or COM (Computer) operated mode. You can also select the number of COM opponents on this screen. If you want to play with your own custom Bomberman, you must connect the Controller Pak on which you saved the data before you came to this screen.

Select a Battle Arena

The last thing that you need to do is select a Battle Arena. There are a maximum of eight arenas for each Battle Type game. Your match begins after you choose your venue.

Start the Battle:

As you blast away at objects and opponents, it's important to collect any items that you find. Most of these items will power up your character and help you win the game.

Final Winner

The player who wins the battle games, per the rules you set up at the Battle Options screen, will be honored as the final winner.

Challenge Battle Mode

Challenge Battle Mode is a battle game between a human player and one or more computer opponents. To choose this mode, press the L or Z Button at the Battle Type selection screen. Before you can play the other Battle Type options, you must first clear Survival Mode.

Increasing the Number of COM Characters

If you select a Challenge Battle, the COM character and arena will be automatically selected and the game will start. If you win the battle, you will receive a bronze cup and the number of COM characters will increase during the next battle. If you play the same Challenge Battle again and win, you will get a silver cup. Keep playing until you win the gold cup. Every time you earn a cup, the number of available COM characters will increase.

New Battle Types

Each time you win a gold cup in Survival Mode, a new Battle Type will appear on the Battle Type selection screen. New Battle Arenas will be added and made available in the standard Battle Game Mode.

Introduction of Battle Types

There are five different types of Battle Games, each with different rules.

TYPE 1: SURVIVAL

The last player standing wins!
This is the traditional Bomberman Battle Game. You can set up Sudden Death or Ghost at the Battle Option screen. This is a great game for introducing new players to the world of Bomberman.

TYPE 2: BATTLE ROYAL

The player with the most points wins! The player who defeats the most enemies within the time limit is the winner. Players who lose in the middle of the game can be revived and continue the game. There are no Sudden Death or Ghost options.

TYPE 3: KING & KNIGHTS

The team that survives the longest wins. This battle game is played in teams. You'll need to determine the number of player hit points before starting the game. The object is to protect your king while attacking the enemy king. If your team's King is hit, your team loses three HP. If a player is hit, the team loses one HP. The team that eliminates the rival team's entire HP is the winner.

Introduction of Battle Types

TYPE 4: KEY TRIAL

Look for the keys hidden in the arena. This battle game is played on four divided screens. **The first player who finds two out of the three keys is the winner.** To win, balance your strategies between blasting your rivals and searching for keys.

TYPE 5: SCORE ATTACK

Attack an object or character to earn or steal coins. This battle game is played on four divided screens. **The player who collects the most coins is the winner.** If a bomb hits you, you'll lose some of the coins you collected.
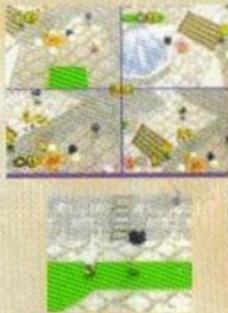
Customizing Bomberman

Create your own custom Bomberman!

Using the Custom Bomberman option, you can create your own Bomberman using the accessories you found in Story Mode. After you create your personalized Bomberman, you can save it for Battle Mode matches.

Collect Custom Parts

The Custom Parts are hidden on the planets in the Story Mode. You can also buy parts at the Shop. Make your own personal Bomberman fashion statement!

How to set up a Custom Bomberman

1. Select a file at the Custom Bomberman File Selection Screen and choose from the custom parts you found in Story Mode. The numbers next to the parts indicate how many of each part you have.

2. Once you select a file, you can change the data your Custom Bomberman or create a new Bomberman. Once you select a file, you can change the data your Custom Bomberman or create a new Bomberman.

3. Name your Bomberman. You have room for eight letters.

4. Equip the parts by selecting which part of Bomberman you want to modify: Head, Arms, Body or Legs. The list shows you which parts you have. Move the cursor to the part you want to equip and press the A Button.

5. Save your Custom Bomberman by selecting where you want to save the file: A Nintendo 64 Controller Pak or the memory on the Game Pak.

Options

At the Options screen, you can adjust the game's audio levels:

Audio: Switch the music sounds from Stereo or Mono.

Music: You can adjust the music volume using the + Control Pad or Control Stick.

SE: You can adjust the Sound Effects volume using the + Control Pad or Control Stick.

???: These are secret options.

Item Descriptions

Fire:
Increases the size of the flame from bombs.

Fire Down:
Decreases the size of the flame.

Max Fire:
Maximizes bomb flame size.

Bomb:
Increases number of bombs that can be set at one time.

Bomb Down:
Decreases number of bombs that can be set at one time.

Boot:
Increases your speed.

Shoe:
Decreases your speed.

Kick:
Enables you to kick bombs.

Glove:
Enables you to throw bombs and increases bomb size.

Remote Control:
Enables you to detonate bombs using the L or Z Buttons.

Heart:
Increases Life.

Invincible:
You become invincible for a short time.

Key:
Available only in the Key Trial in Battle Mode, players must find two of the three hidden keys to win.

Item Descriptions

Custom Parts:

You can find Custom Parts hidden on each planet. Collect the parts to create your own Custom Bomberman (see page 24).

H=Head   B=Body   A=Arm   L=Leg

Coins:

Collect coins in order to purchase items and hints at the Shop (see page 7).

Pommy's Food:

Collect Food items to make Pommy change (see page 10).

Item Descriptions

Skull:

This item is only available in Battle Mode. When you get this item, one of the following will occur:

- **Little:** Your character gets small and your speed is twice as fast.
- **Big:** Your character gets big and your speed reduced by half.
- **Hamster:** Your character changes into a hamster and you cannot use bombs.
- **Reverse:** You move in opposite directions.
- **Fake Bomb:** Your bomb's flame is as large as Big Bomb.
- **Flame Man:** You are invisible and surrounded by a flame. After you recover, you will lose one heart.
- **Clear:** Your character is invisible.
- **Curse:** You are in the grip of death. When the count gets to zero, you lose the game.
- **Blind:** Your screen is blurred (only in battle games featuring four divided screens).

Demon:

This item is only available in Battle Mode. When you touch this, one of the following things will happen:

- **Hurricane:** A giant tornado appears in the arena.
- **Gulliver:** All players get big.
- **Poison:** Player gets sick.
- **Luck:** Coins rain down (only in the Score Attack battle game).
- **Quake:** An earthquake will shake the ground.
- **All Skeletons:** All players have a "Skull" effect.
- **All Kings:** All players are Kings (only in the King and Knights battle game).
- **Clear Arena:** Arena disappears.
- **All Clear:** All players become invisible.
- **Change:** Location of player changes at random.

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