

NEED HELP WITH INSTALLATION,
MAINTENANCE, OR SERVICE?



AUTHORIZED REPAIR CENTERS™
1-800-255-3700

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
www.nintendo.com

PRINTED IN JAPAN

Nintendo®

GAME BOY®

DMC-AKGE-USA



INSTRUCTION BOOKLET

EmuMovies

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

© 1998 HUDSON SOFT. Licensed to Nintendo.
TM and ® are trademarks of Nintendo of America Inc.,
© 1998 Nintendo of America Inc.

CONTENTS

Thank you for selecting the POCKET BOMBERMAN™ Game Pak for your Nintendo® Game Boy® system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

STORY.....	4
BEFORE STARTING THE GAME.....	5
GAME MODES.....	5
Normal Game	
Password.....	6
How to play the Normal Game	7
Controls.....	8
Game Screen	9
Worlds.....	10
Hints and Tips.....	15
Jump Game	
Game Screen	16
Controls.....	17
Hints and Tips.....	18
Boss Characters	19
ITEMS	20
WARRANTY & SERVICE INFO	23

STORY

Long, long ago, the sun was shrouded by a dark and sinister cloud. Within seconds, darkness spread across the land. No longer could the sun reach the hills and valleys of the beautiful landscape.

An old legend told that the cause for the appearance of the cloud was a huge monster. That ugly creature laid a curse upon the legendary "Sword of the Sun" and sealed its power.

Now you are the only hope for the empire. Climb the "Evil Mountain" and collect the five "Power Stones" to break the curse of the sword.

Each stone is guarded by a cruel monster which you must defeat in an intensive battle. Start your quest with only your wits plus a few bombs to protect you, and bring back the sunlight to your country.

Before Starting the Game

Insert the **Pocket Bomberman** Game Pak correctly into your Game Boy system and push the Power Switch to the ON position. You will see a short sequence telling the background story of the game. Press **START** to cancel this sequence and return to the Title screen.

Game Modes

At the Title Screen you can select one of the two Game Modes. In the **Normal Game**, you will start a long and exciting quest through five dangerous worlds. If you choose the **Jump Game**, you must help Bomberman to jump to the top of each difficulty level by defeating many enemies.

At the Title screen, press **↑** or **↓** on the **+Control Pad** to select a Game Mode. To confirm your selection, press **START** or the **A Button**.

If you leave the game on the Title screen for a while, the starting sequence will play again. You can cancel it by pressing **START**. If you would like to see the starting sequence again, press the **B Button** while the Title screen is displayed.





NORMAL GAME

In the Normal Game, you have to fight through five exciting worlds, each with five different levels. At the final level of each world, a huge monster awaits to stop your heroic mission. Fight these bosses with your best bomb techniques and collect the five Power Stones to lift the curse from the sword.



PASSWORD

In the Normal Game, you can start a **NEW GAME** or enter a **PASSWORD** to start at a higher level. You get a password from the Continue screen when you lose all of your Bombermen. Enter this password on the Password screen.



HOW TO PLAY THE NORMAL GAME

On your way to the top of the mountain, you'll be confronted with lots of dangerous situations. Your goal in each level is to open the door that leads you to the next area. To open the door, you have to defeat all enemies in a level. If there are no enemies left, you will get a message to leave: **EXIT!**

Take a look in your baggage and take out the powerful bombs to blast away all of the villains.

You have the ability to place bombs to defeat your enemies. You may find helpful items under stones, bushes and other objects. Collect these items to increase your abilities and receive special powers.



At the last level of each world, you'll be attacked by a huge monster. Hit it with bomb explosions until it's defeated. Once defeated, you will receive one of the power stones.

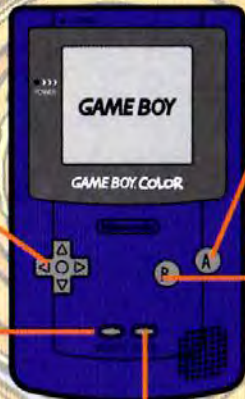
CONTROLS

+ Control Pad:

- Select options
- Move Bomberman

SELECT:

Blow up bombs using the Remote Controller (available only when you have possession of the "Remote Controller")



START:

Pause / Resume game

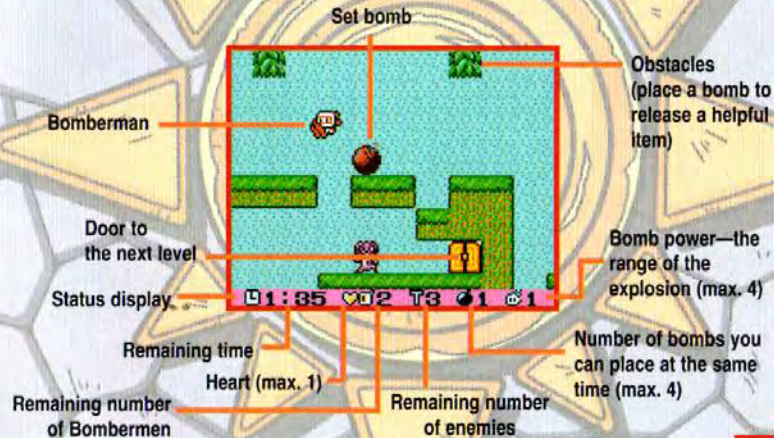
A Button:

- Confirm selection
- Set bombs (while jumping, press the A Button to set a bomb in the air)

B Button:

- Cancel a selection and return to the previous menu
- Jump (while jumping, press the B Button to jump higher. This is only possible when you have the item, "Wings")

GAME SCREEN





WORLD 1: FOREST

Your difficult mission starts at the bottom of the Evil Mountain. Look behind the thick brushwood, you may find useful items. An easy world, use it as an opportunity to familiarize yourself with Bomberman.

Boss: Torent

A huge tree, Torent unleashes caterpillar minions that transform into moths. Watch out, these moths will attack!



Enemies in the forest



WORLD 2: OCEAN

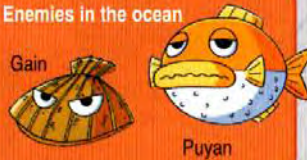
After crawling through the thick undergrowth, Bomberman finds himself in front of a deep, blue ocean, which surrounds the Evil Mountain. The only way to the top leads through the depth of the ocean. Beware of the killer fish.

Boss: Kani Bubbler

The giant crab awaits Bomberman in the depths of the ocean. Watch out for his quick sidestep!



Enemies in the ocean



WORLD 3: WIND

Bomberman reaches the foot of the mountain, but he has to travel carefully! The path is narrow and blocked by dangerous, electric barriers!

Boss: Pterastone

At the border of the thick clouds, a frightening dinosaur fossil blocks Bomberman's way. It flutters through the darkened sky and throws its rattling bones at the little hero.



Enemies in the wind



Cloudy

Purupuroon

WORLD 4: CLOUD

After Bomberman starts climbing through the fog clouds, he catches his first glimpse of the top of Evil Mountain. His target seems to be close, but the last leg of his journey is full of nasty villains and dangerous traps!

Boss: Deathspider

Close to the top, Bomberman is attacked by a giant spider that crawls down from Evil Mountain. Without warning, it spits out little spiders at the surprised hero. Only with quick jumps can Bomberman make his way through the living projectiles.



Enemies in the clouds



Springchicken

Parabomb

WORLD 5: EVIL

Finally, Bomberman reaches the top of Evil Mountain to find himself at the last stage of his journey. Babylon, the lord of all evil who cursed the Sword of the Sun, has built an evil empire. Are you ready?

Boss: Babylon

Deep inside the evil empire, Babylon is waiting for the brave hero. His stone statue shoots flames in all directions. The statue can teleport around the screen to catch you!



Enemies in Evil



Cobrawing

Wingstone

HINTS AND TIPS

STAIRS OF BOMBS

This is a little technique for advanced players. Use bombs to build stairways that lead to higher areas. This is quite difficult and takes a lot of practice. Also, you have to be very quick to be able to make it before a bomb explodes.

AIRBOMBING

With a little practice, you can place bombs in the air. Make Bomberman jump and press the A Button at the correct time to place bombs wherever you want.

BOMBCLIMBING

You can use bombs in different ways. When you set bombs in certain locations, you can jump on them and reach higher grounds which are unreachable when you use a normal jump. Hurry up before the explosion hits you.





JUMP GAME

The Jump Game is an excellent challenge for every bomber-fan with quick reflexes. You must control Bomberman, who jumps continuously, and blow up enemies. Try to break the high score for each difficulty level by defeating the enemies within the time limits.

GAME SCREEN



Remaining time
(present 2:00)

Number of
defeated enemies

Hearts (max. 3)

Bomb power
(max. 4)

Number of bombs
that can be set
(max. 4)



CONTROLS



+ Control Pad:

- Select options
- Move Bomberman

SELECT:
Not used

A Button:

- Confirm selection
- Set Bombs

B Button:

- Cancel a selection and return to the previous menu.
- Blow up bombs using the Remote Controller (available only when you have possession of the "Remote Controller")

START:
Pause / Resume game



HINTS AND TIPS

BLOW UP A GENERATOR

In the Jump Game, you will be confronted with generators that create monsters. If the center of the generator starts to flash, an enemy will soon appear. You can blow up the generator with two bomb hits. Don't waste too much time here!

OPEN SESAME!

The Jump Game is split into different sections which you must face. The sections are separated by a sealed door which is guarded by a dangerous boss. Try to blow up that huge creature with two bomb explosions. After that, the door will open, and you may enter the next section of the level.



BOSS CHARACTERS

A different boss appears, depending on the chosen difficulty level of the Jump Game (Easy, Normal or Hard). You can defeat each of them with two bomb explosions.



BOMBER WOLF

If you choose the Easy Level, you will be attacked by the cruel Bomber Wolf. He was invented by the evil Babylon to protect his powerful empire.



BOMBER MUMMY

From deep inside a mysterious pyramid, Bomber Mummy found her way back to the living world. Now she follows Babylon, and you can face her if you choose the Normal Level.



BOMBPIRE

Directly imported from Transylvania, Bombpire is searching for fresh blood. If you want to stop his tyranny, select the Hard Level.

ITEMS

Useful items will appear after you blow up soft blocks. They will increase your abilities and help you on your mission. Most items are effective until the game is over.



BOMB UP

The number of bombs which can be set will increase.



FIRE UP

The range of the explosion will increase.



SPEED UP

Bombberman can move faster.



REMOTE CONTROLLER

You can blow up a bomb from a distance by using the Remote Controller.



ARMORED JACKET

You can't sustain damage for a certain period of time.



CLOGS

These will cause you to walk slower.



PENETRATION BOMB

The flame of the bomb penetrates soft blocks.



FULL FIRE

The firepower of the bomb increases to its maximum.



HEART

You can take two hits (but only once), if you have possession of the heart.



TIMER

It will stop the clock for a certain period of time.



WINGS

You can fly by pressing the Jump Button repeatedly.

IMPORTANT:

REV-B

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

For further information or assistance, please contact:

Nintendo Consumer Assistance Hotline
1-800-255-3700 (U.S. and Canada)
Or your local authorized Nintendo retailer.

WARRANTY AND SERVICE INFORMATION:

REV-K

You may need only simple instructions to correct a problem with your product. Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER™. Please do not send any products to Nintendo without calling us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please call the Consumer Assistance Hotline at 1-800-255-3700 for trouble shooting assistance and/or referral to the nearest NINTENDO

AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without calling us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESSED WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.