Nintendo®

GAME BOY®

DMG-AKQE-USA

POCKET BOMBERMAN™*

INSTRUCTION BOOKLET

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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.

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Vimm's Lair

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.

Vinnie's Lair

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.

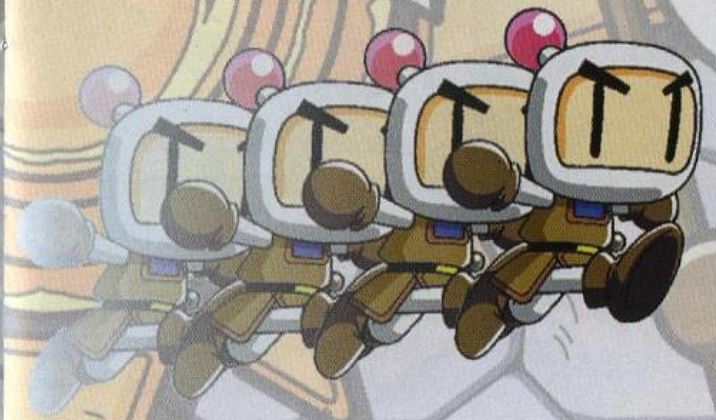


HOW TO PLAY THE NORMAL GAME

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.

Vinnie's Lair

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



Set bomb

Bomberman

Obstacles (place a bomb to release a helpful item)

Door to the next level

Bomb power—the range of the explosion (max. 4)

Status display

Remaining time

Heart (max. 1)

Number of bombs you can place at the same time (max. 4)

Remaining number of Bombermen

Remaining number of enemies

Vinnu's Lair

WORLDS

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

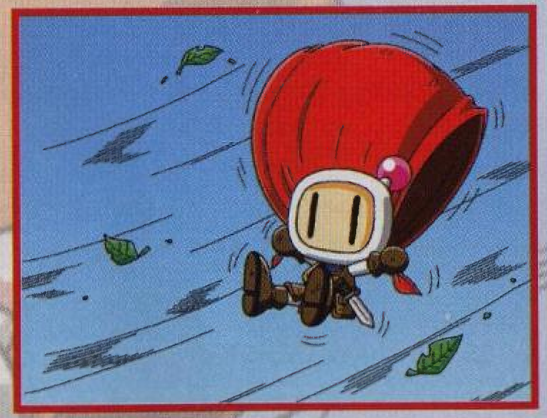




Vimm's Lair

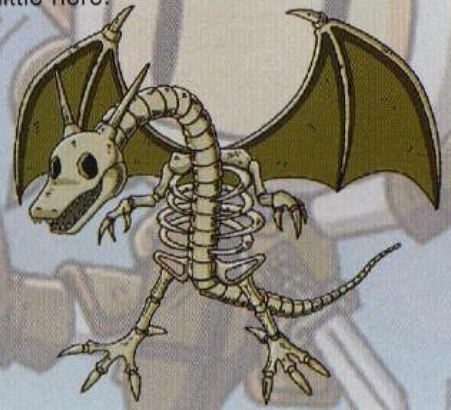
WORLD 3: WIND

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 projiles.



Enemies in the clouds



Springchicken

Parabomb



WORLD 5: EVIL

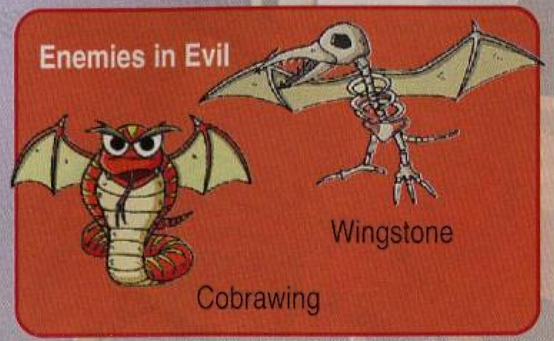
Finally, Bomberman reaches the top of Evil Mountain to find himself at the last stage of his journey. Babylon, the lord of all evil who cursed the Sword of the Sun, has built an evil empire. Are you ready?



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!





HINTS AND TIPS

STAIRS OF BOMBS

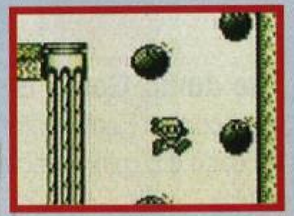
This is a little technique for advanced players. Use bombs to build stairways that lead to higher areas. This is quite difficult and takes a lot of practice. Also, you have to be very quick to be able to make it before a bomb explodes.

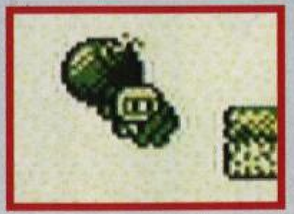
AIRBOMBING

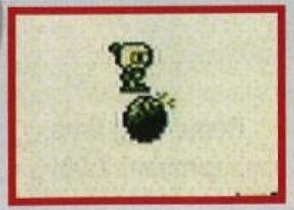
With a little practice, you can place bombs in the air. Make Bomberman jump and press the A Button at the correct time to place bombs wherever you want.

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)

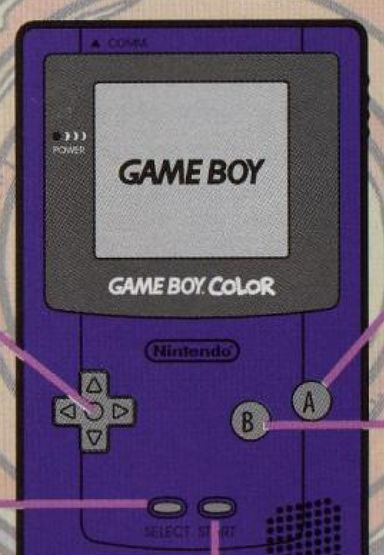
Number of defeated enemies

Hearts (max. 3)

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

Bomb power (max. 4)

CONTROLS



+ Control Pad:
- Select options
- Move Bomberman

SELECT:
Not used

START:
Pause / Resume game

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")

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.



SPEED UP

Bomberman can move faster.



FIRE UP

The range of the explosion will increase.





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.

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REV-B

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REV-K

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Vinnie's Lair