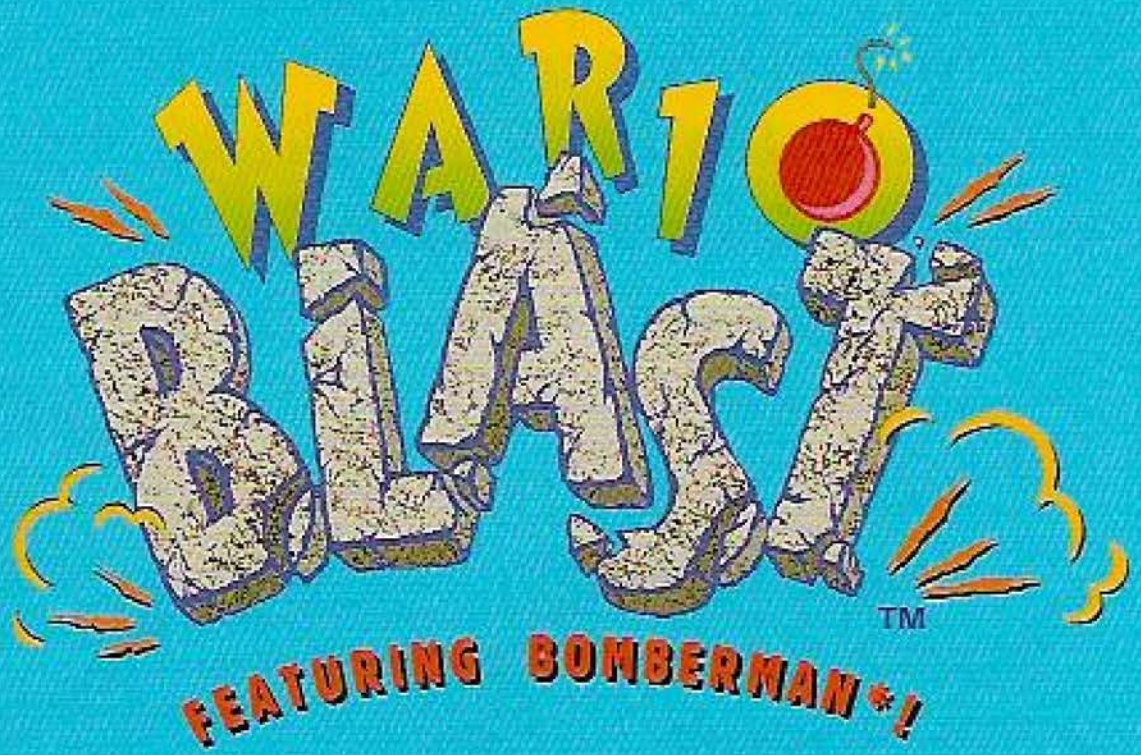
Nintendo

GAME BOY®

DMG-EE-USA-1



INSTRUCTION BOOKLET

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CONTENTS



Thank you for selecting the Wario Blast™ Featuring Bomberman* Game Pak for the Nintendo® Game Boy® unit.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this book for future reference.

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WARIO INVADES THE LAND OF THE MADBOMBERS!

Wario, in his constant search for new lands to conquer and treasures to gain, has found the extra-dimensional portal that links his world with the one that Bomberman inhabits. Thinking that the Madbombers will make a nice addition to his legions of mindless minions (as well as a new source of funds for his nefarious schemes), Wario steps through the gate... and soon finds that the Madbombers are not quite the dim-witted flunkies he originally thought them to be!

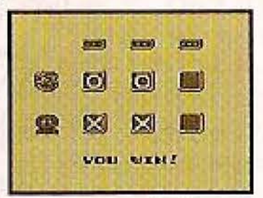


Fans of the Bomberman series will immediately recognize the familiar look and feel of the game. The player can choose to be Wario or Bomberman, as they navigate the 8 challenging levels in the adventure mode. Each level consists of 3 rounds (best 2 out of 3 matches) and a boss. New abilities are gained as each boss is conquered to enhance Wario's/Bomberman's powers.

Of course, what would a Bomberman game be without a Battle Mode? In Wario Blast, up to four players can compete on the Super NES with the Super Game Boy and Super NES 4-player adapter. Playing the battle mode is great fun, as it gets up to four players in the game at once and the matches usually end up in a chaotic every-player-for-themselves melee.

Wario Blast continues the Bomberman tradition, but with the added presence of Wario. A challenging one player game coupled with the fun and popular battle mode adds up to another great Nintendo title.

GAME CONTENTS



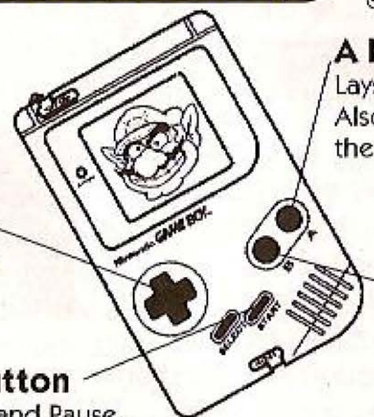
The object of this game is to clear screens by placing bombs strategically and destroying the Madbombers through the strategic laying of bombs. There are a total of 8 rounds. Each round is made up of 4 stages. A stage is won by winning 2 out of 3 victories—draws do not count. A round is cleared once the boss found at the end of each final stage is destroyed.

STARTING THE GAME

Insert the Wario Blast Game Pak into the Game Pak slot and turn on the power switch. A demo screen will appear. You can skip this screen by pressing the START Button or the A Button.



CONTROLLING WARIO (OR BOMBERMAN)



Control Pad
Moves your character up, down, left and right. Used with the "Kicks", "Dashin", "The Trouncer" and "Moto" items.

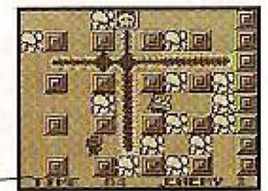
START Button
Game Start and Pause.

A Button
Lays bombs. Also used with the "Liner" item.

B Button
Stops kicked bombs. Used with the "Kicks", "Dashin" and "The Trouncer" items.

SCREEN VIEW

Time
A stage will end in a draw unless the Madbomber is defeated within the given time limit. If you run out of time when fighting the boss this counts as a loss.



Number of Madbombers

CONTINUE

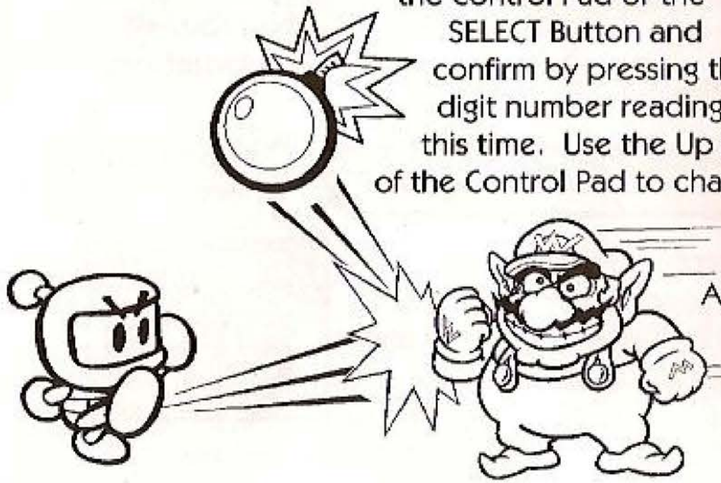
On the "game over" screen you can select whether to continue or end the game. Select using the Control Pad or the SELECT Button and confirm by pressing the A Button.



PASSWORD

The 4-digit number which appears on the continue screen acts as a password. Make a note of this number and you can restart the game from where you left off. To restart, align the cursor on the title screen with PASSWORD using the Control Pad or the SELECT Button and confirm by pressing the A Button. A 4-digit number reading zero will blink at this time. Use the Up and Down buttons of the Control Pad to change each digit of the password and confirm using the A Button. Use the B Button to cancel mistakes.



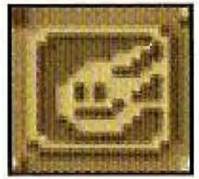


ITEMS

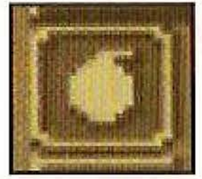
Various useful powerup items may appear when you destroy a block.

Normal Items

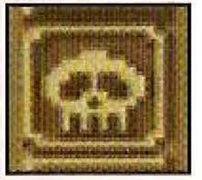
These items appear on each stage. They are only effective for that stage. Once you advance to the next stage, an item picked up on the previous stage can no longer be used.



Explosion Expander
Increases the range of explosions by one level when bombs are detonated. (Maximum 4)



Extra Bomb
Increases the maximum number of bombs that can be laid on the ground by one. (Maximum 4)



Skull
Results of picking up a skull are unpredictable, but this will always reduce Wario's (or Bomberman's) capabilities.

SPECIAL ITEMS

Every time you clear a round you can retrieve the stolen items carried by the Madbombers on that stage. These items are gained in the first five rounds.



Kicks

Allows for Kicking of bombs. Running into the laid bombs by pressing the Control Pad will send the bomb across the screen. B Button will halt the kicked bombs. If Wario/ Bomberman runs into a laid bomb, that bomb will be kicked across the screen.



Dashin

Holding the B Button down and pressing the Control Pad boosts your speed.



Liner

Two jabs of the A Button drops a bomb line.



The Trouncer

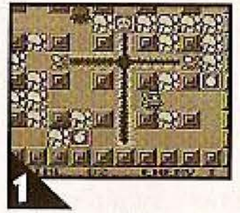
Ram and trounce the "Bad Dudes". Must be used with "Dashin".



Moto

Jump one block in a single bound by riding into a block.

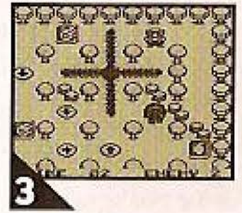
STAGES



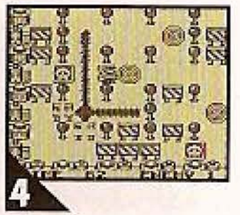
Normal Zone



Warp Zone



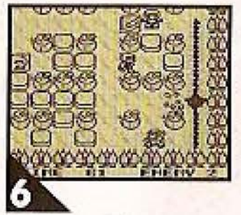
Arrow Zone



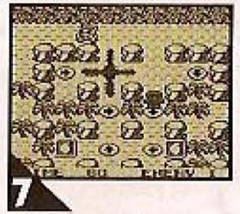
Fire Zone



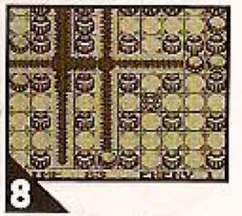
Coma Zone



Ice Zone



Burn Zone

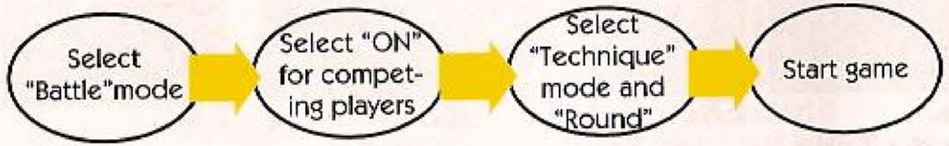


Power Zone

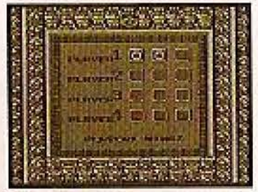
PLAYING A "BATTLE" GAME USING A SUPER GAME BOY

Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position. For further operation information, please consult your Super Game Boy and Super NES instruction manuals.

After selecting "Start" at the title screen select "Battle" mode. Using his/her control pad, each player (maximum 4) should then select "ON". The player with control pad number one should select "ON" at the technique "screen" if the players wish to use certain techniques (power-up items) in their battle game. These techniques include "KICKS", "DASHIN", "THE TROUNCER", "LINER" and "MOTO". The player with control pad number one should select which round the players wish to compete in. Don't forget you can't play more than two players in the "Battle" mode without a SNES multi-player adapter.



THE RULES OF THE "BATTLE" MODE



The object is to place bombs strategically to destroy the other bombermen (or Wario). The first player who wins 3 victories wins the "Battle". If all the players are destroyed or if time runs out that game is a "draw". The first player with three wins is the VICTOR!!

CONTINUE

Selecting continue at the "continue" select screen will allow the players to continue in the "Battle" mode.

Please reference the Super Game Boy manual for further details.





PASSWORD MEMO



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