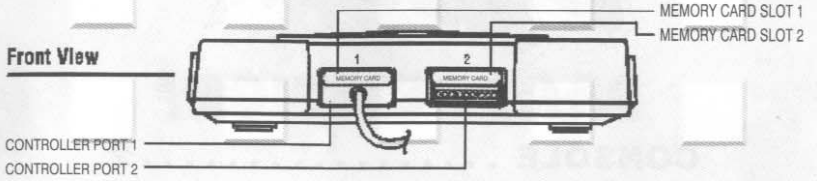

PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-01189
BOMBER MAN
PARTY EDITION
VATICAL ENTERTAINMENT



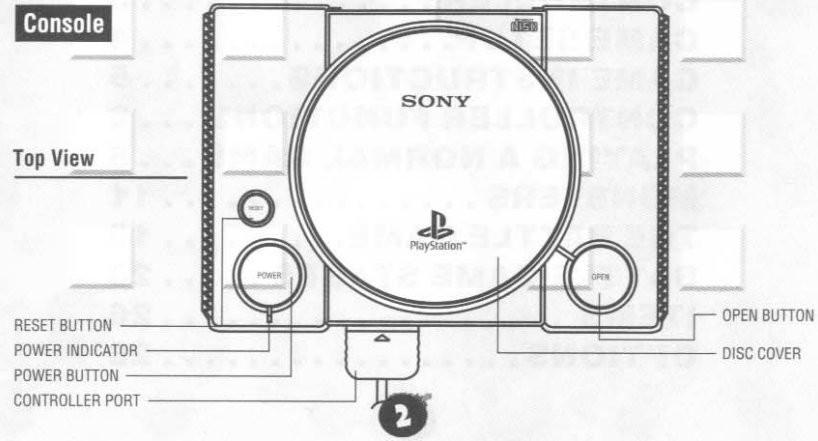
PARTY EDITION!

CONSOLE 2
CONTROLLER 3
GAME SETUP. 4
GAME INSTRUCTIONS 5
CONTROLLER FUNCTIONS . . . 6
PLAYING A NORMAL GAME . . . 8
MONSTERS 11
THE BATTLE GAME. 13
BATTLE GAME STAGES 23
ITEMS 26
OPTIONS 28

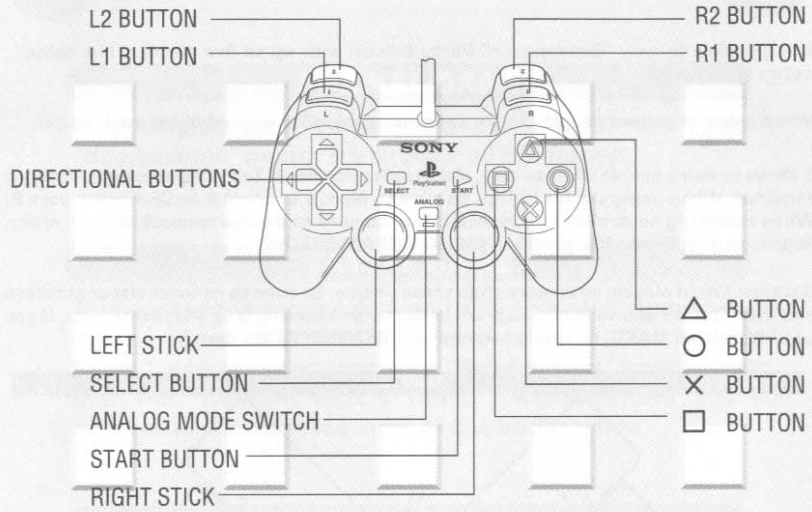
Set up your PlayStation® console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the "Bomberman"® Party Edition™ disc and close the Disc Cover. Insert game controllers and turn on the PlayStation console. Follow the on-screen instructions to start a game.



Console

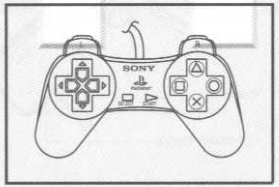


DUALSHOCK™ analog controller



NOTE: Compatible only in Digital and Analog mode

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.



GAME SETUP

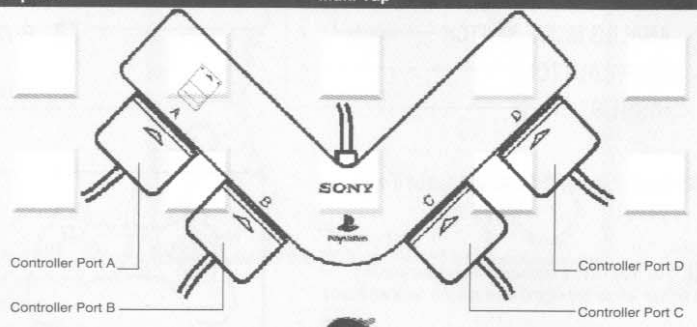
It is possible to play "Bomberman" Party Edition with up to five players, but some setup is required.

When more than two people play, a separate controller is needed for each player.

If three or more people want to play, the PlayStation Multi Tap (available separately) is required. When using the Multi Tap, be sure to always connect it to Controller port 2. When attaching controllers to the Multi Tap, be sure to always connect them in order, beginning with Controller port 2-A. (SEE DIAGRAM BELOW)

Caution: When playing with more than three people, be sure to connect the controllers and Multi Tap as shown in the diagram below before turning your PlayStation on. If you use a MEMORY CARD, be sure to always use MEMORY CARD Slot 1.

Top view — Multi Tap



GAME INSTRUCTIONS

NORMAL GAME

This single-player game is a remake of the classic "Bomberman" game. Try to clear all 50 stages!

BATTLE GAME

This multi-player game pits up to five players against each other. There are two different modes: "Battle Royal Mode", which is the standard "Bomberman" battle game, and the "Custom Battle Mode", which allows you to customize different features of the battle game.

OPTIONS

Select this to change your controller options or listen to game music and sounds.

CONTROLLER FUNCTIONS

↓↑←→ DIRECTIONAL BUTTONS

These are used to move "Bomberman" around the screen and to move between selections on the Option and other screens. Additionally, if a character has the Bomb Kick power-up in a Battle Game, a bomb can be kicked by using the Directional Buttons to move the character into a bomb.

CIRCLE BUTTON

Used for placing bombs. Additionally, if a character has the Power Glove powerup in a Battle Game, this button can be used to pick up bombs or other characters and throw them.

X BUTTON

Used to confirm selections on the Option and other screens. Additionally, if a character has the Remote Control power-up in a Battle Game, this button is used to trigger a bomb. It is also used to activate a Partner's special ability in a Normal or Advanced level battle game, and to activate a character's special ability in an Advanced level battle game.

TRIANGLE BUTTON

Used on all screens to cancel selections, or return to a previous screen. If a character has the Bomb Kick power-up in a Battle Game, this button can be used to stop a kicked bomb.

CONTROLLER FUNCTIONS

SQUARE BUTTON

This button is used in a Battle Game to activate the Punch, Push, and Multi Bomb power-ups. (The priority order for these three power-ups is Push->Punch->Multi Bomb.)

START, SELECT, R1 AND R2, L1 AND L2 BUTTONS

Soft Reset Methods:

1.) If the user during gameplay presses the START button, selects "QUIT," and selects "YES," the title screen appears.

2.) If the user during gameplay, presses the L1,L2, R1, R2, SELECT, and START buttons, the title screen appears

The controller settings described here are the default settings. You can configure the controller using the Controller Settings portion of the "Option" screen (see page 28). Note that the Vibration function will be active or inactive regardless of the status of the ANALOG mode switch. The analog sticks on the DUALSHOCK™ Analog Controller have no function and cannot be used in "Bomberman".

FOR DUALSHOCK™ ANALOG CONTROLLER OWNERS!

"Bomberman" is able to take advantage of the PlayStation DUALSHOCK™ analog controller's Vibration function. You can toggle the Vibration function on and off using the "Option" screen (see page 28). Otherwise, a DUALSHOCK™ analog controller functions identically to a normal controller. The DUALSHOCK™ analog controller's Vibration function is keyed to bomb explosions and character death.

PLAYING A NORMAL GAME

STARTING A NEW GAME

VERSION SELECTION

Choose "Normal Game" from the title screen, and select "New Game" from the menu to display the "Select Version" screen. Here, you may choose between the "Modern" and "Retro" graphics modes.

MODERN MODE

This is the Modern Mode. After clearing 10 stages, the graphics change, and you can enjoy an animated "Bombeman" show.

RETRO MODE

This is a recreation of the original, classic "Bomberman" graphics.

MEMORY CARD CHECK

Once you have selected which mode you wish to play in, the MEMORY CARD check screen will appear. Press the ◎ Circle Button to scroll through the displayed messages. Once the MEMORY CARD check is complete, the game will begin.

CONTINUING A SAVED GAME

PASSWORD

By selecting "Password" on the "Continue from:" screen and entering a password, you can continue a previous game from where you left off. Be careful to write down the password and enter it without any mistakes!

MEMORY CARD

By selecting "MEMORY CARD" on the "Continue from:" screen, you can load saved game data from a MEMORY CARD.

PLAYING A NORMAL GAME

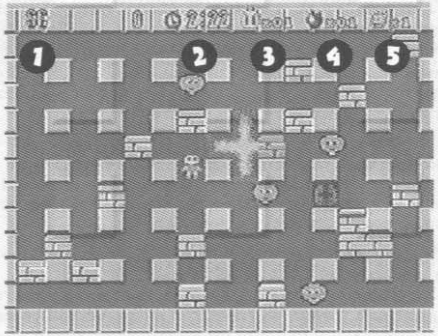
LOADING SAVED GAMES FROM A MEMORY CARD

Selecting "MEMORY CARD" takes you to the "LOAD" screen. Before any games can be loaded, a MEMORY CARD check must be performed, so be sure to insert your MEMORY CARD into MEMORY CARD Slot 1 before continuing. When the MEMORY CARD check is complete, any saved games on the MEMORY CARD will be displayed on the screen. Select the game you wish to continue playing.

THE GAME SCREEN

1: Your score

2: Remaining Time: When time runs out, additional enemies will appear on the screen



3: Remaining Lives: For every stage cleared, this number increases by one

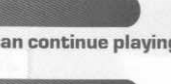
4: Number of Bombs: The number of bombs that can be placed simultaneously can be increased to a maximum of ten

5: Firepower: Firepower can be increased to a maximum of five

PLAYING A NORMAL GAME

DESTROY THE SOFT BLOCKS!

In order to clear a stage, you must find the Exit which is hidden inside one of the many soft blocks on the stage. Use your bombs to destroy the soft blocks.



FIND THE POWERUPS!

In addition to the Exit, the soft blocks on each stage also have a powerup item hidden in one of them. Be sure to find it before going on to the next stage!

ADDITIONAL MONSTERS

If time runs out before you complete a stage, additional monsters will appear all over the stage. Also, if the Exit or an item is caught in a bomb explosion, it will produce a large number of additional monsters, so be careful!

GAME OVER

If "Bomberman" is hit by a monster or caught in a bomb explosion, one of your "Remaining Lives" is used up and you must start the stage over. If your "Remaining Lives" reach 0, the game is over.

CLEARING A STAGE

Once you have defeated all the monsters on a stage and entered the Exit, you have cleared the current stage and automatically move on to the next stage.

BONUS STAGE

After clearing five stages, you get to play in the Bonus Stage. In the Bonus Stage, Bomberman is invincible. Your goal is to defeat as many monsters as possible to earn as many points as you can before time runs out.

PASSWORD

If the game ends, the Game Over screen is displayed. On this screen, a password is displayed that you can use to continue the game from the stage you were on when the game ended.

PLAYING A NORMAL GAME

CONTINUE

If you select "Continue" from the Game Over screen, you can continue playing the game from the stage you were on when the game ended.

SAVING YOUR GAME

If you select "Save" from the Game Over screen, you will be taken to the "SAVE" screen. A MEMORY CARD check will be performed here, so make sure you have inserted a MEMORY CARD into MEMORY CARD Slot 1 before selecting "Save", or you will not be able to save your game.

When the MEMORY CARD check is complete, the save game file selection screen will be displayed. Select which file you wish to save your game to and press the ⊗ X Button to save. Your saved data can be loaded by selecting the "MEMORY CARD" item from the "Continue from:" screen. A saved game begins on the stage last played when the game was saved.

MONSTERS

LEARN YOUR MONSTERS!

Each monster that appears in the Normal Game has its own personality, movement speed, and abilities. The more stages you play, the stronger the monsters get, and more of them appear on each stage. Study the monsters shown here and learn their weaknesses.



BALLOM
A slow-moving monster which makes it all the harder to defeat.



ONIL
A slow-moving monster that specializes in ambushing its opponents.

MONSTERS



BLOCKHEAD
A monster that floats slowly from place to place.



MINBOW
An easily-beaten, fast-moving monster.



AMEBAN
A slow-moving monster that can pass through soft blocks.



FLOATSAM
This monster floats through the air, and can even pass through soft blocks in its way.



TIGLON
This monster is fast, and smart enough to avoid bombs.



FOTON
The most dangerous monster. It is extremely fast and will chase after "Bomberman" in a straight line if it spots him.

BOMBERMAN INTERMISSION

If you are playing the Modern Normal Game, for every ten stages you clear, you will see a "Bomberman" Intermission. Just sit back and enjoy the show!

THE BATTLE GAME

BATTLE ROYAL MODE



SELECTING A LEVEL

If you select "Battle Royal" from the "Select Mode" screen, the "Select Level" screen will appear. Choose what level (Beginner, Normal, Advanced) you wish to play.

SELECTING A MODE

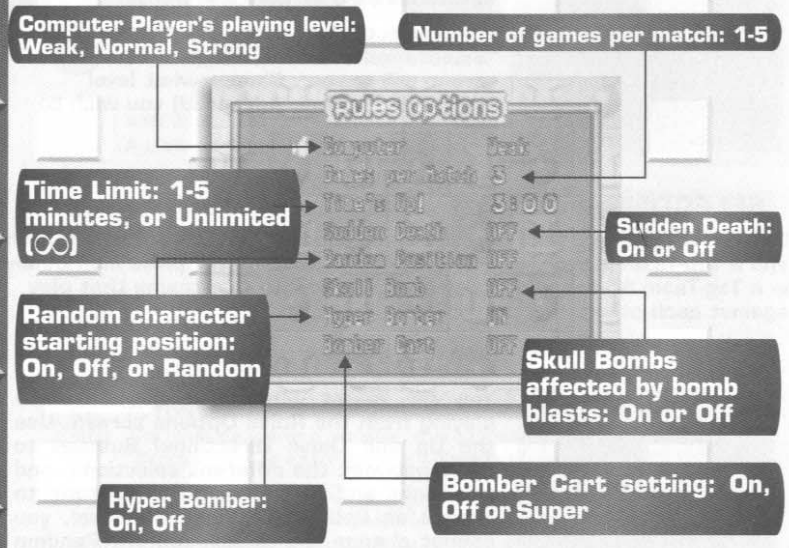
On the "Single?Tag?" screen, you must choose between a Single Match and a Tag-Team Match. In a Single Match, each player plays individually; in a Tag-Team Match, players are divided up into two teams that play against each other.



RULES/OPTIONS

You can select what rules to use when playing from the Rules Options screen. Use the Up and Down Directional Buttons to move between the different selections, and the Right and Left Directional Buttons to choose an option. (On Beginner Level, you cannot change the Sudden Death, Random Position, and Skull Bomb options.) The different options are explained on the next page.

THE BATTLE GAME



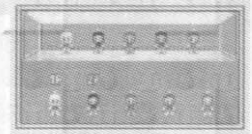
THE BATTLE GAME

NUMBER OF PLAYERS AND PLAYER SELECTION



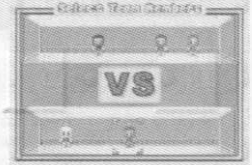
After you have completed choosing rules options, the "How Many Players?' screen will appear. Use the Right and Left Directional Buttons to choose from "Human", "Computer", or "OFF".

CHARACTER SELECTION



Here, each player can select which character he or she wants to use. Use the Directonal Buttons to move to the character you want to use, and press the ⊗ X Button to select it. More than one player can choose the same character.

TEAM MEMBER SELECTION



If you selected "Tag-Team Match" in the "Single?Tag?" screen, you will next be taken to the "Select Team Members" screen. Here, you decide which player will belong to which team. Use the Right and Left Directional Buttons to select a player, and the Up and Down Directional Buttons to place him or her in a team.

BATTLE STAGE SELECTION



Use the Right and Left Directional Buttons to move between the different stages. The stages that can be selected differ depending on the play level. Once you select a stage, the game will begin.

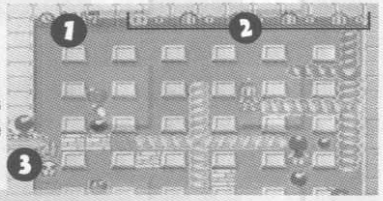
THE BATTLE GAME

THE BATTLE GAME SCREEN

1. Remaining Time : If the "Sudden Death" option has been selected, blocks will begin to drop and fill up the screen as time runs out.

2. Remaining Lives: Displays the condition of each player

3. Bomber Cart: Only appears if this rules option is turned on (see pages 14 and 17).



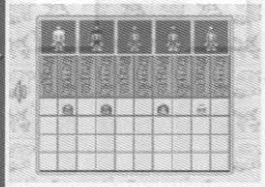
WINNING THE GAME

In a Single Match game, the last player left is the winner. In a Tag-Team Match, the game ends when all members of one team are defeated, and the team left is the winner. The player or team that gets the required number of wins first is the winner of the set

BATTLE RESULTS SCREEN

When a player or team wins a game, this screen is displayed, which shows the number of games each player or team has won.





BATTLE REPORT SCREEN

If you press the the Right Directional Button on the "Battle Results screen", the "Battle Report screen" will be displayed. This screen shows how many times each player has been beaten and by whom.

THE BATTLE GAME

DRAW

If time runs out when there are two or more players left standing, or the remaining players defeat each other simultaneously, the game is a draw, and there is no winner.

SUPER BOMBS/ULTRA BOMBS

If two players, both of whom have the Bomb Kick power-up, kick a bomb towards each other at the same time, their two bombs will merge, becoming a "Super Bomb", which has a greater blast radius than a normal bomb. If two Super Bombs or Power Bombs combine, they become an "Ultra Bomb," the largest bomb in the game. The Power Glove power-up cannot be used on Super/Ultra Bombs.

HYPER BOMBER

If this option is turned on, the winner of each battle game can choose to challenge Hyper Bomber. Use the ⊗ X Button to throw the Yo-yo at the items on the panel. If you hit any, you get that item and can use it from the beginning of the next game. If a player challenges Hyper Bomber and wins, that player's character will be gold-colored in the next game.

BOMBER CARTS

RULES

If a player is knocked out of the game, his character will get in a Bomber Cart that appears on the edge of the screen. That player can then move around the edge of the screen, using the ◎ Circle Button to throw bombs at the remaining players. However, only one bomb may be thrown at a time.

SUPER BOMBER CART RULES

This option is available if the "Super" option was selected for Bomber Cart on the Rules Options screen. Although it's basically the same as the normal Bomber Cart rules, if a player in a Bomber Cart defeats a player in the "Battle Game" screen, the defeated player goes to the Bomber Cart, and the other player rejoins the game.

CUSTOM SETTING

The Custom Setting allows you to change any game setting you want to, including which items appear in a stage, and to set up handicaps to create a level playing field between beginners and experienced players. After following the same steps as the Battle Royal Mode, you will be taken to the Custom Setting screen.

ITEM SELECTION

Selecting "Item Selection" in the Custom Setting screen takes you to the "Set Item" screen. Here, you can choose how many of each item will appear in the Battle Game. Use the Directional Buttons to move between items, and the ⊗ X Button to increase the number of that item, or the △ Triangle Button to decrease it.

HANDICAP SETTINGS



Selecting "Handicap" in the Custom Setting screen takes you to the "Set Hit Points" screen. Here, you can set a handicap for each player. Use the Directional Buttons to select a player, and the ⊗ X Button to increase that player's hit points, or the △ Triangle Button to decrease them. Each player has from 1-5 hit points, which is the number of times that player's character can resist damage from a bomb blast.

THREE DIFFERENT LEVELS

There are three different skill levels available for use in the Battle Mode: Beginner, Normal, and Advanced. Each level has eight different stages that become more and more complicated with each level. The number of characters that can be used increases with each level.

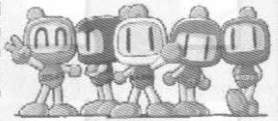


BEGINNER LEVEL

These stages are simple, without many complicated traps, and only the most basic items are available for use. It is intended for use by new players to familiarize themselves with the game and how it is played. Since there are no powerful items, a game is won through each player's skill at laying bombs and trapping his or her opponents.

CHARACTERS USABLE AT BEGINNER LEVEL

The characters usable at this level are normal "Bombermen", with each player being assigned a different color. Aside from the colors, each "Bomberman" is exactly the same as the others, which means no player has an advantage. Only these characters may be used at this level.



NORMAL LEVEL

These stages are intended for use by players who are used to the game. Each stage has different kinds of traps, and the number of usable items increases, which means players' strategies will change depending on what items they have and the layout of the stage. These stages also feature the presence of Partner characters, which can be used by players who find the Egg item (see page 27).

CHARACTERS USABLE AT NORMAL LEVEL

International "Bombermen": These "Bombermen" have been gathered from around the world, and are the "Bomber Champs" of their home country. Each is dressed in the distinctive costume of his or her country of origin. Although when used by players, each of these "Bombermen's" abilities are the same, but when used by the computer, each will have its own different strategy.

- Cossack Bomber
- Punk Bomber
- Mexican Bomber
- Barbarian Bomber
- Bomber the Kid
- Pretty Bomber
- Bomber Chen



EGGS AND PARTNERS (Normal Level)

A Partner is an animal which your character can ride on. If a character touches an Egg item, that Egg will hatch and a Partner will appear. When riding a Partner, you can use its special ability by pressing the ⊗ X Button. If you get caught in a bomb blast while riding your Partner, the Partner is lost, but you take no damage.

PARTNERS (NORMAL LEVEL)



YELLOW LOUIE
Special Ability: Block Kick
This Partner can kick soft blocks ahead of itself.

BLUE LOUIE
Special Ability: Bomb Pass
This Partner can kick bombs. Bombs kicked by this Partner will pass through walls and soft blocks.

GREEN LOUIE
Special Ability: Dash
This Partner can run at high speeds. However, it can't stop running until it hits an obstacle (i.e. any item in its path).

PINK LOUIE
Special Ability: Jump
This Partner can jump over single soft blocks and bombs.

BROWN LOUIE
Special Ability: Multi Bomb
This Partner allows you to drop your maximum number of bombs at once in the direction it is facing.

ADVANCED LEVEL

These stages are intended for players who have mastered both the Beginner and Normal levels. The traps here are more complicated, and the types of items and Partners that can be used are increased. Also, when using a Partner, characters can stock up to one additional Egg item. Furthermore, each character has its own special ability that can be used by pressing the ⊗ X Button and a Directional Button simultaneously. Players will have to watch out for their opponent's special abilities, which adds a new dimension to the game.

CHARACTERS USABLE AT ADVANCED LEVEL

GREAT BOMBER AND THE FOUR BOMBER KINGS
These characters are the strongest "Bombermen" available, and each has his or her own special ability. Special abilities can be used by pressing the ⊗ X Button and one of the Directional Buttons simultaneously (the ability is triggered in the same direction as the Directional Button pressed).



JET BOMBER
Jet Bomber can increase his movement speed for a limited time using the jet rockets attached to his back. However, he becomes defenseless for 10 seconds after using his ability.



BAZOOKA BOMBER
Bazooka Bomber can destroy soft blocks by shooting them with his bazooka. However, he becomes defenseless for 10 seconds after using his ability.



GREAT BOMBER
Great Bomber can become invincible for a limited amount of time. However, he becomes defenseless for 10 seconds after using his ability.

THE BATTLE GAME

CHARACTERS USABLE AT ADVANCED LEVEL



HAMMER BOMBER
Hammer Bomber can attack by swinging his hammer around; any character hit by the hammer has its items scattered.



LADY BOMBER
Lady Bomber can shoot laser beams; any character hit by a beam has his or her items scattered.



HONEY AND KOTETSU
Everyone's two favorite mascot characters are also present in "Bomberman", and they too have special abilities which can be used.



HONEY can blow up bombs using her pistol.

KOTETSU Swings a sword; any character hit by the sword has his or her items scattered.

PARTNERS (ADVANCED LEVEL)

If you are riding a Partner and get caught in a bomb blast, your Partner will be fragged, but your character will take no damage.

PYTERA -This Partner can eat a bomb (except Super Bombs) in front of it. Pressing the ☐ Square Button again will make him spit the bomb out (as if it had been thrown with a Power Glove).

SIMEON -This Partner can pick up and carry soft blocks. Pressing the ⊗ X Button again makes him put the block down.

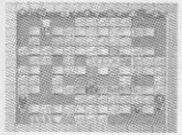
DRAKKO - This Partner can use a jump attack which causes characters to scatter any items they have if hit.

CONEY - This Partner can place Multi Bombs. Coney is not damaged by bomb blasts from behind.

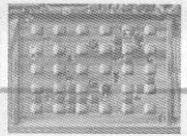
DOX - This Partner can kick soft blocks if it has a running start.

BATTLE GAME STAGES

BEGINNER LEVEL



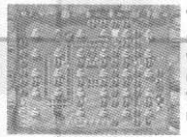
NORMAL: This is the traditional Bomberman stage. It has no special features.



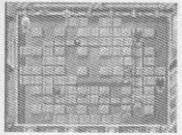
ONE-WAY STREET: This stage has a number of arrows on it. If a bomb is kicked and touches an arrow, it will move in the direction indicated by the arrow.



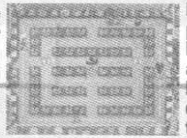
WARP DESERT: There are numerous warp zones spread out around this stage; stepping on one transports a character to another zone.



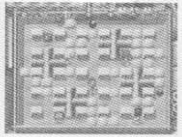
TAKE THE TRAIN: This stage has a train, which will carry anything placed on it. The direction of the train can be changed using the cross point.



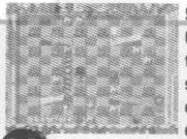
FACTORY: This stage has several conveyor belts laid out on it; a character or a bomb on a conveyor belt will automatically move in the same direction as the belt.



LIFE IN THE SLOW LANE: A character passing over a marker has its movement speed altered. The only soft block that can be destroyed in this stage is the tire in the middle of the screen.



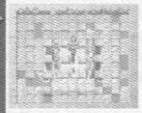
PIPE CITY: This stage has pipes laid out on it; characters and bombs inside the pipes cannot be seen.



SEESAW PARK: Characters can use the seesaws in this stage to launch other characters standing on them into the air.

BATTLE GAME STAGES

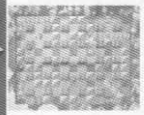
NORMAL LEVEL



ALL TOGETHER NOW: The game begins with all characters next to each other in the center of the stage.



COMING AND GOING: This is a more advanced version of the "Factory" stage. The direction the conveyor belts move in can be changed by running over the blue switches.



BLOCK WORLD: This is a more advanced version of the "One-Way Street" stage. It has revolving markers that can change the direction of moving bombs.



HEAD IN THE CLOUDS: This stage has two platforms, sky and clouds. Characters move around on each platform using trampolines.



WINTER WONDERLAND: This stage contains both igloos which characters can use to hide in, and weak points in the ice that can be blown open, making it impossible to move. Any bomb set off inside an igloo automatically has its firepower increased to the maximum.



EVERY WHICH WAY: Placing a bomb inside one of the pipes sticking out of the ground will cause it to be teleported to another pipe, which detonates it immediately.



SWITCHEROO: This is a more advanced version of the "Take The Train" stage, where the layout of the tracks changes randomly.



SEESAW LAND: This is a more advanced version of the "SeeSaw Park" stage, where each seesaw moves in sync with the others.

BATTLE GAME STAGES

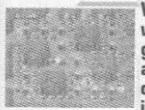
ADVANCED LEVEL



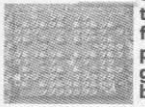
SUPERPOWER: This stage has no special features, but all characters start with maximum firepower.



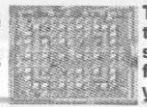
THE FAST LANE: This is a more advanced version of the "Coming and Going" stage. A switch that can change the speed of the conveyor belts has been added.



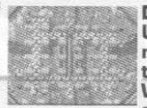
KING OF THE JUNGLE: This is a more advanced version of the "Block World" stage. Here, trees with leaves that hide the ground have been added, and any bomb that goes off underneath them has its firepower automatically increased to maximum.



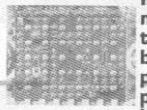
ROUND AND ROUND: A character that runs into one of the flowers will be turned 90 degrees. The flowers are grouped as pairs, and if one flower gets caught in a bomb blast, the fire will be redirected to the other flower.



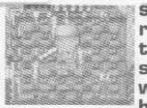
THE SEVEN SEAS: Bombs that fall into the ocean sink. Watch out for the fish: they'll bite you if you're not careful!



DESTINATION UNKNOWN: This is a more advanced version of the "Switcheroo" stage. Warp zones have been added, and a truck that enters a warp zone reappears at a different zone.



INCOMING!: This is a more advanced version of the "Pipe City" stage. A bomb kicked through a pipe, or a bomb blast passing through a pipe, has its direction changed.



ROBO BOMBER: This stage features a giant robot which wanders through it. Any character stepped on by the robot will be paralyzed for a brief amount of time.

ITEMS

DON'T MISS ANY ITEMS!

Power-up items can be found by destroying the soft blocks on each level. Collecting power-ups will make your character more powerful and help you to win more battle games.

Retro: Indicates an item usable in the Retro Normal Game
Modern: Indicates an item usable in the Modern Normal Game
Battle: Indicates an item usable in the Battle Game
Lose: Indicates an item that is lost if a player is fragged



Fire (Retro, Modern, Battle): The range of your character's bomb blast is increased by 1 for each Fire you pick up.



Bomb (Retro, Modern, Battle): The number of bombs your character can drop at once is increased by 1 for each Bomb you pick up.



Speed Up (Retro, Modern, Battle, Lose): Your character's movement speed increases if you pick this up.



Flak Jacket (Retro, Modern, Battle, Lose): Your character becomes invulnerable for a limited amount of time if you pick this up.



Remote Control (Retro, Modern, Battle, Lose): With this powerup, your bombs will not go off until you press the ⊗ X Button.



Exit Doors: A pair of doors is hidden on each level. After you conquer a level, walk up to these doors and they will transport you to the next level.



Bomb Pass-Thru (Retro, Modern, Battle, Lose): With this powerup, your character can run through bombs. It cannot be used with the Bomb Kick powerup, and either will disappear if the other is picked up.



WallPass-Thru (Retro, Modern, Battle, Lose): With this powerup, your character can run through soft blocks.



Fireman (Retro, Modern, Lose): This powerup makes your character immune to the effects of bomb blasts.



Steel Shoes (Battle, Lose):This powerup decreases your character's movement speed.



Bomb Kick (Battle, Lose): With this powerup, your character can kick bombs by running into them. Pressing the △ Triangle Button will cause kicked bombs to stop.



Power Bomb (Battle, Lose): The first Power Bomb dropped has maximum firepower. If a kicked Power Bomb hits another character, that character will be damaged by it. No more than 1 Power Bomb can be laid at a time.



Rubber Bombs (Battle, Lose): If this bomb is kicked or thrown, it bounces around randomly in different directions until it explodes.



Power Gloves (Battle, Lose): With this power-up, a character can pick up bombs and other characters by moving next to them and pressing the ◎ Circle Button. When you release the button, the character throws whatever has been picked up in the direction the character is facing.



Metabomb (Battle, Lose): The fire from this bomb's blast is unaffected by soft blocks or other obstacles.



Full Fire (Battle, Lose): This powerup increases the firepower of all the character's bombs to maximum.



Land Mine (Battle, Lose):The first bomb a character lays after picking up this powerup becomes invisible, and will go off if a character steps on it.



Punch (Battle, Lose): With this powerup, a character can push forward bombs in front of him by pressing the ◎ Square Button.



Push (Battle, Lose): With this powerup, a character can knock back another character in the space in front of him by pressing the ◎ Square Button.



Multi Bomb (Battle, Lose): With this power-up, a character can drop the maximum number of bombs he or she is carrying (up to 4 consecutively) at once by pressing the ◎ Square Button.



Heart (Battle, Lose): Only one of these items can be carried at a time. It prevents a character from being fragged once.



Egg (Battle, Lose): This item is only available in the Normal and Advanced Level Battle Games. Touching it causes it to hatch, which allows a character to ride a Partner character. However, using the Egg sometimes deactivates other items.



Skull (Battle, Lose):This bad item only appears in the Battle Game, and causes a character to become sick. A character will remain sick until he or she picks up another item, or touches another character and infects them. THE DIFFERENT WAYS A CHARACTER CAN BECOME SICK ARE LISTED ON THE NEXT PAGE.

ITEMS/OPTIONS

SKULLS

SUPERSPEED: The character's speed becomes maxed out
SUPERSLOW: The character's speed is reduced to the lowest level
DIARRHEA: The character continually drops bombs
IMPOTENT: The character can no longer drop bombs
FEEBLE: The character can only drop 1 bomb, with a firepower of 1, at a time
STREAKING: Once the character begins to move, he or she can't stop until an obstacle (any structure or soft block) is hit
CONFUSION: The function of the Directional Buttons is reversed for the character (in other words, up is down, right is left, and vice-versa)
SHORT-TEMPERED: The character's bomb's fuses are shortened
SLOW MOTION: The character's bomb's fuses are lengthened
WARP: The character randomly changes places with other characters

OPTIONS

YOU CAN SET THE FOLLOWING FOUR OPTIONS ON THE OPTION SCREEN.

PASSWORD: Selecting "Password" takes you to the Password Entry screen. As with the Normal Game Password screen, entering a password here will take you to the stage you last completed when the game ended. Be sure to write down your passwords so you don't forget them!



SOUND OPTIONS: Selecting "Sound Options" takes you to the Sound Options screen. Use the Directional Buttons to select between Monaural and Stereo output, as well as perform Music and Sound Effect tests.



SCREEN OPTIONS: Selecting "Screen Options" takes you to the Screen Options screen. You can use the Directional Buttons to adjust the "Can you read this?" message until it displays as you wish.



CONTROLLER OPTIONS: Selecting "Controller" takes you to the Control Options screen. Here, you can set options for all players' controllers by using the Directional Buttons.

