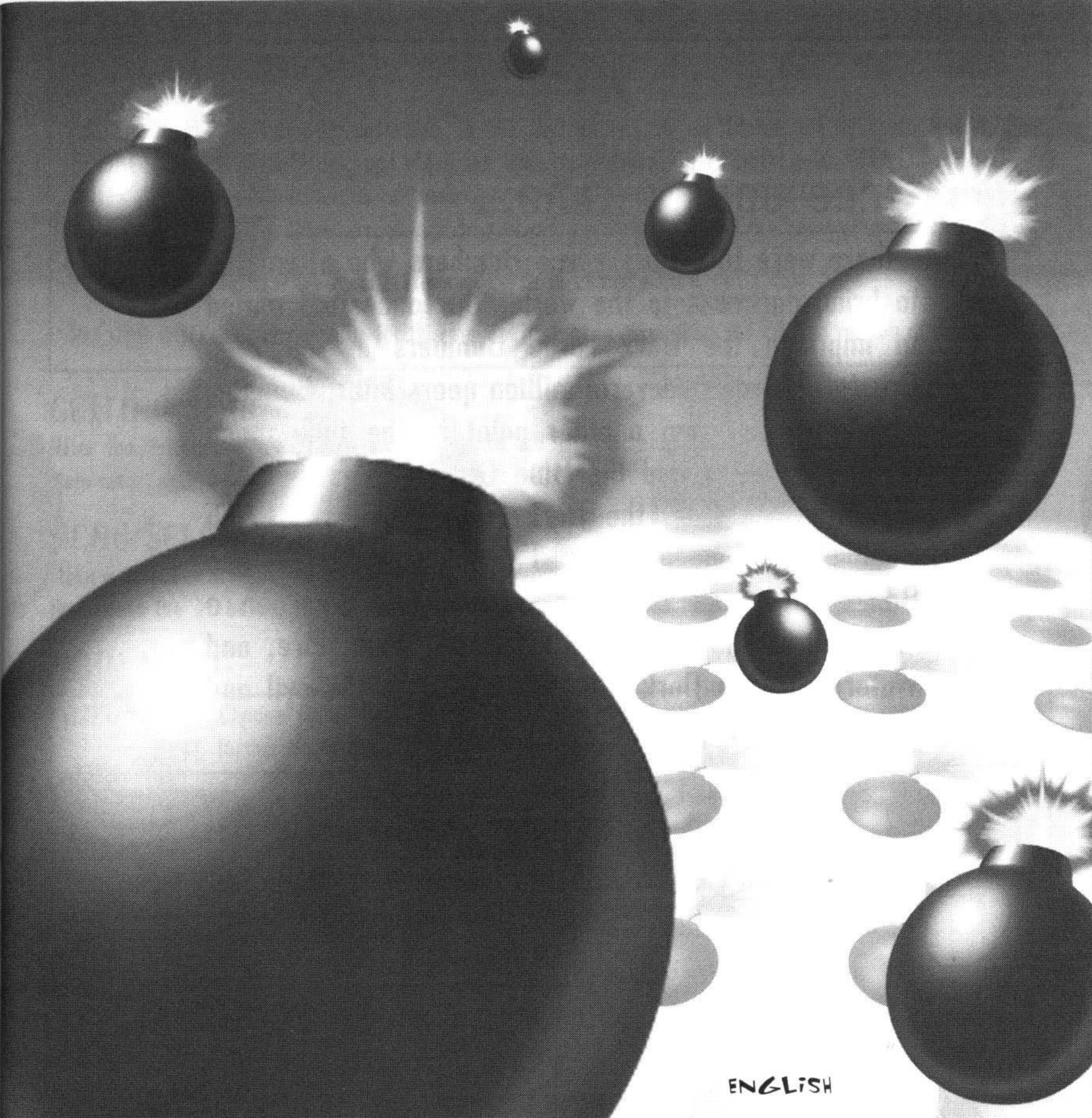

PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-00680
BOMBERMAN WORLD
A Blast from the Past!
ATLUS


ENGLISH

Once upon a time...

...there were four Dark Force Bombers who attempted to bring darkness to the world. Our ancestors united to imprison the Dark Force Bombers in the Blue Crystal. However, several million years later, Buggler, who appeared from another point in the time-space continuum, destroyed the Blue Crystal, liberating the villains. Once free, the Dark Force Bombers (Earth Bomber, Cyclone Bomber, Fire Bomber, and Aqua Bomber) became Buggler's minions and went on a conquest of the four Worlds (Earth, Wind, Fire, and Water) and the Dark Star. To overcome the evil and abominable Buggler, Bomberman is back!

SETTING UP

Set up your PlayStation® according to the instructions in its Instruction Manual. Insert the BOMBERMAN WORLD™ disc and close the Disc cover. Turn the PlayStation® ON at the POWER button. It is advised that you do not insert or remove peripherals or Memory Cards once the power is turned on. Make sure there are enough free blocks on your Memory Card before commencing play.

BOMBERMAN WORLD™ supports Memory Cards in Memory Card slot 1 only.

PLEASE NOTE: All screenshots for this manual have been taken from the English version of this game.

GETTING STARTED

After the Introductory sequence you'll come to the Title Screen. Press the START button to reach the Main menu.

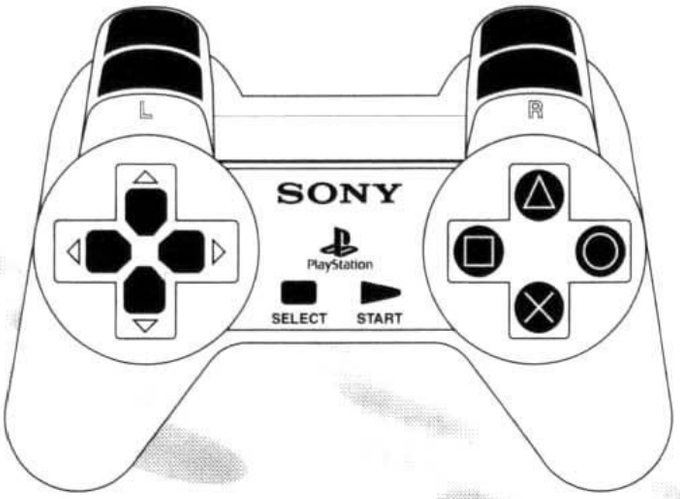
MENU SELECTION

Make a selection from the menu by moving Bomberman's head up or down with the Directional buttons and then press the ✕ button. Return to the previous screen by pressing the △ button.

MAIN MENU

GAME MODE:	Choose from NORMAL, BATTLE or CHALLENGE games (see the relevant sections further on in this manual for more details)
OPTION:	Change the settings to your personal preference (see the OPTION section further on in this manual for more details)
LANGUAGE:	Use the LEFT/RIGHT Directional buttons to change the in-game text to ENGLISH, DEUTSCH, FRANCAIS, ITALIANO or ESPANÕL.

HOW TO PLAY BOMBERMAN WORLD™



Directional button: Moves Bomberman; selects command on each setup screen.

○ button: Places a bomb or selects a command on each selection screen. After obtaining the Power Glove, if the player places a bomb and presses the same button again before moving, the player can pick up the bomb. In battle, the player can also throw the opposing Bomber.

× button: Remotely detonates a bomb; cancels the command on the setup screen.

△ button: Interrupts kicking after Bomb Kick is obtained.

□ button: Places Bomb Punch, Push, and Line Bomb items.

R1 button: For normal attack of each kind of armour after obtaining armour. If continually pressed and released, it launches the armour special attack.

START button: For pausing the game or skipping the demo screen.

SELECT button: Not used.

If you are using an Analog Controller (DUAL SHOCK™) you can choose whether to have the vibration feature switched on or off (see the OPTION section later on in this manual for more details). PLEASE NOTE: You can not use the Sticks of the Analog Controller (DUAL SHOCK) to play Bomberman World™. Only the vibration feature is supported.

1. PLAYING A NORMAL GAME

Once you've chosen to play a NORMAL GAME, you will come to a screen which offers the following options:

NEW GAME — Select this to begin a game from the beginning

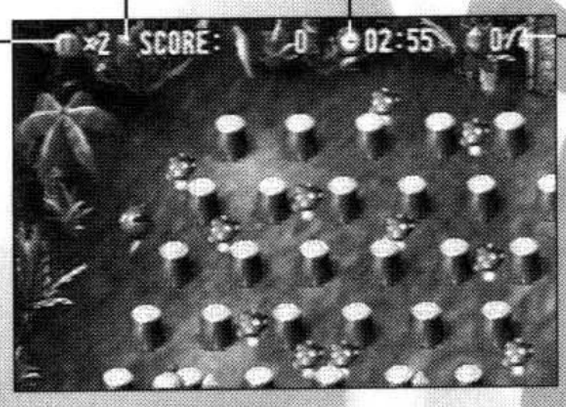
PASSWORD — Enter a password that you have been given at the end of a previous game. Once you reach the PASSWORD screen, use the UP & DOWN Directional buttons to change the number and the LEFT & RIGHT Directional buttons to move to the next digit. Once you've entered the numbers, press the ✕ button to confirm. Return to the GAME MODE screen without entering a password by pressing the △ button.

LOAD GAME — Load in a previously saved game from a Memory card

WORLD MAP

Use the LEFT/RIGHT Directional buttons to select a World. If you are starting from the very beginning, you will only be able to enter World 1. You begin at the start of Area 1 - press the ✕ button to commence the first level.

GAME SCREEN



1. Lives Remaining: Number of Bombermen remaining. When you lose a life at 0, the game ends.

2. Score: The score increases as the player defeats the enemies.

3. Time remaining: Indicates the time remaining before the area must be cleared.

4. Crystals remaining: Indicates the number of crystals remaining in the area.

WAGE BATTLE IN FIVE WORLDS!

BOMBERMAN WORLD™ features five worlds: Earth, Wind, Fire, Water, and Darkness. Awaiting Bomberman are complicated maps, and various enemies and traps. Advance by destroying 'soft blocks'* with your bombs. Use items to enhance Bomberman's power and clear all the worlds!

*These are blocks you can destroy with a bomb; indestructible ones are called 'hard blocks'.



Collect All the Crystals

In the normal areas in each world, a certain number of Crystals are scattered in each area. If a player collects all the Crystals in the area, the exit door opens, allowing the player to proceed to the next area.

Defeat Your Rival

In each world, there is one Rival Area, where a Dark Force Bomber waits. If you defeat the Dark Force Bomber in this area, you can get his strong armour for later use.

Beat the Giant Bosses!

Giant boss characters, manipulated by the rival, wait in the final area of each world. The player clears the world by defeating this boss. Increase your power by obtaining armour before you face the boss characters, since they're all formidable.

Losing a Life

When Bomberman makes a mistake, e.g. is hit by his own bomb, suffers damage from his enemies or is trapped, the 'Bombermen remaining' decreases by one. Another way to lose a life is to let the time expire. When all of Bomberman's lives are lost, the game ends.

Game Over

Select CONTINUE to carry on playing after all lives have been lost. To use the Memory card, select SAVE. To end the game, select END. To continue the game at any time, memorise or write down the password on the screen.

Saving Using a Memory card

When the game ends, you can save the hi-score data onto a Memory card by selecting SAVE. One Memory card block can store up to three data saves.

Continuing a Game

Select LOAD to reload a save from a Memory card and continue playing a previous game. You can also enter a PASSWORD given at the end of a previous game.

Introduction to the Worlds

Defeat Dark Force Bomber and Obtain Vehicle Characters! If you beat the Dark Force Bomber in the fourth area of each world, you can use the armour you've already obtained (a vehicle character) in the final area. This armour has two abilities: normal attack and special attack. The Dark Force Bomber arrives with his vicious cohorts! If you beat Dark Force Bomber, you can win his armour as your ally!

TEEBO

This animal armour looks like an Earth rabbit. Great jumping ability!

Normal attack: Jump over blocks.

Special attack: Jump to detonate bombs on the screen, temporarily paralysing the enemy. Storable jump.

MORI MORI STAR - EARTHEN STAR

Greenery-shrouded world. Traps disguised as natural features include rocks that topple Bomberman. It is possible to ascend to a higher level by blowing over a tree and walking over its fallen trunk.

BOSS: TRENT & EARTH BOMBER

A monster tree that attacks with leaves, numbing pollen, falling bomb-fruit, etc. Although it is a bit slow, don't forget that it attacks by thrusting its own giant trunk.

WHOOSH STAR - WINDY STAR

A sandstorm-swept desert world. The multitude of moving traps include sand conveyor belts, floating rocks, and tornado blasts.

BOSS: BASSARY & CYCLONE BOMBER

Bassary chops up everything that meets its huge whirling fan. Cyclone Bomber, a pretty young girl, is the only female Dark Force Bomber.

LAUNCHER ARMOUR

Dependable mechanical armour.

Normal attack: Launch two bombs simultaneously; these explode when they hit the target.

Special attack: Launch four bombs simultaneously.

BOSS: GANGORON & FIRE BOMBER

A boss formed of volcanic rock. Its facial expression indicates its attack: angry for blazing attack, laughing for rolling attack, and crying for jumping attack.

NYANJIRO

Bio-armour, looks like an adorable stuffed animal.

Normal attack: Launch four bombs in different directions.

Special attack: Launch eight bombs in different directions.

OUCH STAR - FIERY STAR

Subterranean lava world. Ride the mining car across the screen. Dangerous traps include volcanic rocks and Burnia, the fire-spouting Bomber.

BUBBLY STAR - WATERY STAR

Underwater world with swimming fish. Water-pressure traps include water ducts and sea currents. Look out for the monster crane!

BOSS: IKARINGER & AQUA BOMBER

Attacks powerfully with its huge suckers. It approaches Bomberman with a sucker hammer and sucker Balkan. Far away or at close quarters, it's a tough and tenacious opponent.

RICK

Bio-armour with big, starry eyes.
Normal attack: Dash.
Special attack: Able to plant all the bombs its carries.

LOCK-ON ARMOUR

Mechanical armour.
Normal attack: Lock onto the enemy and launch bombs.
Special attack: Maximise the bomb's power.

BOSS: KOJI 1 & BUGGLER

It scatters the bombs placed by Bomberman. A powerful eye-beam causes massive damage. This boss is darn strong!

BLACK STAR - STAR OF DARKNESS

Buggler's fortress, protected by computers. Mechanical traps include missiles, electric current, and magnet-like satellites.

2. BATTLE GAME

Which mode should you select ?

Battle mode consists of normal BATTLE ROYAL MODE and MANIAC MODE, in which you can customise the rules. Select the battling mode you prefer.

Screen.

Time remaining: Indicates the time remaining.

Score: Indicates each character's score.

BATTLE ROYAL MODE

In this mode, a maximum of five Bombermen can be operated by the player or the computer. Start by selecting one-on-one SINGLE MATCH or a TAG MATCH.

Decide the number of Bomber characters and whether Bomberman will be played by the players or the computer. If two people wish to play, you will need one Controller inserted into each Controller port.

NOTE: If there are more than two players, a Multi tap plus a separate Controller for each player is necessary.

Next, Use the LEFT/RIGHT Directional buttons to set the rules:

COM LEVEL:	Select the difficulty of your game - EASY, NORMAL, or HARD.
BATTLE:	Choose from 1-5 battles
TIME:	Set the time-length from between 1 -5 minutes or infinite rounds.
SUDDEN DEATH:	Blocks will fill the entire screen. It's do or die!
BAD BOMBER:	Choose whether to have BAD BOMBER ON, OFF or SUPER
SPARK BOMBER:	Choose whether you have the bonus game ON or OFF

A player who has lost his or her last life can still attack remaining players from outside the screen. On the TAG MATCH setting, a player can re-enter the stage in place of a defeated opponent.

SPARK BOMBER

In Spark Bomber, the winner of either a single match in BATTLE ROYAL MODE or MANIAC MODE challenges himself to win this mini-game. While moving Bomberman in the right direction without touching the outside walls, the player aims to reach the goal. When the time expires or Bomberman touches the wall, the player can keep the items obtained. If the player reaches the goal, he gets the Heart item. The player can use those items from the beginning of the next battle.

MANIAC MODE

In this mode, you can customise the rules and items. However, the battle stage is the same as that of the BATTLE setting. After deciding the number of combatants, select the rule setting you want to change.

In ITEM SELECT, you can set the total number and kinds of items which come out from behind the soft blocks when they are destroyed. You can select each item up to nine times, for a total of 60 items. (However, the items are arranged at random).

HANDICAP

For players of different abilities, it is possible to set a handicap at one of five degrees, from lowest (weak) to highest (strong). When all the settings have been entered, the battle is ready to start. Other rules are the same as in normal play.

START OF THE GAME

The player uses bombs to attack the opponent, and the last remaining person or team earns one win. The final winner is the first to win the required number of bouts. If the time runs out or each side beats the other simultaneously, a draw results, and a rematch of the bout is held.

OTHER BOMBER CHARACTERS

In Battle Mode, there are seven characters other than White Bomberman. Pick your favorite!



Bomber Akindo: A merchant bent on collecting items.



Witch Bomber: A Bomber whose capricious behaviour includes searching for a skull.



Fairy Bomber: A fairy who is not extraordinary, except in demonstrating unexpected powers in an emergency.



Hero Bomber: A combatant who attacks the opponent no matter where he is.



Bishop Bomber: A cleric who normally roams the edge of the screen and is expert at abduction.



Ninja Bomber: A ninja who is much quicker than other Bombermen and uses special techniques to neutralise the opponent's attacks.



Monk Bomber: A martial arts expert who strikes boldly and excels at kicking bombs.

Battle Stages

Battle stages in this new Bomberman game include those with level differences - in contrast to the normal stages - for 3-D combat. More advanced strategy is required to enjoy them. Here are the stages.

Stage 1 STANDARD

Normal stage. There are no hidden dangers; the player wins strictly on basic skills.

Stage 2 CANDY STORE

A stage with revolving doors. If the round part of the door is pushed when there are no obstacles, the door will revolve 90 degrees.

Stage 3 JUNGLE TUNNEL

A bomb placed in grass or under trees will have maximum power. A kicked bomb will go in the direction indicated by the arrow.

Stage 4 BRICK CASTLE

There are pipes leading between the first and second floors. If a bomb is placed in the hole, the bomb will travel to another floor.

Stage 5 VOLCANO

By riding a mining car, the player can push off blocks and advance.

Stage 6 SLIPPY VALLEY

A hole is sometimes made when the floor is passed over. The player can go back and forth between the first and second floors through the Warp Hole.

Stage 7 CHIMNEY BLAST

The player can send a bomb blast from the first-floor duct to the second-floor duct. The character can use the jump platform to move around.

Stage 8 SLOW OR FAST

A player who passes in front of the numbered sign changes speed. A player who touches the (diamond) mark is rendered motionless for two seconds.

Stage 9 DESERT WARP

The conveyor belt quicksand, whose direction can be changed by the switch at the centre of the stage, carries a bomb.

Stage 10 SEESAW PARK

By hopping on the seesaw, the player can hurl a Bomber or a bomb off the other side.

3. CHALLENGE GAMES

What is a Challenge Game ?

In this single-player mode, the player challenges himself to see how efficiently he can beat the enemy characters and clear the stages smoothly within the limited time.

Flow of the Game

Select either a 2 MIN or 5 MIN mode. Then choose from three different combinations of equipment items for Bomberman (see the list of items later on in this manual).

START THE GAME!!

End-Game Screen

At the end of the game, you'll be presented with a screen that offers you the following information:

- ACTION SCORE
- TIME REMAINING
- BOSS CLEAR
- TOTAL SCORE
- HIGH SCORE
- YOUR BOMBER LEVEL

If you fail to complete the game, you'll be offered the chance to RETRY. Choose YES to have another go.

Bonus Points

In Challenge Mode, a player who simultaneously defeats more than one opponent with a single attack (one bomb) scores high. Generators and Electroshock Blocks are arranged on the stage and the player can destroy them by using bombs, to score many points. If the player destroys many simultaneously, the score for that attack can double, triple, and quadruple.

Challenge Mode - Playstage

The stage is the same for the two-minute and five-minute modes. However, various kinds of traps and tough enemies including Bosses are waiting for the player.

OPTIONS

Change your options by using the UP/DOWN Directional buttons to highlight an option and the LEFT/RIGHT options to change it.

SOUND	Choose from STEREO or MONO depending on your TV or switch the sound OFF
BUTTON	Choose from three different preset button configurations.
VIBRATION	If you are using an Analog Controller (DUAL SHOCK) you can switch the vibration feature on or off here.

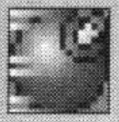
ITEMS



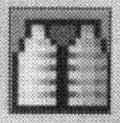
Fire Up: The bomb power (range of explosion) increases by one block, up to the sixth level.



Speed Up: Bomberman increases speed, up to the ninth level.



Bomb Bypass: The player can pass through an unexploded bomb.



Invincibility Suit: For approximately 10 seconds, the player is immune to bomb blasts and enemy attacks.



Penetration Bomb: The bomb blast penetrates soft blocks.



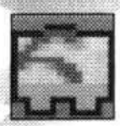
Bomb Up: The number of bombs the player can place at one time increases by one, to a maximum of eight.



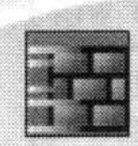
Remote Control: The player can detonate the bombs at any time by remote control.



Bomb Kick: If Bomberman dashes against a bomb, the bomb moves in the direction it is pushed.



Clogs: The increased speed drops by one. Decreasing by one level (up to three times).



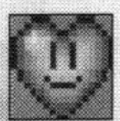
Wall Bypass: The player can pass through soft blocks.



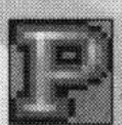
Time Freeze: For approximately eight seconds, time and the enemy's actions stop.



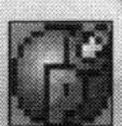
Full Fire: This item increases bomb power to the maximum.



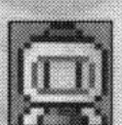
Heart: The player can avoid losing one life from an enemy's attack or a bomb blast.



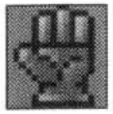
Push: If the button is pressed, the opponent in front is knocked over. Effective only in battle.



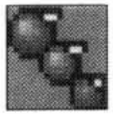
Power Bomb: The power of the first bomb placed will be the maximum.



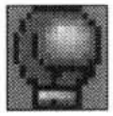
1 Up: Adds one life.



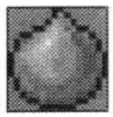
Power Glove: Enables the player to lift or throw a bomb.



Line Bomb: If the □ button is pressed, all the bombs the player is carrying are placed.



Punch: If the □ button is pressed when the character is in front of a bomb, the bomb will be thrown forward.



Boyoyon Bomb: Bomb kicked or thrown bounces like a rubber ball.



Skull: Bomberman gets temporarily sick. It could be contagious.

Diseases of Skull Item:

- Scatters the character's items.
- Character starts placing bombs uncontrollably.
- Changes the screen location of characters.
- Lowers bomb power.
- Bomb misfires or explodes prematurely.
- Character moves in the opposite direction of the button pushed.
- Character moves randomly.
- Delay of explosion.
- Speed changes unexpectedly.

