SNSP-H6-UKV

HUDSON GROUP
HUDSON SOFT®

INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

PAL VERSION

SUPER BOMBERMAN™

THANK YOU !

You have just made a perfect choice by selecting and purchasing this quality Hudson Soft product. Thank you for choosing "SUPER BOMBERMAN™". In order to insure your complete enjoyment of this game, we recommend that you read the manual carefully and follow its instructions and suggestions.

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

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Nintendo®

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OPERATION

• Direction Key

Use the Direction Key to move your BomberMan during gameplay and to move the cursor on the Title Screen. After obtaining a Kick Item, you can kick the bombs by bumping your Bomber Man into the bombs using the Direction Key.

• A Button

Use this button to have BomberMan set a bomb.

• B Button

After obtaining a Remote Control Item, this button can be used to detonate bombs.

• Start Button

Use the Start Button to start the game or to pause the game during gameplay.

• Y or L Button

After obtaining a Power Glove Item, either of these buttons can be used to push bombs.

• Select Button

This button is not used.

• X or R Button

After obtaining a Kick Item, either of these buttons can be used to stop the bombs from moving after the bombs have been kicked.

PLAYING A NORMAL GAME

Story

Far to the north of BomberMan's hometown, Peace Town, lies the modern metropolis Diamond City.
There, the evil Carat Diamond and his cohort, scientist Dr. Mook, are holding a Robot Tournament with robots specially designed for their combat and offensive capabilities.
Hoping to steal BomberMan's advanced combat capabilities, Diamond has created a fake BomberMan to go to Peace Town and kidnap the real BomberMan.
Aware of Diamond's plot, Black BomberMan heads out alone to face the fake BomberMan. But Black BomberMan is defeated and his castle is taken.
Somehow Black BomberMan escapes and seeks refuge with White BomberMan, and warns him of Diamond's evil plan. Soon, wave upon wave of enemy robots begin their advance toward Peace Town.
Now our two heroes must join forces to overthrow the evil Diamond !!

• Starting the Game

Insert the game cassette into the Super Nintendo Entertainment System™, and turn the Power Switch ON. When the Title Screen appears, use the Direction Key to select "Normal Mode" with the cursor, and then press the Start Button. This will start a Normal Game. Two players may play at once by pressing the Start Button on the 2-Player Controller after the game starts.

The Game Screen

• BomberMan Stock

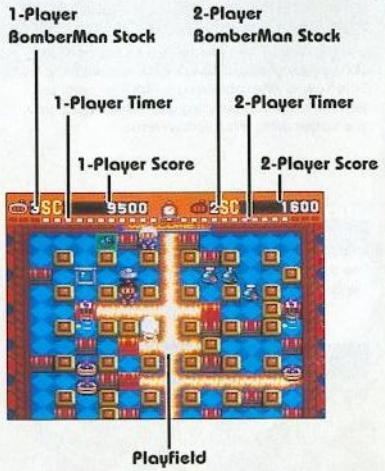
This shows the remaining number of Bomber Men that the player has in stock. When this number reads "0" and the player loses the last Bomber Man, the game is over. During a 2-player game, both players may continue by sharing lives as long as either player has remaining lives in stock.

• Score

The score increases as you defeat enemies and pick up items.

• Timer

If you cannot clear a stage before this timer runs out, you will lose one BomberMan.



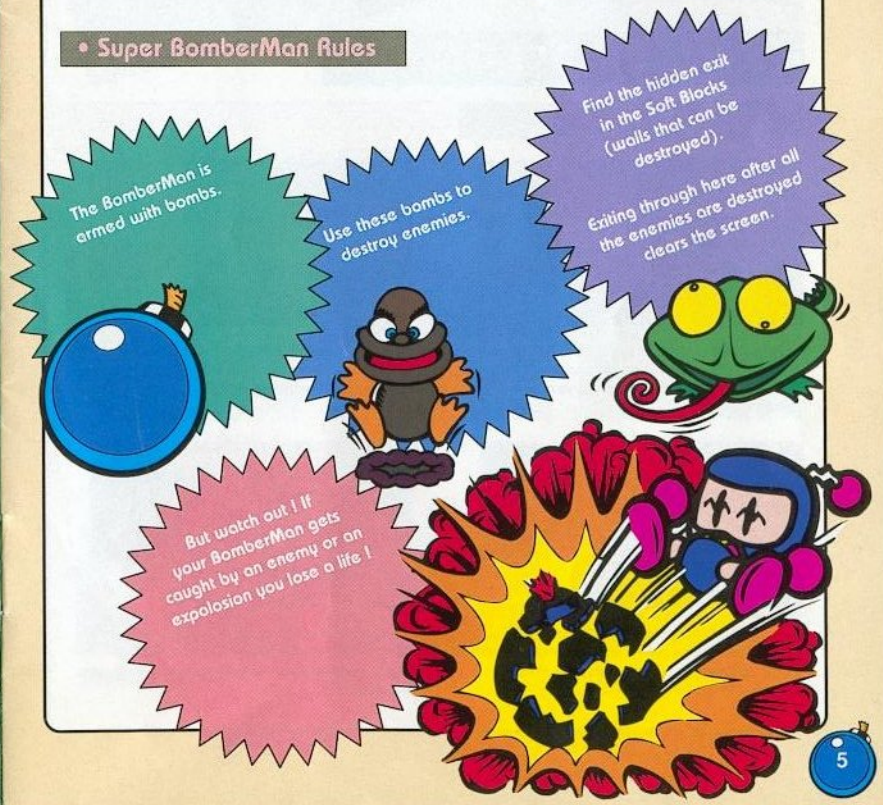
• Continuing Gameplay

After a game is over, you can continue a game from the last stage reached by selecting "YES" on the Continue Screen and pressing the Start Button.

• Passwords

If you write down the 4-digit code that appears on the Continue Screen, you can continue the game from that point at a later time. To do this, select "Password" on the Title Screen with the cursor, and press the Start Button. The Password Input Screen then appears. Use the Up and Down buttons on the Control Pad to select the proper numbers, and press the A Button to start. If the password entered is valid, you can now continue the game in question by pressing the Start Button.

• Super BomberMan Rules



PLAYING A BATTLE GAME

A Battle Game is a game played in versus mode that allows up to four players to join in. The setting for your battle can be freely selected from any one of 12 different stages. You can fight against other human players or the computer.

3 to 4 player games require the use of the Super Multitap™ and the use of any SNES controllers.

Starting a Versus Game

• Starting the Game

1

On the Title Screen, use the Control Pad to select "Battle Mode" with the cursor, and then press the Start Button. The Player Select Screen then appears.

2

Use the Control Pad to select up to four human and/or computer players, and the skill level to use for computer players.

3

Next, continue down using the Control Pad and the screen will change. Here you can select the stage and number of battles to play. Press the Start Button to start the game.

4

The last BomberMan to remain alive wins one battle. The first player to win the number of battles selected on the Player Select Screen wins the game.

Battle Game Rules and Playing Tips

In a Battle Game, players attack each other with their bombs. The last surviving player wins.

A draw game results if both players are hit by an explosion simultaneously.

Beware that the message "No Detonations" will appear if no explosions occur for a set length of time.

Watch out for the Skull Item. It limits BomberMan's capabilities for a set length of time.

The effect of the Skull Item will spread if an infected BomberMan touches an uninfected opponent.

BATTLE STAGES

NORMAL ZONE

WESTERN ZONE

BOMB ZONE

JUMP ZONE

BELT ZONE

TUNNEL ZONE

DUEL ZONE

FLOWER ZONE

LIGHT ZONE

POWER ZONE

WARP ZONE

SPEED ZONE

ITEMS

Special items appear for ammo supply as you destroy walls, enemies or opponent BomberMen. During a Normal Game, the effects of all items except fire power, number of bombs and speed will be lost when you lose a BomberMan stock. During a Battle Game, the effects of all items last for one battle only.

Extra Bomb

Increases the maximum number of bombs that can be laid on the ground by one. (Maximum 10.)

Accelerator

Increases the speed at which BomberMan moves by one level. (Decreased by one level each time a life is lost.)

Explosion Expander

Increases the range of explosions when bombs are detonated by one level. (Maximum 10.)

Indestructible Armor

When BomberMan wears Indestructible Armor, he flashes for a set length of time during which he is unaffected by explosions or attacks from enemies.

BomberMan

Increases the stock of BomberMen by one.

Bomb Passer

Allows BomberMan to pass through bombs laid on the ground.

Block Passer

Allows BomberMan to pass over Soft Blocks (walls that can be destroyed).

Remote Control

Allows bombs to be detonated by remote control by pressing the B Button.

Maximum Explosion

Increases the range of explosions to maximum.

Super Bomb

Allows bomb explosions to pass through obstacles such as enemies and walls.

Kick

Allows BomberMan to kick bombs by using the Direction Key. Pressing the X or A Button stops the kicked bomb.

Power Glove

Allows BomberMan to punch bombs and send them flying by pressing the Y or L Button.

Time

Restores the Timer to the counter setting the stage began at.

Rice Ball

Increases the player's score.

Cup and Ball

Increases the player's score.

Cake

Increases the player's score.

Ice Cream Cone

Increases the player's score.

Apple

Increases the player's score.

Fire Extinguisher	Frozen Pop
Increases the number of Bomber Men in stock to maximum and increases the player's score.	Increases the player's score.
Mystery Item	**Heart**
The effects of this item are a mystery until you pick it up.	Restores one BomberMan life.
Skull	
Causes one of the following unwanted effects : temporarily reduces speed, radically increases speed, lays bombs randomly, disallows laying bombs, makes BomberMan invisible, keeps laying bombs at high speed, or allows only one minimum-range bomb to be laid at a time.	

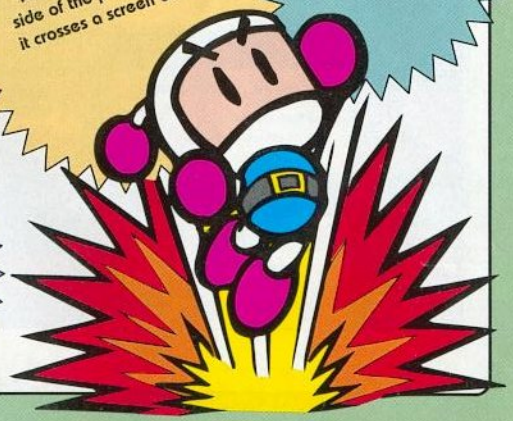
Playing Tips

Here's the unique usage of kicking and pushing bombs. You can stop a kicked bomb using the X or A button.

A pushed bomb will reappear on the other side of the playfield when it crosses a screen border.

Any enemy hit by a kicked or pushed bomb will sustain damage.

Some enemies cannot be destroyed by hitting them with a bomb just once. Destroy these enemies by combining kicks or pushes with explosions.



MEMO

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90-DAY LIMITED WARRANTY

Super Nintendo Entertainment System GAME PAKS

COLUMBIA TRISTAR HOME VIDEO UK ("COLUMBIA") warrants to the original consumer purchaser that the Super Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day limited warranty period, COLUMBIA will repair or replace the defective Pak, at its option, free of charge.

To receive this warranty service, return the Pak postage prepaid, insured, and with proof of the date of purchase to :

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Horatio House, 4th Floor
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London W6 8JA
England
081-748 6000

Paks returned without proof of the date of purchase or after the 90-day limited warranty period will, at the option of COLUMBIA, be repaired at the service charge then in effect for out-of-warranty repair. Call our services at 081-748 6000 for the amount of this charge. (Repair done after acceptance of the quotation.) Payments must be made by cheque or money order, payable to COLUMBIA TRISTAR HOME VIDEO UK.

This warranty shall not apply if the Pak has been damaged by negligence, accident, abuse or modification subsequent to purchase. This warranty does not interfere with your statutory rights. For all information on this Game Pak or other Super NES Game Paks, call the COLUMBIA "Hotline" at : 081-748 6000.

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COLUMBIA TRISTAR HOME VIDEO IRELAND
Carriglea Industrial Estate
Nass Road
Dublin 12
Ireland
353-1-568-941

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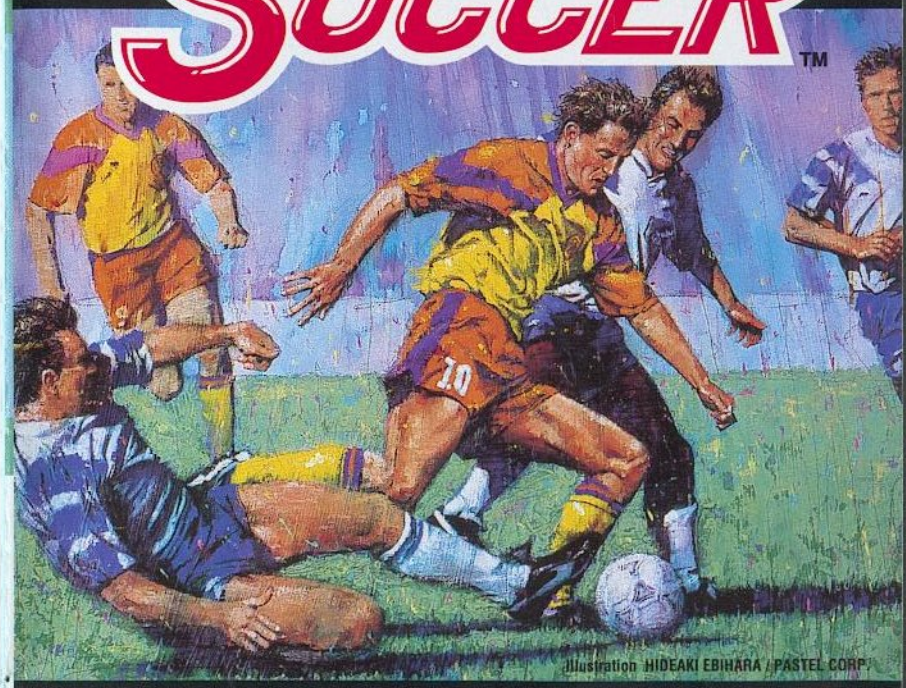
Coming Soon !!

VIRTUAL SOCCER™



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London W6 8JA
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C/O COLUMBIA TRISTAR HOME VIDEO IRELAND
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Nass Road
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