

SEGA™

GENESIS™

INSTRUCTION MANUAL



MEGA BOMBORAMA™



HUDSON GROUP
HUDSON SOFT®



EPILEPSY WARNING

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. **If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.**

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System™.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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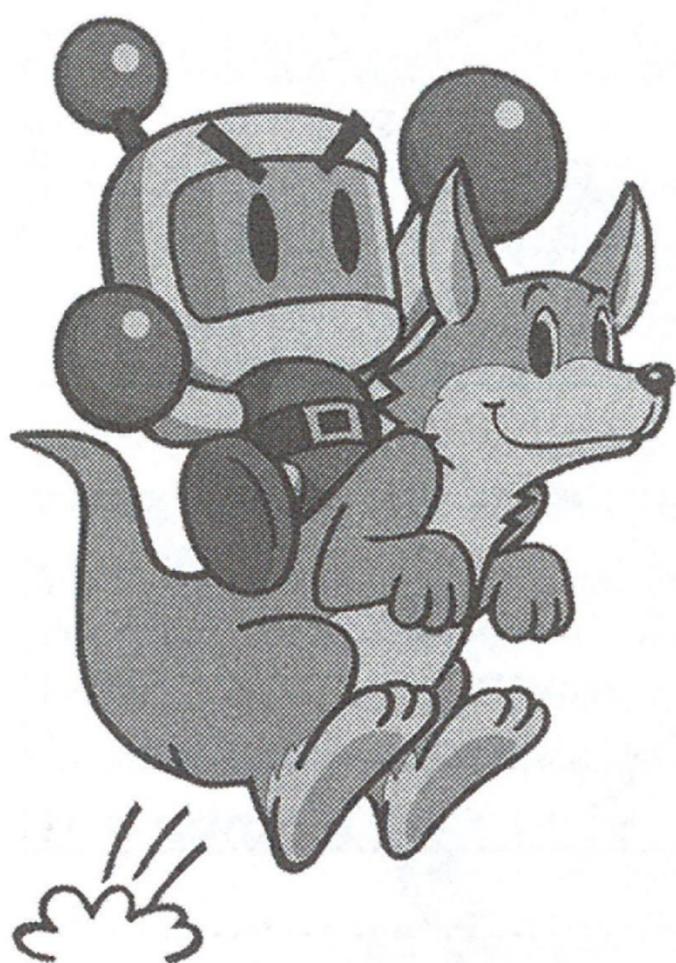
Sega Gameplay Hotline

1-415-591-PLAY

For French instructions, please call:
Instructions en Français, téléphoner au:

1-800-872-7342

Bombed!



Bomber Planet was a beautiful place, and its inhabitants lived in peace, protected by five spirits. But one day, invaders arrived: the evil Bagulaa and his Robot Army. In the battle that followed, the Spirit Pictures—the source of the Spirits' magical power—were destroyed. Without the special spirit power to protect it, Bomber Planet was thrown off balance and split into five pieces.

But wait! All is not lost!

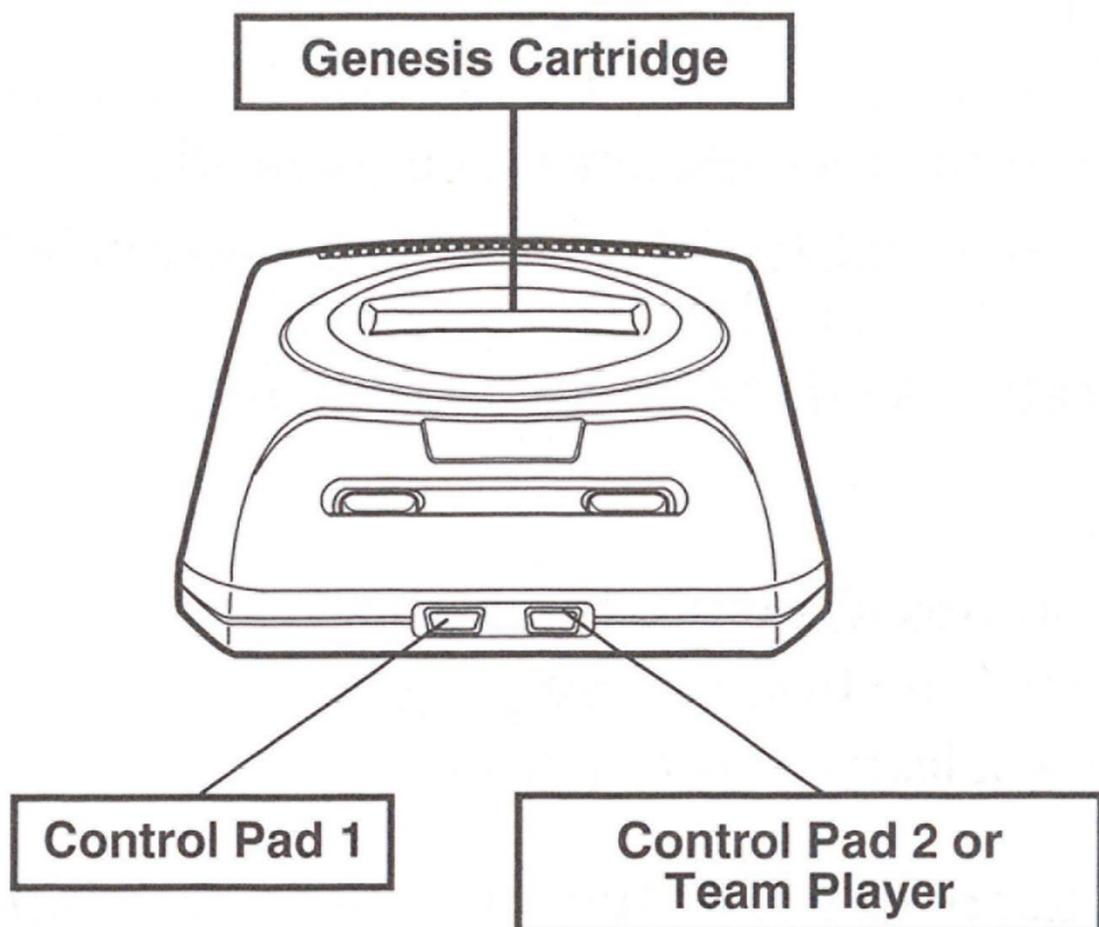
Bomberman has arrived to restore the Spirit Pictures and reassemble Bomber Planet! It won't be easy—the pieces of Bomber Planet are crawling with Bagulaa's robot minions and animals who've been brainwashed into helping the invaders. Bomberman has allies—called Louies—who can help, but only if Bomberman can find them.

As Bomberman, use your bombing skills to save Bomber Planet in a normal game, or choose one of ten special courses and challenge up to three other players in a battle of strategy. Pack your bombs, hop aboard a Louie, and get ready for some explosive action!

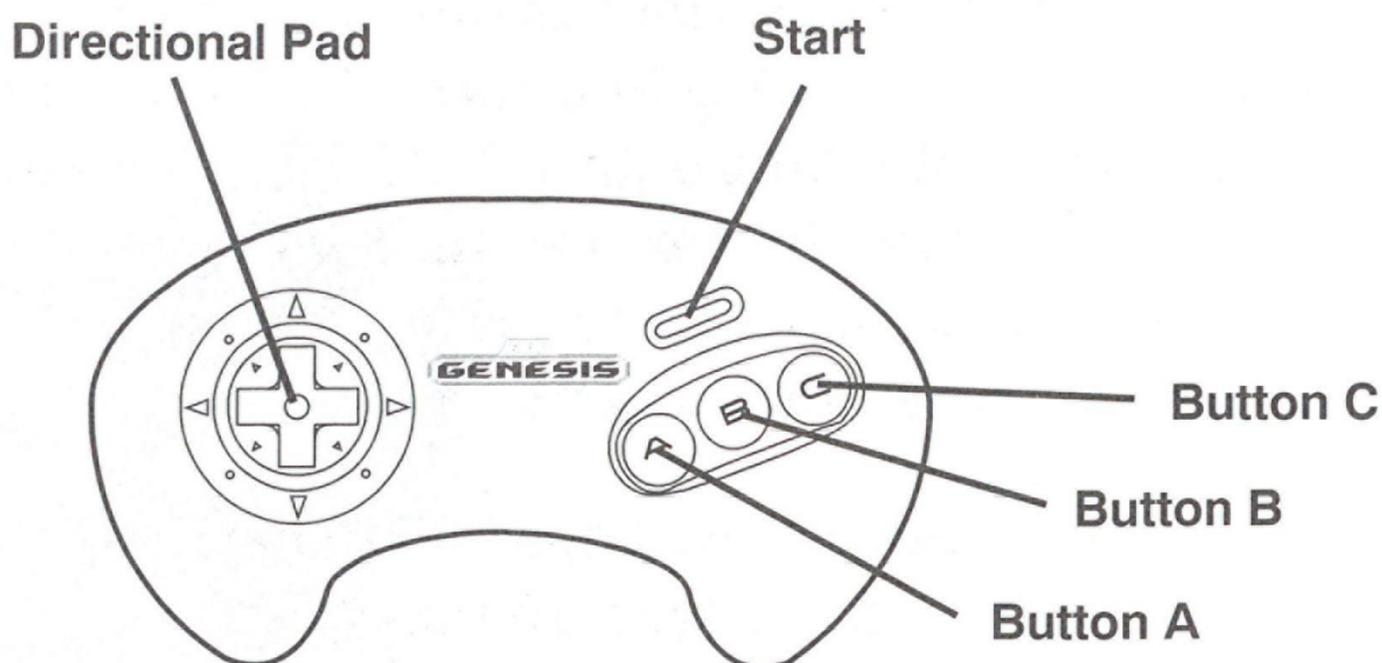
Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2 also. For games with three or four players, use the Sega Team Player™ Adaptor (sold separately) and refer to your Team Player manual for instructions.
2. Make sure the power switch is OFF. Then insert the *Mega Bomberman* cartridge into the console.
3. Turn the power switch ON. The Sega logo appears. Then in a few moments, the Title screen appears.
4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.
5. Press the Start Button when the Title screen appears.

Important: Always make sure the power switch is OFF before inserting or removing the cartridge.



Take Control!



Directional Pad (D-Pad)

- Moves Bomberman around game screens.
- Toggles through choices on menu screens.

Start

- Enters selections on menu screens.
- Pauses game/resumes play.

Button A

- Stops movement of kicked bombs.
- Enters selections on menu screens.

Button B

- Performs special Bomberman abilities received from picking up special items (see page 10).
- When Bomberman is riding a Louie, performs that Louie's special skills (see page 12).
- Cancels selections on menu screens.

Button C

- Sets bombs at Bomberman's feet.
- Guides Line Bombs (see page 10).
- Enters selections on menu screens.

Note to users of the 6-Button Arcade Pad: Buttons X, Y and Z have no function in this game.

Getting Started

From the opening story, press Start to call up the Title screen. Then press the D-Pad up or down to select the game mode you wish to play, and press Start again.



Normal Game

In this single-player mode, use your wits and your bombs to reassemble the five areas of Bomber Planet before your battle with the evil Bagulaa.

Battle Game

Normal: Up to four players control their own Bomberman characters and play against each other until only one remains the timer runs out, or a tie game occurs.

Tag Team: Up to four players split into two tag teams and battle each other.

Password

Enter a password to continue a Normal Game (see page 8).

The Normal Game

Using your Bomberman, strategically set your bombs to blow up enemies and soft barriers (such as flowers, barrels, wood blocks or soda cans). Pick up power-ups for special abilities.

The Bomber Planet consists of five areas, containing three or four stages each. Clear each stage by obtaining all the pieces of the area's Spirit Picture. Then defeat the area Boss to move on to the next area.

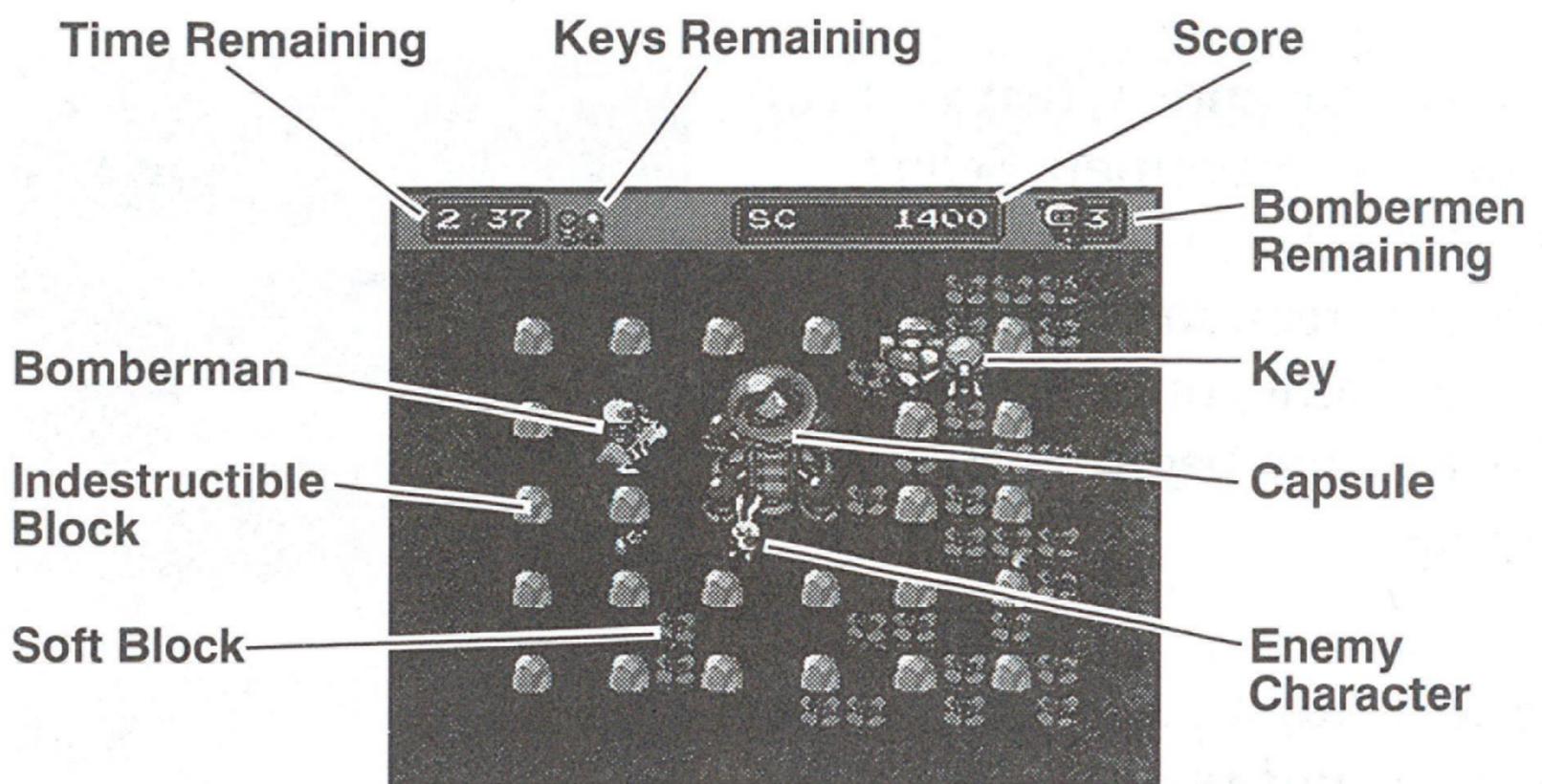
Selecting an Area and Stage



Use the D-Pad to select the stage you wish to play (when beginning play in an area, you can only choose Stage 1), then press Button A, C or Start.

Note: You can also select stages and areas which you have already cleared in order to pick up extra points and abilities. To clear an area for the first time, you must pick up a piece of the Spirit Picture. However, on an area already cleared, all you have to do is find the exit.

The Game Screen



Time Remaining: You must clear a stage before the timer reaches zero, or you lose a Bomberman. Better move fast!

Keys: Blow up all keys in a stage to break open the Capsule which contains a piece of the Spirit Picture.

Bomberman Remaining: You lose a Bomberman whenever you touch an enemy character, get caught in a bomb blast, or fail to clear a stage within the time limit. Once you run out of Bombermen, the game ends.

Capsule: This is your goal in each stage. Destroy all the Keys to open the Capsule, then step inside to pick up a piece of the Spirit Picture and clear the stage. Once this piece is recovered, all remaining soft blocks turn into bonus coins which you have 15 seconds to collect for points.

Enemy Character: Blow up enemies to earn points and make the stages less dangerous.

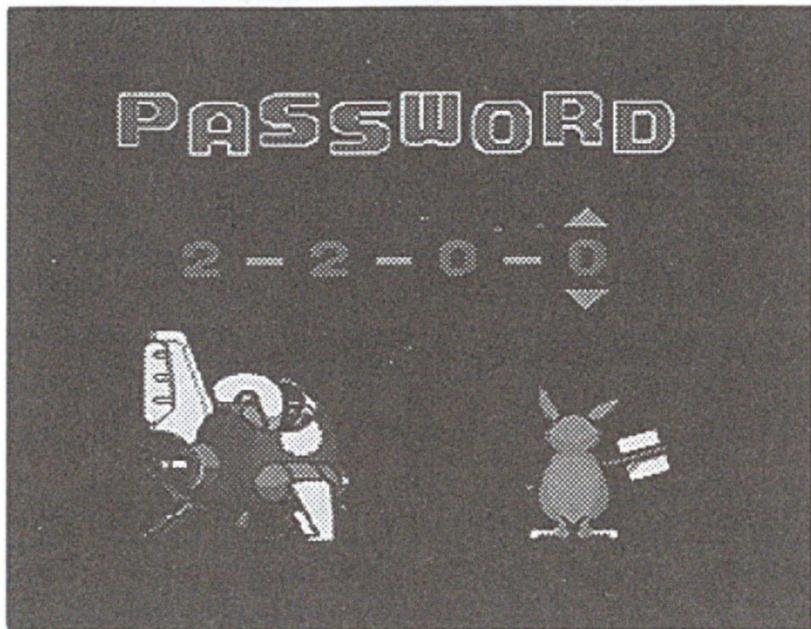
Game Over/Continue

The game ends when you run out of Bombermen. Select CONTINUE from the Game Over screen to continue the same game, or END to go back to the beginning of the game.



A four-digit password appears on this screen. Write it down, and you can continue your game later.

Entering a Password



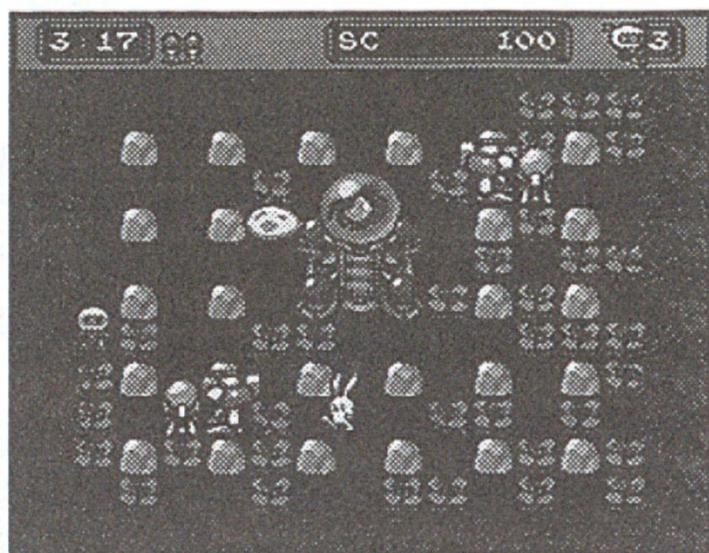
or right. Press Button A, C or Start to enter the password.

To continue a Normal Game, select PASSWORD at the Title screen to bring up the Password screen. Toggle through the numbers by pressing the D-Pad up or down, and move on to the next space by pressing the D-Pad left

A Tour of the Bomber Planet

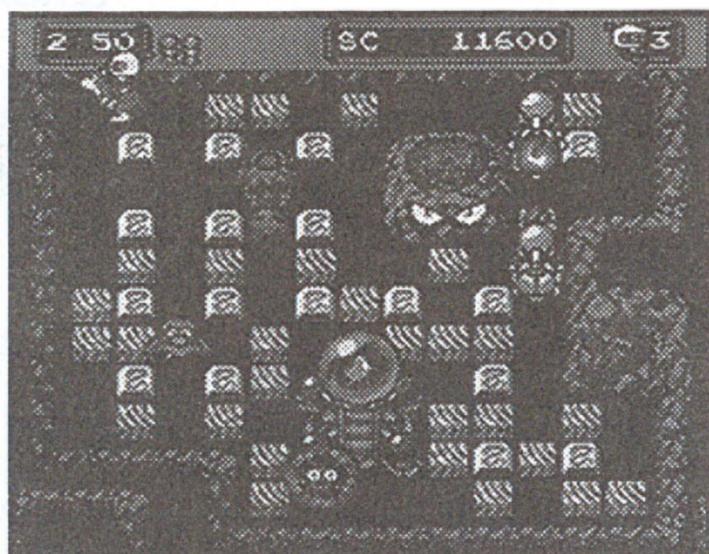
Varied terrain, from fiery volcanic ranges to icy glaciers awaits, all filled with lurking enemies and loaded with traps.

Area 1: Jammin' Jungle



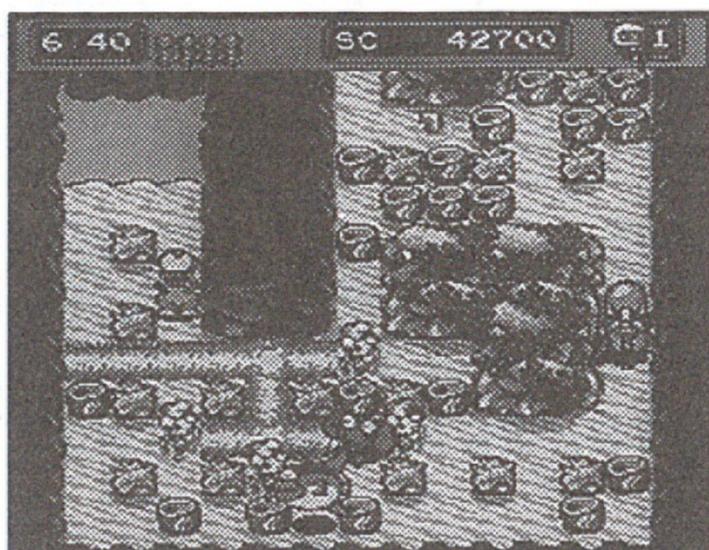
This overgrown forest region controls the air quality of the Bomber Planet. And that air is thick with enemies.

Area 2: Vexin' Volcano



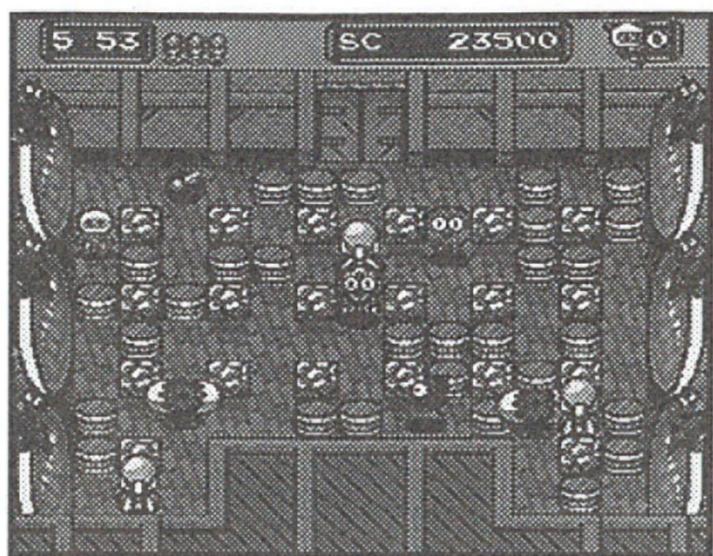
This area is full of red-hot action and rocky foes. Hop onto a cart for a wild ride that destroys any enemies and blocks sitting on the tracks. Debris rains down on you from the volcano. Be careful, because this debris can set off your bombs.

Area 3: Slammin' Sea



Beware as you venture into the southern ocean—the fish are biting! Submarines lurk beneath the silty sea floor, ready to ambush you.

Area 4: Crankin' Castle



Bats and other nasty creatures lurk in the musty dungeons. You can roll a large barrel onto your opponents by bombing the barrel's supports, but be sure to stay out of the way.

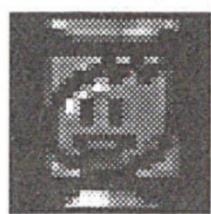
Area 5: Thrashin' Tundra



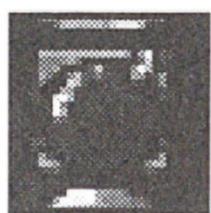
The critters in this region move fast to keep warm. Penguins fire missiles at red X targets that appear on spots around the maze. These missiles can also detonate your bombs.

Power-ups and Abilities

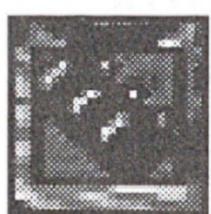
You can uncover hidden power-ups by blowing up soft blocks. Beware—power-ups can be destroyed by bombs.



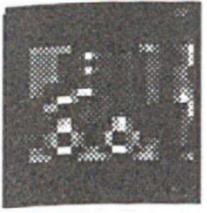
Firepower increases the distance of bomb blasts one level.



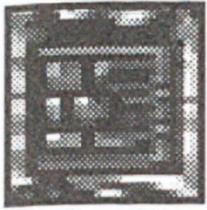
Bomb increases the maximum number of bombs which can be set at one time by one (up to ten maximum).



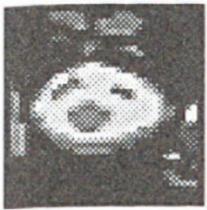
Line Bomb allows the maximum number of settable bombs to be set at once in a line. Press Button C twice to set line bombs in the direction Bomberman is facing.



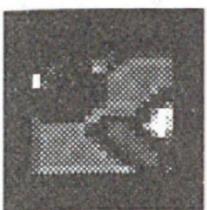
Skates make Bomberman move faster.



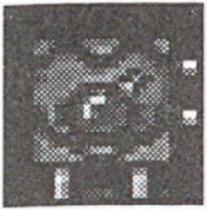
Block allows Bomberman to pass through soft blocks.



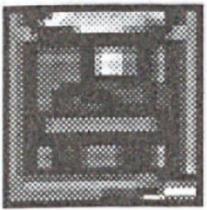
Egg turns into one of five types of Louie which can be ridden (see page 12).



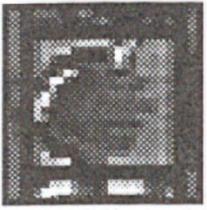
Bomb Boot allows Bomberman to kick bombs away. A kicked bomb continues moving until it hits an object or you press Button A.



Remote Control allows Bomberman to detonate bombs when you press Button B.



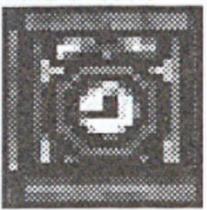
Sandals slow Bomberman's movement, making him vulnerable.



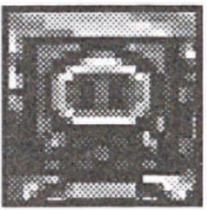
Bomb Pass allows Bomberman to walk through bombs.



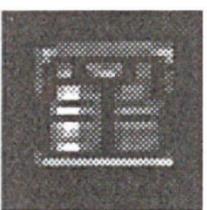
Restore allows Bomberman to take one hit without losing a life.



Clock freezes enemies for ten seconds.



1UP gives you an extra Bomberman.



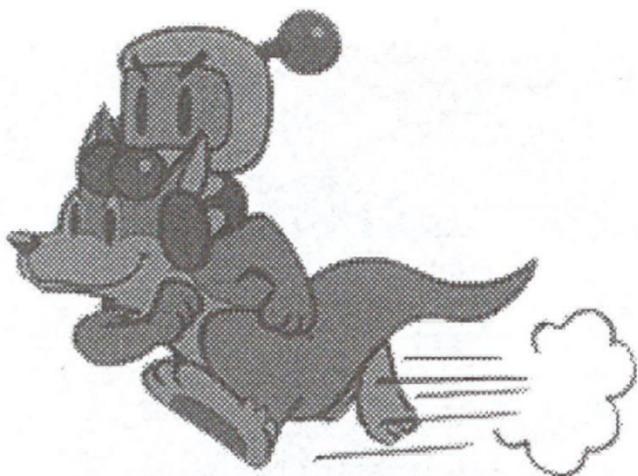
Fire Suit allows Bomberman to walk through enemies and bomb blasts for 20 seconds without taking damage.

Meet Your Friend Louie

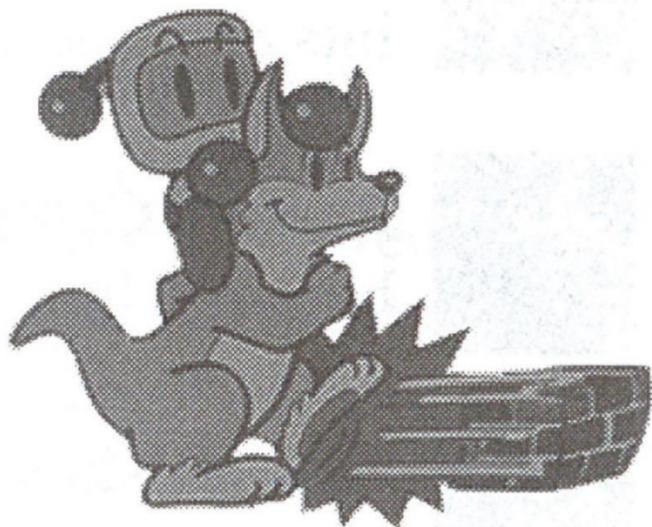


Louies are native to the Bomber Planet and valuable allies of Bomberman. Louies are found in eggs which appear when you blow up soft blocks. Hop onto an egg, and a Louie appears as your faithful steed. When riding a Louie, activate his special skill by pressing Button B.

If you get hit while riding a Louie, you will lose the Louie, but not any of your remaining Bombermen.



Green Louie dashes at high speed, but can't stop until he runs into an obstacle.



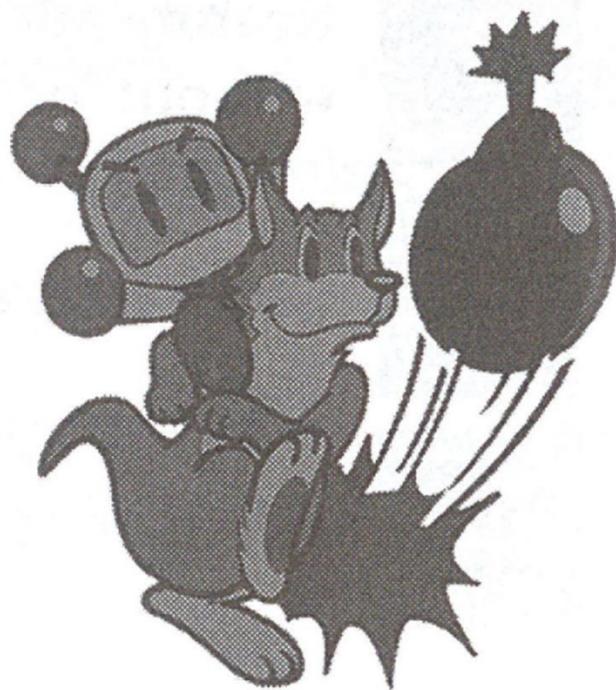
Yellow Louie kicks soft blocks.



Purple Louie jumps over one soft block or bomb at a time.



Pink Louie does a Louie Dance when you press Button B.



Blue Louie kicks bombs over walls and blocks.

The Battle Game

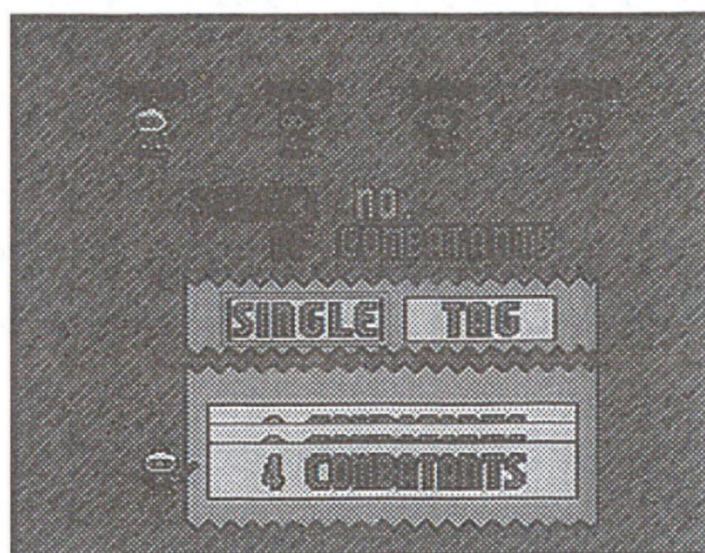
Battle Mode is a versus mode which allows up to four Bombermen to play against each other. Select BATTLE MODE at the Title screen and press Start. Player 1 makes all selections. Use the D-Pad to toggle through the options, and press Button A, C or Start to make selections. Use Button B to back up one screen if necessary.

Choose between two types of Battle games: Normal and Tag. In Normal Mode, the last surviving Bomberman wins. In Tag Mode, the first team to bomb the other team wins.

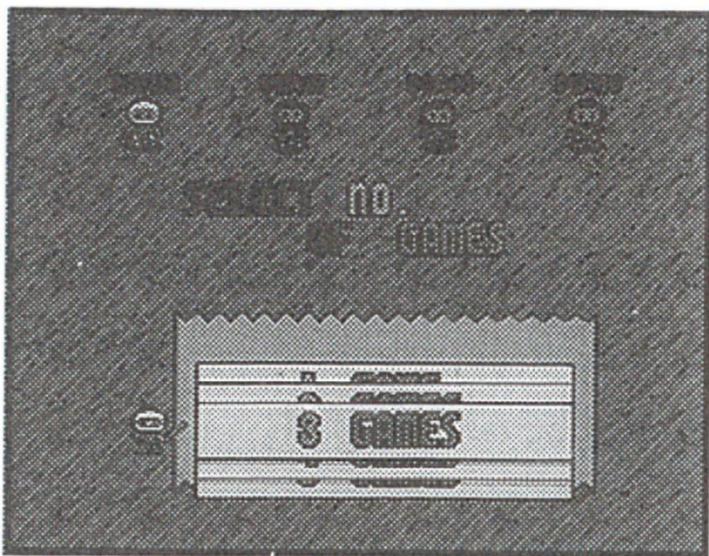
Note: In order to manually control more than two Bombermen, you must play with the correct number of Control Pads connected to the Sega 4-Player Adapter (sold separately). Please consult your 4-Player Adapter manual for details on hookup and use.

Number of Players

Press the D-Pad left or right to select a NORMAL or TAG match, and up or down to select the number of Bombermen you want to use. Press Button A, C or Start to move to the next screen.



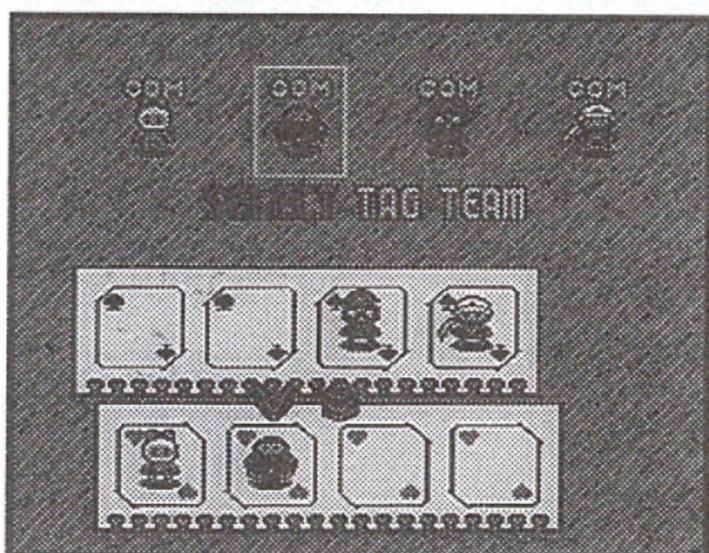
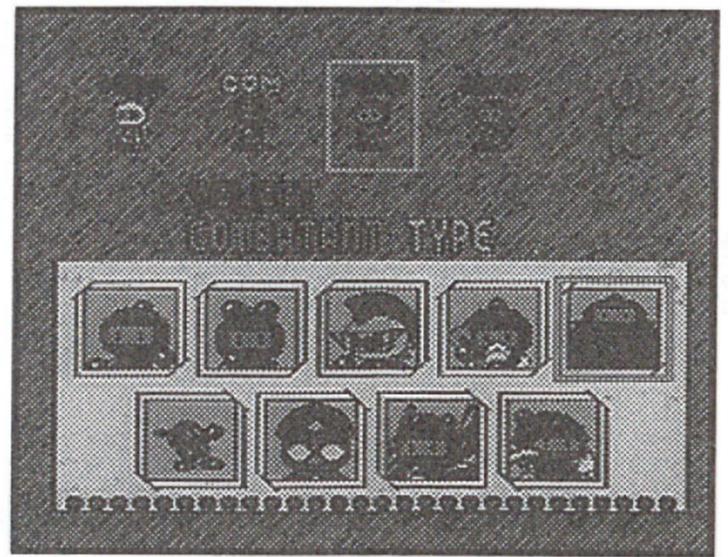
Number of Games



Select the number of wins that must be scored to decide the winner by toggling up or down with the D-Pad. The first player or team to reach this number wins the game. Press Button A, C or Start to move to the next selection.

Selecting Characters

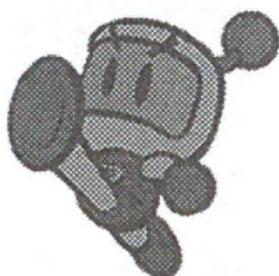
Press the D-Pad left or right to select a Bomberman, and press up or down to select whether that Bomberman will be controlled manually (MAN) or by the Computer (COM). Press Button A, C or Start, then use the D-Pad to highlight the type of Bomber character you want to use (see below) and press Button A, C or Start to select. Once all character controls and types are set, confirm your selections and go on to the next screen by highlighting OK and pressing Button A, C or Start.



In Tag Team Mode, the Tag Team screen follows. Press the D-Pad left or right to select Bombermen, and up or down to assign teams.

Bombberman Team Characters

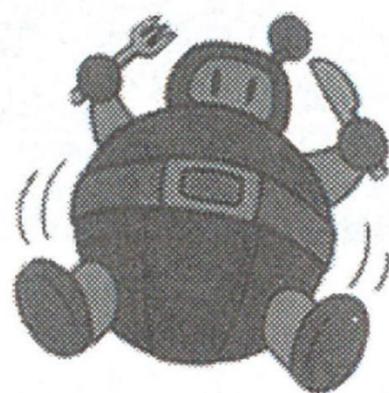
Each character displays its own personality and fighting style when controlled by the Computer.



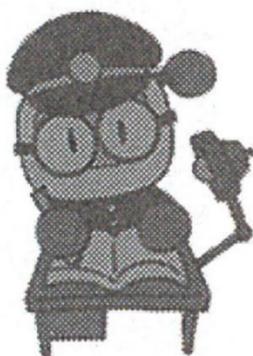
Bombberman:
Balanced offense
and defense.



Grampa Bomber:
Weak offense, but
strong and stubborn
defense.



Big Bomber:
Rushes to find and
grab all the items he
can.



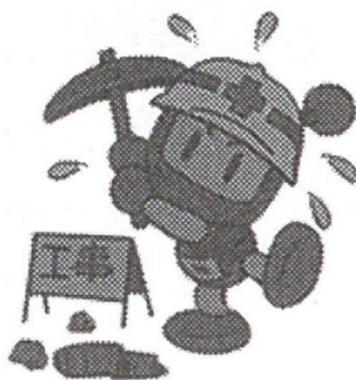
Bookworm:
A cunning strategist
with strong offense
and defense.



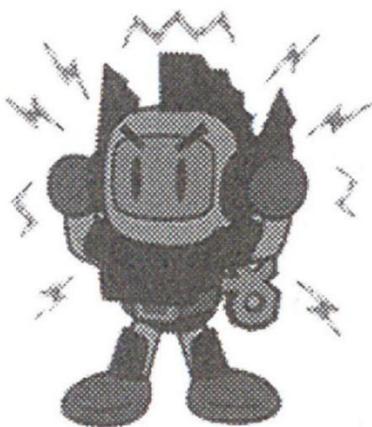
Bomber Lady:
Holds back on
offense, but don't
underestimate her.



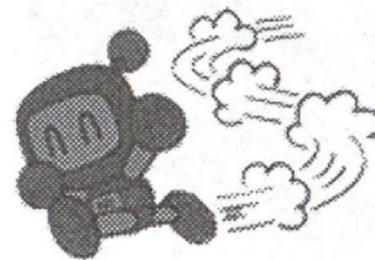
Kamikaze Bomber:
Sets bombs
everywhere he can
without regard to his
own life.



Construction Bomber: Ignores opponents and concentrates on destroying blocks.

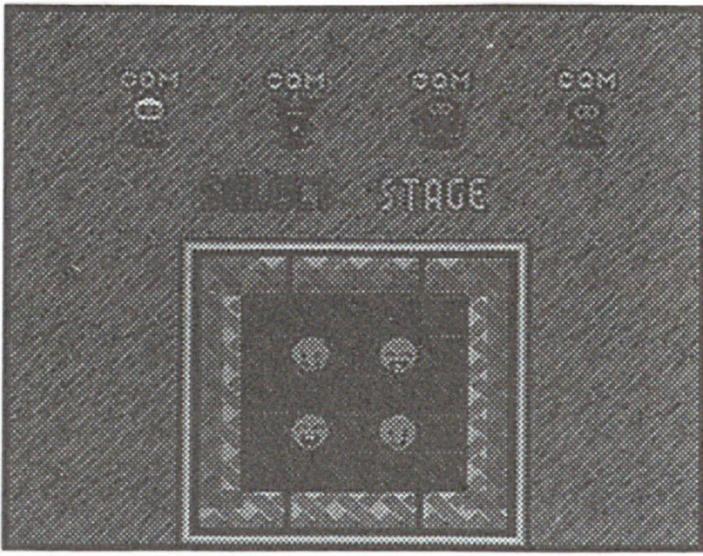


Bonsaver:
A very aggressive
character.



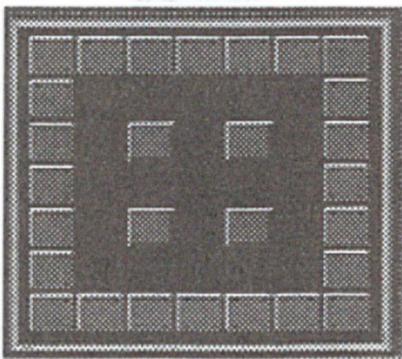
Tiny Bomber:
Moves rapidly and
likes sudden
ambushes.

Selecting Stages

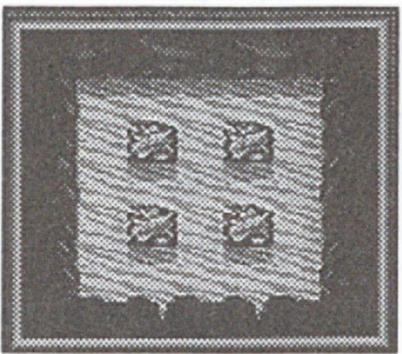


Select the stage in which you want to do battle by pressing the D-Pad left or right. Then start the game by pressing Button A, C or Start.

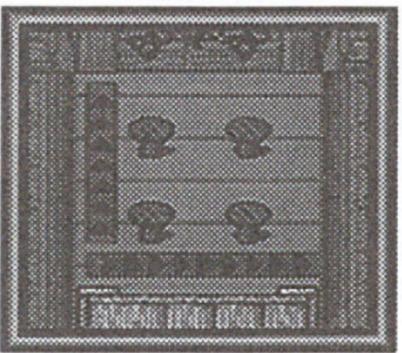
In Battle Mode, you can select the setting for your battle from any of the ten stages found in the Normal Game. Each stage has its own special features that alter gameplay. Once you have started gameplay, the stage cannot be changed until a winner is determined.



Standard Screen: No special features. Practice your bombing skills on this stage.



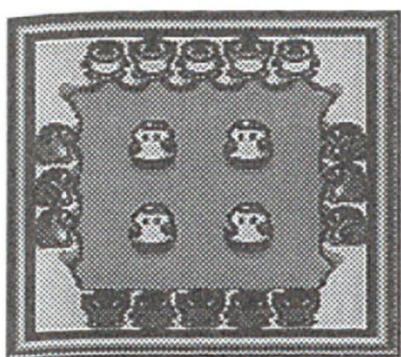
Sea Floor Screen: Battle on the ocean floor.



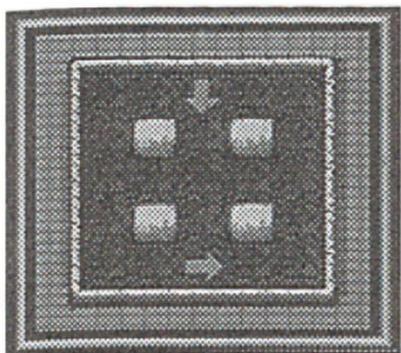
Conveyor Belt Screen: Conveyor belts in the floor transport bombs or Bombermen.



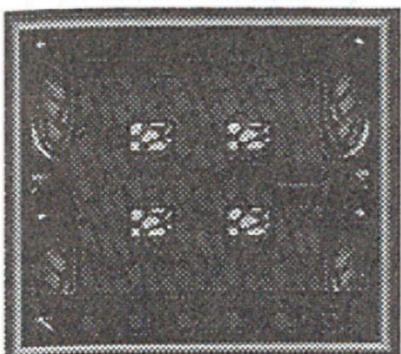
Forest Screen: Rocks form a maze inside a secret forest.



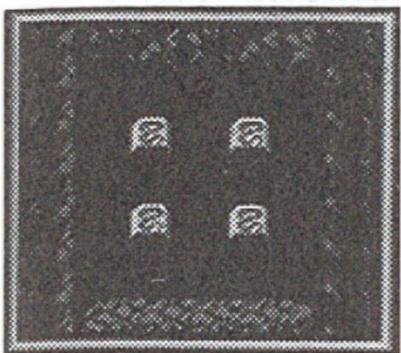
South Pole Screen: This stage includes igloos, snowmen and missile-firing penguins.



Europe Screen: Kicked bombs turn corners to follow the arrows on the maze.



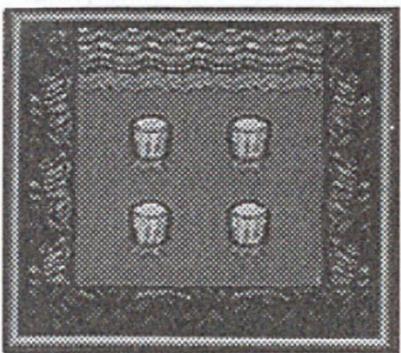
Ancient Castle Screen: Warp to different locations by dropping through trap doors.



Magma Screen: Begin play with maximum firepower and the ability to set up to five bombs.



Lightning Quick Screen: Begin play with the ability to run at ultra high speeds.

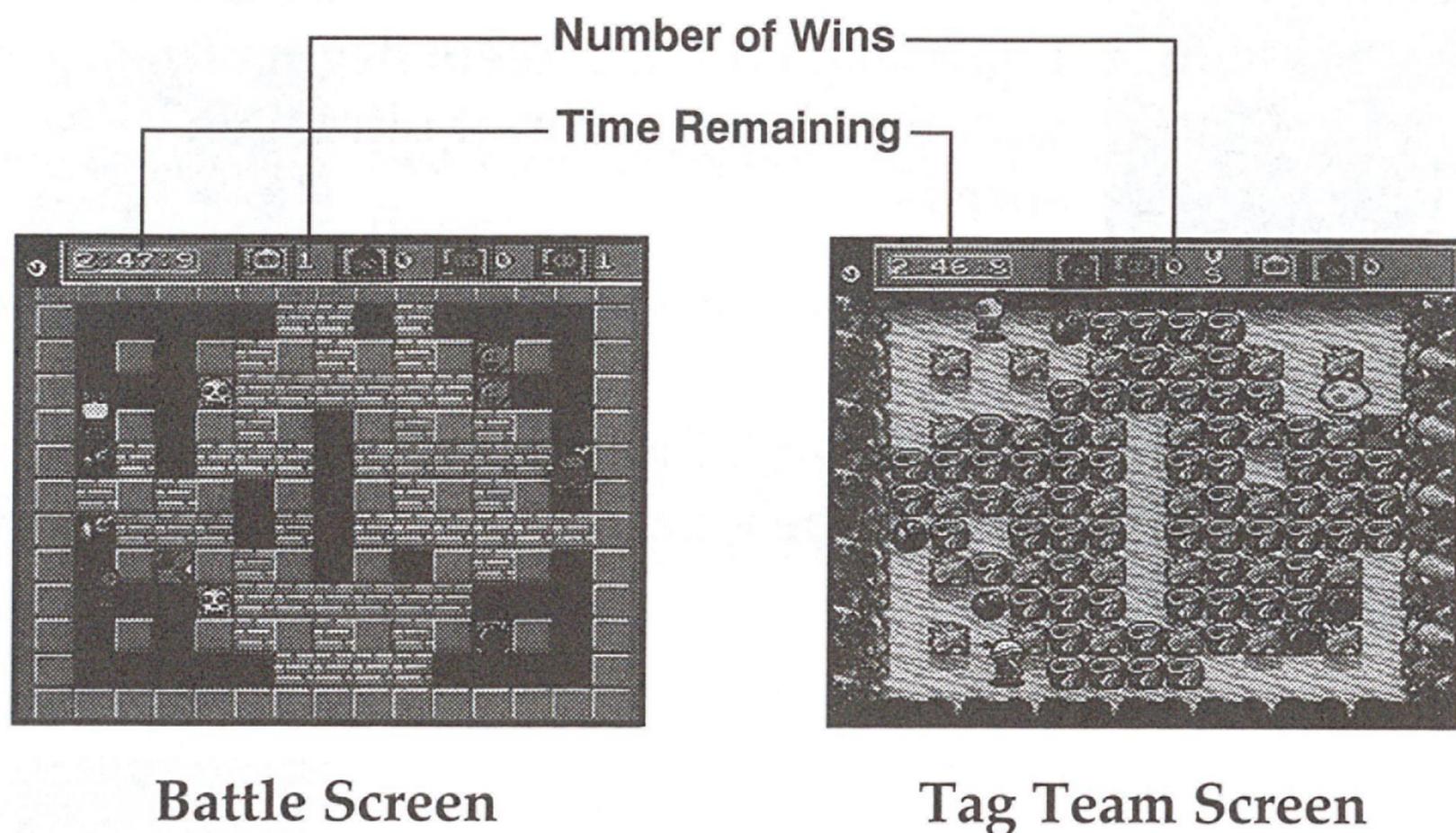


Bush Screen: Canopies of green leaves obscure the view of some sections.

Battle Bomb-Play

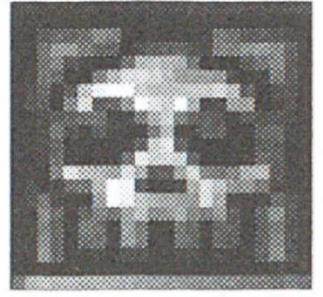
- Attack soft walls and opponents with your bombs while avoiding bomb blasts. You lose if you get hit by a bomb blast.
- The last surviving player scores one win. In a tag team match, a team scores a win when all members of the opposing team have been blown up. The first player or team to score the number of wins required for a victory wins the game.
- A draw results if time runs out or if players are destroyed at the same time.
- When the remaining time goes under one minute, pressure blocks begin to appear. You lose if you get squashed by one of these blocks.

The Game Screen



Skull Items (Battle Games only)

Touching a Skull Item results in one of the maladies described below. Any Bomberman touched by an infected Bomberman also becomes infected.



Slow Sickness: Slows down movement, making a Bomberman vulnerable to attack.

High Speed Sickness: Speeds a Bomberman character out of control.

Reverse Direction Disease: Makes a Bomberman move opposite to the direction pressed on the D-Pad.

Bomb Set Disease: A Bomberman becomes completely unable to set bombs.

Bomb Burp: A Bomberman sets bombs uncontrollably.

Minimum Firepower Disease: Bomb blast distance is minimized.

Premature Detonation Disease: Bombs explode almost immediately after being set.

Delayed Detonation Disease: Bombs take too long to explode.

Perpetual Motion Sickness: A Bomberman keeps on moving and cannot be stopped.

Change Locations: An infected Bomberman suddenly changes places with other Bombermen.

Notes



Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge 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 limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at **1-800-USA-SEGA**.

To receive Canadian warranty service, call the SEGA Canadian Consumer Service Department at **1-800-872-7342**.

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

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