NINTENDO DS™

BOMBERMAN®

INSTRUCTION BOOKLET

UBISOFT™

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Official Nintendo Seal

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

Wireless DS Single-Card Download Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

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Rev-D (L)

EVERYONE

CONTENT RATED BY ESRB

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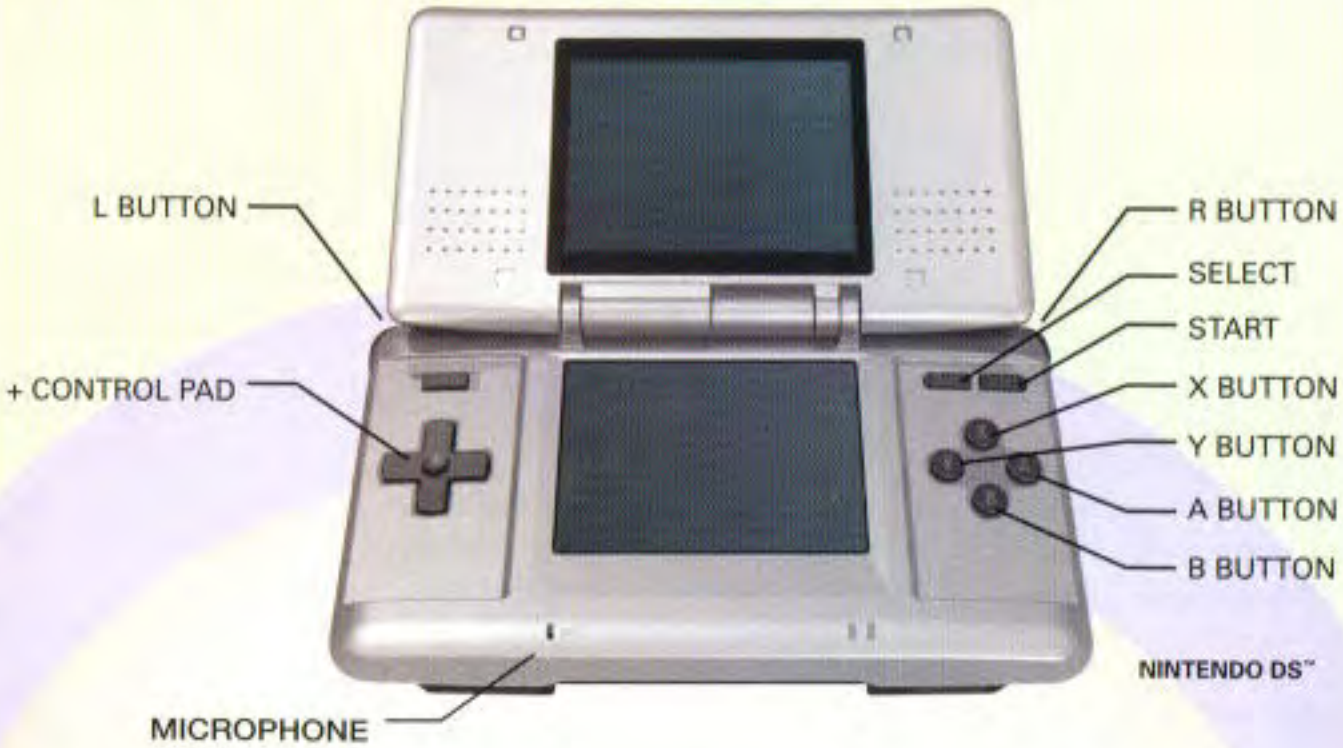
⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just a well as many short, hard strokes.

Getting Started

To begin playing, insert the Bomberman® Game Card into your Nintendo DS™ system and push the Power Button.

Controls



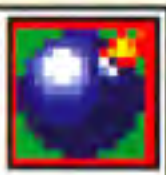
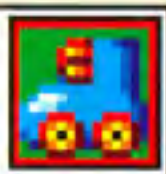
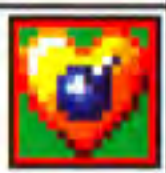
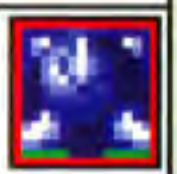
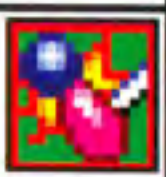
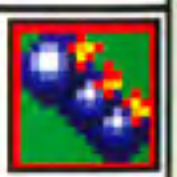
Buttons will be used for most operations in Bomberman, but some moves will require use of the Touch Screen. Unless you are in wireless battle play, the Nintendo DS system will automatically go into Sleep mode when closed and will resume the game when reopened.

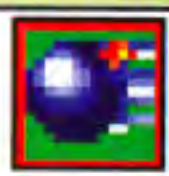
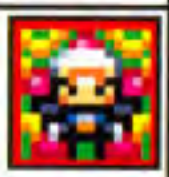
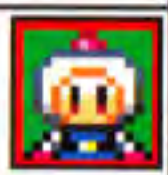
- **START:** This pauses the game and resumes it when pressed again. It cannot be used during battle with other players.
- **+Control Pad:** Use for menu selection and for Bomberman's movement.
- **Microphone:** During certain stages in Battle mode, the microphone is used for gameplay.

- **SELECT:** This will place a marker (▼) above your Bomberman during Battle mode.
- **L Button:** Use during Bomb Kick to stop a dropped bomb.
- **A Button:** Use to choose menus and set up bombs. Bombs that have been set up can be thrown using the Power Glove.
- **Y Button:** Use to set up Shields, the Bomb Punch, and the Line Bomb.
- **R Button:** Returns you to the display of items (see page 6). During battle, it displays the player's name when pressed.
- **B Button:** Use to cancel menus and detonate Remote Control bombs. In one part of Normal mode, you can use it to cancel a Power-Up.
- **X Button:** Stop a kicked bomb during the use of Bomb Kick.
- **Touch Screen:** In Normal mode, use it to access items. In Battle mode, use it to operate a Revenge bomb.

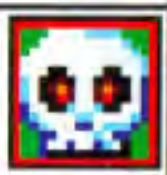
List of Items

Items for Normal mode and Battle mode:

Bomb Up Increases by 1 the number of bombs you can place. 	**Speed Up** Increases your movement speed by 1 level. 	**Fire Up** Increases the firepower of the bombs by 1 level.
Full Fire Sets the firepower to the highest level.	**Remote Bomb** ✶ Lets you use the B Button to detonate the bombs you place (only for current stage). 	**Pass-Through Bomb**✶ Lets the flame from your bombs penetrate soft blocks (only for current stage). 
Power Bombs ✶ Firepower of the first bomb is maximized (only for current stage).	**Land Mine Bomb** ✶ The first bomb becomes a land mine that hides in the ground (only for current stage).	**Dangerous Bomb** ✶ The flame of the first bomb will expand in a square (only for current stage).
Bomb Kick You can kick the bomb and stop it with the X Button (only for current stage). 	**Bomb Punch** ● You can blow away the bomb in front of you with the Y Button (only for current stage).	**Line Bomb** ● You can set up the bombs all at once using the Y Button (only for current stage). 
Power Glove Lets you use the A Button to grab placed bombs and throw them (only for current stage).	**Shield** ● Using the Y Button, it lets you shield yourself from a flame in front of you for several seconds.	✶,● = Items marked with the same sign cannot be used simultaneously.

Glasses Let you know the location of the exit and the item (only for current stage).	**Metawall** Lets you walk through through soft blocks (only for a certain amount of time).	**Metabomb** Lets you walk through a bomb (only for a certain amount of time). 
Invincible! Makes you invincible against flames from bombs and enemy attack (only for a set amount of time). 	**Fire Suit** Makes you invincible against flames from bombs and other things (only for a certain amount of time).	**Heart** Lets you avoid one mistake (only for current stage).
Clock Lets you extend the time limit of the stage you're in by 1 minute.	**1 Up** If you get this, it ups Bomberman's life by 1. You cannot stock it. 	

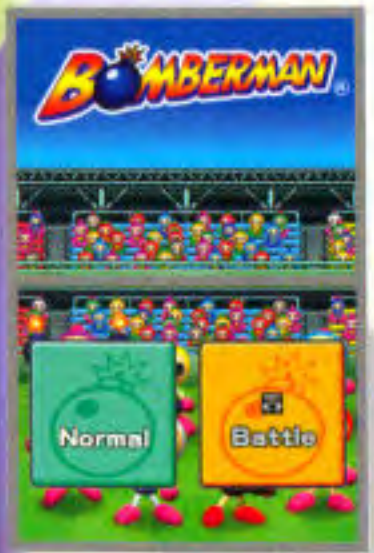
Items for Battle mode only:

Bomb Down Decreases the number of bombs you can place by 1. It will not reach 0.	**Speed Down** Decreases your movement speed by 1 level. It will not reach 0.	**Fire Down** Decreases the firepower of the bombs by 1 level. It will not reach 0.
Skull Causes a state of illness when touched. See page 26 for more information. 	**Rubber Bomb *** Makes the bombs bounce when kicked or punched.	**? (Question Mark)** Randomly picks and takes on a function of another item.

How to Start the Game

Make sure that the power is OFF, insert the Game Card in the DS system, and turn the power ON. Once the Health and Safety screen is shown, flick the Touch Screen. The DS Menu Screen will be shown. If you touch the Bomberman panel on the DS Menu Screen, the game will start.

(If Auto mode is ON, DS Menu Screen control can be skipped. For details, please see the Nintendo DS manual.)



When the title screen is displayed, touch it or press the A Button. This will take you to the Game Mode Selection screen. You can choose the mode by touching Operations, or use the +Control Pad and the A Button to select.

To destroy the monsters that come out of shattered Bomb Crystals, Normal mode lets you adventure through 10 areas and 100 stages. Exclusively for single-player games.

With only one Game Card, Battle mode allows a maximum of eight people to play against each other wirelessly. You can choose from 30 stages with different features, like detonating bombs with voice commands.

Normal Mode

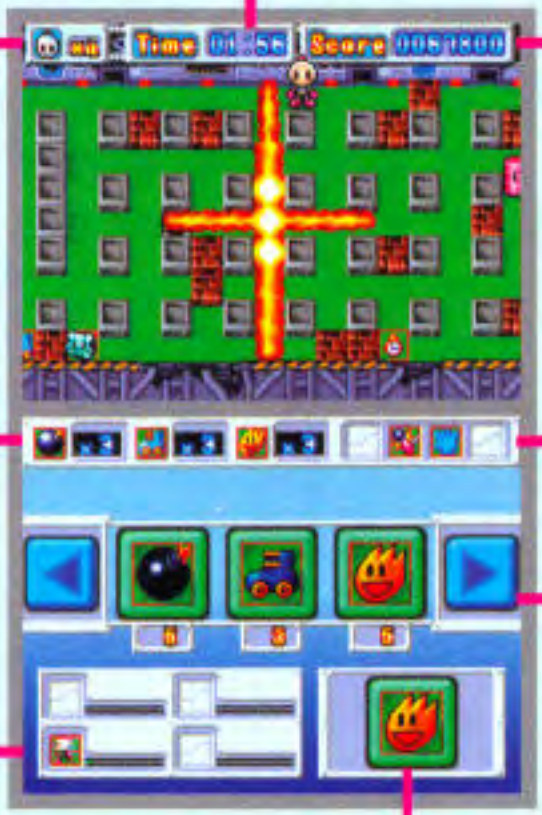
Find the Bomb Crystals and adventure through 10 areas!

This single-player mode lets you shed light on the mystery of the Bomb Crystal's peculiar mutations by adventuring through 10 areas. Touch the items and get stronger and stronger!

Screen Description

Time Remaining
This shows the remaining time. When it reaches 0, hordes of enemies will appear.

Remaining Life
Number of lives left. Game is over when it reaches 0.



Score
The current score.

Basic Power-Up
Current stste of Power-Up of Bombs, Speed, and Fire.

Stage-Limited Items
The item in use is stage exclusive.

Stocked Items
List of your stocked items. You can use the ones you have.

Time-Limited Items
The item being used has a time limit.

Captured Items
The last item you captured. Can be used by touching it.

How to Start Normal Mode

When you choose Normal from the Game Mode Selection screen, it will take you to the File Selection screen. If you choose an unused file, you can play the game from the beginning, and if you choose a previously saved file, you can continue to play the rest of the game. The status of the files is shown on the upper screen, so choose the game you want to play by using the +Control Pad and selecting it with the A Button or the Touch Screen.

If you drag unnecessary files to the trash can at lower left, you can erase them. Please be careful not to erase necessary files.

Saving and Stopping in Normal Mode

While you play in Normal mode, files will be saved automatically at certain stages. Also, if you touch Quick Save before each stage, you will revert back to the title screen, and when you touch Resume on the File Selection screen, you can play the rest of the game.

Quick Save will be deleted when you resume play.

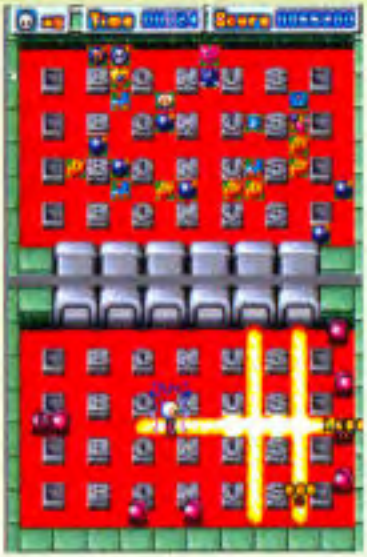
How to Play in Normal Mode

Each stage begins with the Item Use screen. Touch START on the screen to begin the game, and find the exit hidden in the soft block as you blast away your enemies at this stage. If you are hit in an enemy attack or by a wind blast from a bomb, it will be counted as a mistake and you will lose a life. The exit will shine once you destroy all of your enemies, and when you exit, the stage will clear. The score will go up depending on how many enemies you have destroyed and how much time is left.

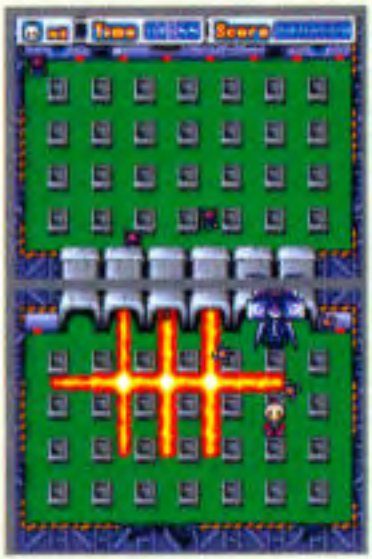
Exit: If you wind blast here, the enemy will come out.

The Bonus Stage and the Boss Stage

When you clear Stage 5 in any area, it becomes a Bonus stage. Stage 10 is the Boss stage, and a powerful Boss character will appear. When you clear either stage, the files will be automatically saved.



In the Bonus stage, you are in an invincible state.



During the Boss stage, you cannot use any items.

How to Use the Items

The items you capture during a stage become stocked items. Capturing an item is not the same as using an item. To use an item, press its icon, and choose the item by touching it. You can use Power-Ups in the same way.

The background color changes with the user color.

About Playing Stages with Voice Recognition Feature

Use a microphone for stages marked Voice. For example, in the Voice Bomb stage, you can place a bomb when you speak into the microphone. Say "Kaboom" in a loud voice!

Use your voice and play with vigor!

How to Start Battle

When you choose Battle from the Game Mode Selection screen, it takes you to the Downloading screen. If you are playing alone, press the A Button and go to the Character Select screen.

If playing with others, please read pages 27-29 carefully and learn how to operate the game correctly. When the DS host (the DS system with the Game Card inserted) displays the Downloading screen, the connected DS clients

(systems without a Game Card inserted) should choose DS Download Play from the DS Menu Screen to be able to participate in the game.

Note: A poor connection may hinder gameplay. In that case, move to a location with better connection, restart each DS, and start the game again.

When playing alone, press the A Button or touch START on the screen.

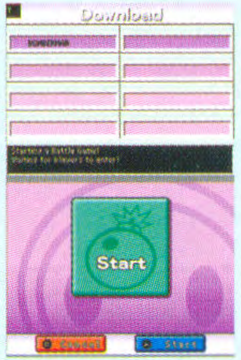
Differences Between the DS Host and the Connected DS Clients

Operating the various battle settings (see pages 14-15) can, essentially, only be done by the DS host. However, the Team Select screen (see page 20) is an exception, and the connected DS clients can use this to join the preferred team.

Except for the Team Select setting, only the DS host can change the settings.

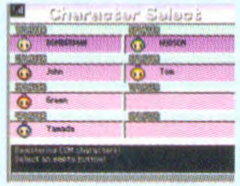
DS Host

Choose Battle from the Game Mode Selection screen.



In this screen, wait for the connected DS clients to begin downloading.

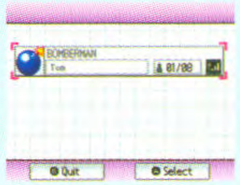
When all the connected DS clients have been registered on the top screen, press START on the screen.



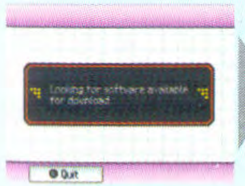
When downloading is complete, you will be taken to the Character Select screen.

Connected System

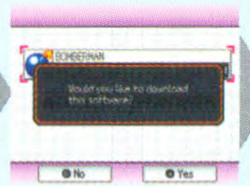
Select DS Download Play.



Automatically looks for a game that you can participate in.



Choose a Bomberman from the list.



Choose Yes to begin downloading.

Downloading takes about 30 seconds.

The DS host will select settings and start the game.

Preparing for Battle 1

Character Select

After all other players (connected DS clients) log in, you will be taken to the Character Select screen. When adding a COM player (AI), which the computer operates, touch the button on the screen with the color you want to add, or select the button on the screen and press the A Button. Also, you can choose whether or not to have a COM player (AI) and change the strength of the COM player (AI) by repeatedly pressing the button.

When playing alone, you need at least one COM player (AI).

Team Select

Pressing Team in the Character Select screen takes you to the Team Select screen. Choose a player you want to change teams for, and select the desired team button on the screen. There must be at least two teams and each team can have up to four players.

Drag and drop the character directly into the other team button on the screen.

Stage Select

When you confirm changes made in either Character Select or Team Select, the screen will change to Stage Select. Choose the stage you want to play by either touching the button on the screen with the arrows or using the +Control Pad. There are a total of 30 types of stages (see pages 29-31), and there are three main types of victory conditions.

You can also play using the microphone in some of the stages.

Preparing for Battle 2

Handicap Setting

When you select Handi in the Stage Select screen, you will be taken to the Handicap Setting screen. Choose the player who is to have an advantage and, with the A Button, select the items they are to have from the beginning. Items that correspond to the same operation button cannot be possessed at the same time. Also, with Delete, you can erase the last added item, and with Clear, you can erase all of the items for the selected player. When the settings are done, return to the Stage Select screen with the B Button.

When Slot Setting Is Yes...

When you have selected Yes for Slots in the Rule Setting screen (see page 23), slot machines will appear before the battle starts. The slot machines will start automatically, and the player who hits the jackpot will get an extra item.

The items obtained in the last battle will be carried over to the next battle.

Rule Setting

Choosing Stage Select will take you to the Rule Setting screen. Select the buttons on the screen you want to change, and change them with the A Button or the Touch Screen.

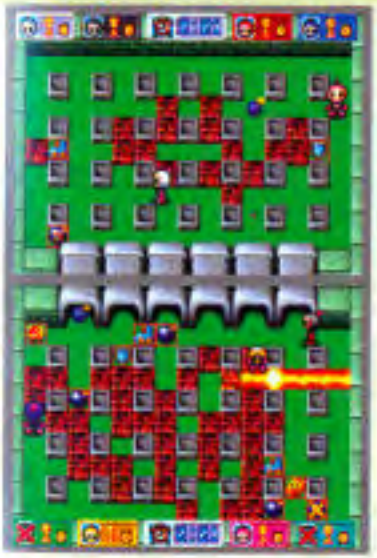
Select the button on the screen you want to change and press the A Button.

Changes will be reflected on the upper screen.

Rule	Description of Setting
Sets	Sets the number of victories necessary to be the champion.
Revenge	Even after you have been defeated, you can attack from out of bounds. See page 25 for details.
Skull	Choose whether to apply the Skull rule. See page 26 for details.
Time	The time limit for the battle. When Tiebreak is set at No, a tie can result when time is up.
Slot	Choose whether to apply the Slot rule. See page 22 for details.
Position	Choose whether the starting position for the battle is fixed or random.

How to Play a Battle

When you finish the rule settings you will be taken to the Confirmation screen. Press the A Button or touch the lower screen to start the battle. If you want to change the settings again, press the B Button. This will return you to the Character Select screen (see page 20).



How to battle depends on the battle type. There are three main battle types, but the attack will basically be with bombs. Destroy the soft blocks to collect items, and go ahead and attack your opponents!

Flick with Your Finger for Revenge!

When Revenge is set to Yes or Super, you can still throw bombs from the bottom of the screen, even after you are defeated. Flick the Touch Screen to do this. When there is a Microphone icon above the Revenge bomb, you can turn it into a Dangerous bomb by repeatedly speaking into the microphone.

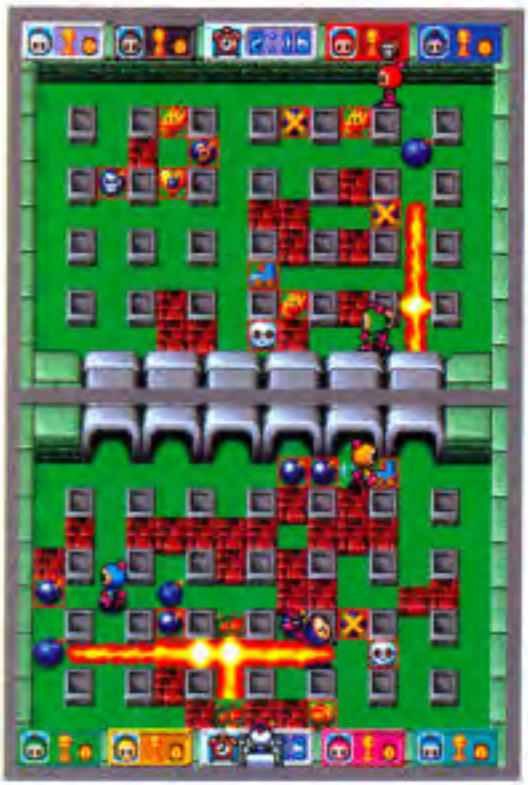
Setting the Revenge Bomb

No: You cannot become a Revenge bomber after you are defeated.

Yes: You can become a Revenge bomber and throw bombs.

Super: If you defeat the opponent with the Revenge bomb, you can come back to life.

Flick hard to throw far. The position of the Revenge bomb can be changed with the +Control Pad.



If You Capture a Skull...!

If Skull is set to Yes, Skulls will appear, and if you capture them, you will get one of the diseases listed for one minute. You can cure your disease by touching another player and infecting him or her (you cannot infect someone who already has a disease). You can also be cured if you get defeated again, or when the minute is up.

There will be a black fog around the infected player. However, the fog around other players will not be displayed.

You cannot erase a Skull item with a wind blast.

Diseases of the Skull	
Speed Down	Your speed will be at its lowest.
No Placement	You will not be able to place a bomb.
Diarrhea	Bombs will be placed without control.
Freeze	Sometimes you will not be able to move.

When the Battle Is Over

When the battle is over, the screen changes to Retry, regardless of whether you played by yourself or with many people. If you're going to continue battling, choose Retry. The game will revert to the Character Select screen.

If you choose Quit, the battle will end. If the game was played by many people, end by turning the power OFF for each DS system.

If you want to continue playing, select Retry.

Multiplayer Gameplay

Play Bomberman with others using Nintendo DS Wireless Communication capability!

You will need:

- **Nintendo DS systems:** One per player.
- **Bomberman Game Card:** Only one needed.

How to play from the DS host (first player):

1. Make sure that the power is OFF, and insert the Game Card in the DS host.
2. Turn the power ON for the DS host. The DS Menu screen will be displayed.
3. Touch Bomberman.
4. Refer to page 28 for further instructions.

How to play from the connected DS clients (all other players):

1. Turn ON the power of the connected system. The DS Menu Screen will be displayed.
2. Touch DS Download Play. The Game List screen will be displayed.
3. Touch Bomberman. The Download Confirmation screen will be displayed.
4. Touch Yes if correct. Downloading from the DS host will begin.

Important Points Regarding Wireless Play

Be sure to keep the following in mind during wireless play:

- The DS Wireless Communications icon displayed on the DS Menu Screen and in the game menu demonstrates DS Wireless Communication capability. When you choose a menu that has a DS Wireless Communication icon displayed, wireless communication will be turned on.
- The Reception Strength icon displayed during communication shows the four levels of reception status. The stronger the reception, the smoother wireless play will be.

When the DS Wireless Communication function is on, the speed of the power lamp's blinking will change.

For smooth wireless play, do the following:

- Make sure that the Nintendo DS systems are no farther than 10 meters from

each other, or that the reception strength icon shows at least two antennae.

- Make sure that the Nintendo DS systems are facing each other and that there are no obstacles between them.
- If the game is hindered by devices that interfere with communication (such as wireless adapters for Game Boy® Advance, a Nintendo GameCube™ Wireless Wave Bird Controller, wireless networks, microwave ovens, and cordless devices), either move to another location, or turn off the other devices.

Battle Stage Introduction 1

Normal This is the simplest stage. It's perfect for getting used to battling on both the upper and lower screens.	**Classic** In the classic stage you fight using only bomb, speed, fire, and kick.
Voice Detonated The stage where you use your voice to detonate bombs. You have remote control from the beginning.	**Voice Bomb** The stage where you place bombs with your voice. You cannot place a bomb using the A Button.
Voice Shield The stage where you can operate a shield with your voice. You have the shield from the beginning.	**Shield** The stage where you have a shield that protects you from a flame in front of you for several seconds.
Skull The stage where hordes of skulls appear. You cannot change this in the rule settings.	**Mystery Item** The stage where only question marks appear. If you're unlucky, it could get ugly.

Speedy
In this stage the game will begin at the fastest speed. Be careful not to bomb yourself!

Tunnels
The stage where there are tons of tunnels for hiding. Watch out for the positions of your opponents.

Unipass
The stage where only one tunnel connects the upper and lower screens. Should you wait or advance?

Tripass
The stage where only three tunnels connect the upper and lower screens. Kick is valid here.

Conveyor Belt
The stage where conveyor belts can move players and bombs.

Springboards
The stage where springboards take you from screen to screen.

Kick-Kick
The stage where there are arrows that bend a kicked bomb. You have Kick from the beginning.

See-Saw
A See-Saw lets you throw any bombs and players that are sitting on the other side of it. If you throw them out of the stage, you can defeat them.

Full Power
The extreme stage where there are no soft blocks and you begin with the highest level of power.

Lotsa Items
The stage with a mountain of items in the middle. The key to victory is to collect them quickly.

Mini-Mini
The stage where you only use the upper screen for battle. If you play with eight people, it's a total melee!

Inferno
The dangerous stage, where there are no hard blocks. Watch out for blast winds from bombs!

Battle Stage Introduction 2

Spikes
If you touch the needles that spring out of the floor, you will lose immediately. Operate with caution.

Crown Battle
The stage where the first player who touches the crown located on the upper screen wins.

Full-Power Crown The crown stage where you begin with the highest level of power and there are no hard blocks to block the flames.	**Merry-Go Crown** The stage where the crown is moving on a conveyor belt. Try to read where it's going.
Blocks The player who paints the most floors in his/her own color with the bomb flame wins.	**Kick Blocks** The panel stage, where there are arrows that bend bombs. You have Kick from the beginning.
Zombie You can come back to life right after a defeat, but the floors in your color will return to their original colors.	**Bom-Bom** The dangerous stage, where there are devices that throw around bombs.
Barom The thrilling stage where Barom, the enemy character, is loitering around the stage.	**Random** The stage where one of the stages introduced so far is randomly selected.

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Bomberman®

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- Full product title
- Game console you are using

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