

# BOMBERMAN LAND



**HUDSON**

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

### **⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

#### **Use and handling of video games to reduce the likelihood of a seizure**

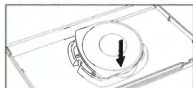
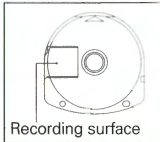
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

#### **Use and handling of UMD™**

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



#### **Ejecting the disc**

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



#### **Storing the disc**

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

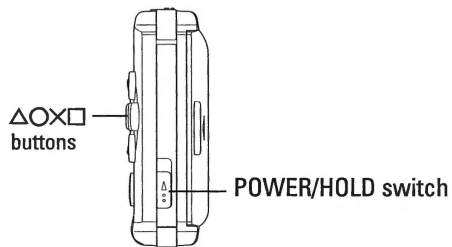


## **C O N T E N T S**

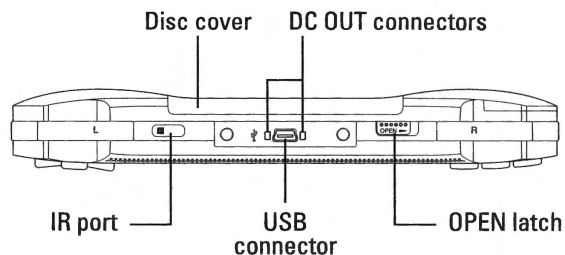
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# GETTING STARTED

## Right side view



## Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Bomberman Land disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

**NOTICE:** Do not eject a UMD™ while it is playing.

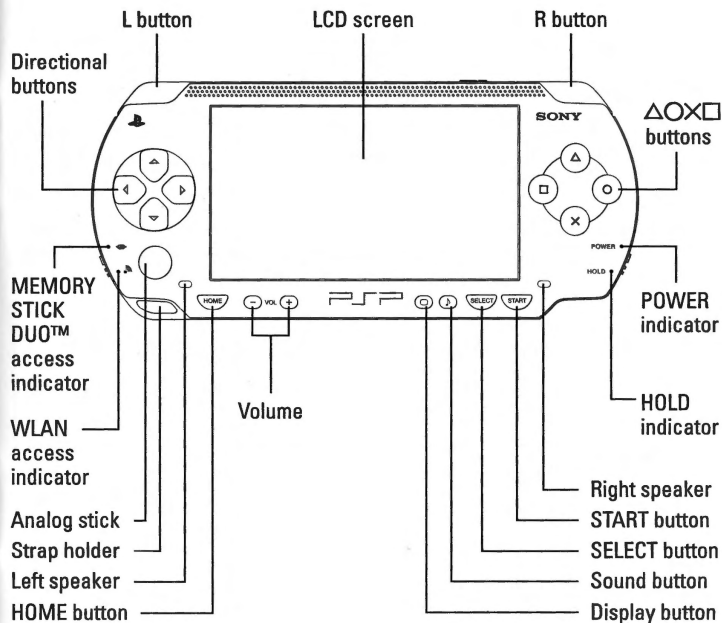
## Memory Stick Duo™

*Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.*

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

# STARTING UP

## PSP® (PlayStation®Portable) system configuration



# Something has gone terribly wrong in the world's largest theme

Cheerful White and his friends normally spend every day happy and having fun. That is, until they receive a frightening letter from the Director of Bomberman Land. It looks like something terrible has happened in Bomberman Land! Cheerful White and friends immediately head for Bomberman Land. But their airplane experiences a slight accident...!



## Cheerful White

Having collected all of the pieces, he was bestowed with the title Piece King. Cheerful White is working hard to save Bomberman Land!

## Cool Black

Best friend and eternal rival of Cheerful White. He is surprisingly good at foreign languages.

## Mini Bomber

A mysterious little sprite living in Bomberman Land. He is Cheerful White's helper and often comes to his assistance.

# terribly wrong in the park, Bomberman Land!!



## Giant Gold

Giant Gold is the leader of Team Gold. He's a rough kind of guy, but possesses a lovable personality.

## Team Gold

## Cute Pink

Cute Pink is the idol of Cheerful White and his friends. She is a bit selfish at times, but kind through and through.

## Bookworm Green

Bookworm Green is very smart, but perhaps just a tad gullible. Will his calm analysis help Cheerful White and crew?

## Kid Blue

Kid Blue is the joker of Team Gold – he loves anything fun, but doesn't seem to do well with difficult problems.

## Controls

### Menu, Bomberman Land

#### L Button

As you progress through the game you will be able to warp to other zones using the L button when you are in the field.

#### R Button

Different icons will appear when you press the R button in the field (Page 12).



#### Directional Buttons Analog Stick

Toggles between menus. Allows you to move your player around.

#### SELECT Button

Not used.

#### START Button

Starts the game. Pauses the game and displays the Pause Menu.

#### ○ Button

Used to cancel menus.

#### × Button

Selects menus. If pressed when you are above a field icon, allows you to enter that place. Also used to send messages.

#### □ Button

Toggles the Guideline displayed in the field between "Displayed," "Translucent" and "Not Displayed."

#### △ Button

Opens the Bomb Pad screen in the field.

## Attraction Controls

Controls vary for each attraction. You can find out about the controls for each attraction before that attraction begins.



## Controls

### Battle Game

#### L Button

Displays the Set Items screen during Set Rules.

#### R Button

Displays the Set Handicaps screen during Set Rules screen.



#### Directional Buttons Analog Stick

Toggles between menus. Allows you to move your player around.

#### SELECT Button

Not used.

#### START Button

Displays the Pause Menu. Pressing again at the Pause Menu returns you to your game.

#### ○ Button

Cancels menus. Stops kicked bombs when you have the kick power-up.

#### × Button

Selects menus. Sets bombs. During Revenge, throws a bomb to where the cursor is.

#### □ Button

Not used.

#### △ Button

Not used.

Left side of unit



#### Memory Stick Duo™ slot

Slot for Memory Stick Duo™ and Memory Stick PRO Duo™ memory sticks.

#### Wireless LAN switch

Used with Sharing and Battle Game.

## Starting the Game

Insert the “Bomberman Land” UMD™ disc into your PSP® (PlayStation® Portable) system and slide the POWER/HOLD switch up. The title screen will appear. Press the START button at the title screen and the Main Menu will appear. Press the directional buttons or analog stick up or down to highlight the mode you would like to play, and then press the × button to select that mode.



The title screen. Press the START button to display game modes.



The Main Menu screen. Highlight the mode you want to play and select it with the × button.

## Selecting a Mode and Saving

You can select from four modes in the Main Menu screen. Highlight a mode with the directional buttons or the analog stick and select it with the × button. Pressing the ○ button will allow you to return to the title screen.

In order to save your progress in Bomberman Land, you must have a Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 128 KB of free space. Please make sure that you have enough free space on your Memory Stick before playing.



There are four playable modes. See the next page for information about each mode.

## Game Modes

### Bomberman Land

Page 10

The main mode – return the chaotic Bomberman Land to its original state by collecting Pieces! Explore Bomberman Land with Cheerful White and his friends.



### Battle Game

Page 18

Enjoy a fast-paced and exciting bomb-a-thon with up to 4 players! You can also battle against friends you've sent a battle game to in Sharing mode.



### Collections

Page 26

In this mode, you can enjoy the attractions, items, and music that you collected in Bomberman Land. You can play the attractions you've cleared and try them in Score Attack mode.

### Sharing

Page 24

You can share battle games and attractions in Sharing mode. You can compete with others in battle mode using your PSP® system's wireless LAN function (Ad-Hoc mode).

### Options

Page 27

The Options menu allows you to change various settings in Bomberman Land, such as music/sound effect volume and message speed. You can also load Saved Data from this menu.

# Bomberman Land

Restore the chaotic Bomberman Land to its original state!



## Save Bomberman Land!

This is Bomberman Land: the enormous theme park where Cheerful White once collected all the pieces and was named "Piece King." But that all changed when Bomberman Land was reduced to shambles! You will play as Cheerful White and attempt to return the land to its former state while collecting all the pieces.



A large part of Bomberman Land has been submerged in water.



The land will gradually return to normal as you collect pieces.

## Viewing the Screen

### New Mail

This icon appears when you have new mail.

### Location Name

Name of the location you are currently in.

### Bom

The total amount of Bom (money) you currently have. Bom is displayed when you stop moving for a moment.

### Guideline

The guideline indicates places Cheerful White can travel to. You can display or hide the guideline by pressing the  button.

### Icons

Icons appearing in the field indicate pieces/actions at a certain location.



## Starting the Game

Choose Bomberman Land from the Main Menu and you will be able to either start a New Game or Continue. Select New the first time you play in Bomberman Land. If you choose Continue, select the data you would like to load.



Toggle between menus with the directional buttons or the analog stick and make your selection with the  button.

## Name Entry

If you choose New Game, you will be asked to enter your name after a cutscene. Highlight letters with the directional buttons or analog stick and press the  button to input them. Press the  button to delete a letter if you make a mistake.



Select lower case or CAPS to switch between the types of letters you can input.

## Objective of Bomberman Land

The objective of Bomberman Land is to restore Bomberman Land to its original state by collecting pieces. Explore the remaining areas, help the people of Bomberman Land recover their memory, and enjoy a variety of attractions. The field will gradually be restored as you collect pieces, allowing Bomberman Land to regain its former glory.



Bomberman Land seems deserted when you first arrive.



It will start to look magnificent as you collect pieces!

## Playing in Bomberman Land

Bomberman Land is a vast theme park which contains 5 zones. Shortly after beginning your quest Bomberman Land is a bleak wasteland, but the number of new places you can explore will increase as you collect pieces.



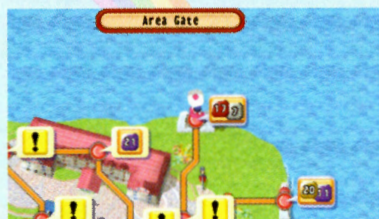
Start out by talking to different people. Gather information and collect pieces!

## Moving around the Field

Cheerful White moves around the field along a guideline. Press the  $\times$  button when an icon appears where Cheerful White is standing to enter a place, enjoy an event or an attraction. There may also be times when you encounter a mysterious puzzle...



Press the  $\times$  button to enter an area when an icon is displayed.



Display all the icons on the map by pressing the  $\square$  button.

## Field Icons

In most cases, a number will appear which tells you the number and color of pieces that can be earned in a particular spot. Other icons which may appear include an "OK" which indicates an event, an "OK" indicating that an area has been cleared or a person's face.



This icon will appear most of the time, indicating the numbered piece that you can get. You will not be able to get those pieces until you fulfill certain requirements.



Events and shops. Help the staff regain their memory!



Cleared spots. This icon will appear indicating that you can collect pieces or that an event is over.

## Events and Attractions

The Bomberman Land staff member has lost their memory due to some sort of accident. Coming into contact with staff members will allow you to speak to them. Select a topic of conversation with the directional buttons or analog stick and then press the  $\times$  button to speak to them. Succeeding in conversation will allow you to earn pieces or play in attractions. Playing in attractions and getting high scores will earn you pieces.



A staff member who's lost their memory. Help the staff regain their memory by talking to them!



An attraction. Ask the staff member for information on controls and how to play.

## Pieces and Area Gates

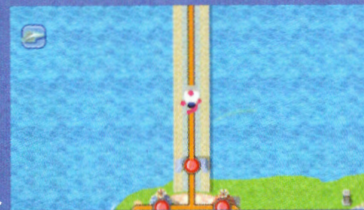
There are devices called Area Gates on most of the coasts in Bomberman Land. You will be able to restore part of the land that has disappeared if you visit the area gates with certain pieces. Explore the new land that you've restored!



Visiting area gates will tell you which pieces are necessary to recover land.

## Field Shape

There is more than one shape that Bomberman Land can take on when restored with area gates. You may be able to create land of different shapes depending on how you play.



You can shape Bomberman Land a variety of ways depending on how you play.

## Land Facilities

There are many different facilities in Bomberman Land, including attractions. If you visit an area and there is nothing there, try going back later – something important may be waiting for you there!



A mysterious cave. Who knows what's inside!

## Information Desk

You can receive an Easy Pass from the Information Desks found in each zone. You can lower the high score for an attraction with the Easy Pass. Try using it in an attraction that you're having trouble with!



Regardless of the zone you are in, there is always an information desk to help guide you through Bomberman Land.

You can receive as many Easy Passes as you like.

## Attractions

Attractions are the central facility in Bomberman Land. There are many different kinds of attractions and getting the high score will earn you pieces. Play in many different attractions and collect many pieces! You can ask the staff member about the controls and rules for each attraction before you begin to play.



While playing, you can give up by pressing the START button.

Talk to the staff member for an explanation of the attraction.

## Shops

Buy many different items with Bom, some of which are necessary for solving puzzles you will encounter in Bomberman Land.



Bom can be earned by playing in attractions or the casino.

Shops have many different items for sale.

## Area Gates

Area Gates are used to restore new areas in Bomberman Land. Each area gate icon will display the pieces necessary to restore the corresponding land – add more land for your adventure by bringing pieces to the area gate!



Some gates also require that you spend Bom.

## Tons of other facilities too!

There are many additional facilities in Bomberman Land such as a Hotel/Casino. If the area gate allows you to visit a new place, go check it out, then head back there once in a while when you think it can help you out.



The casino. Great place to rack up Bom, but losing could leave you Bom-less.



There are also places blocked by strong rivals. Challenge them in the attractions!

## Using the Bomb Pad

Pressing the  $\triangle$  button in the field will allow you to use the Bomb Pad. The Bomb Pad is very important as it allows you to save your game and view clues for collecting pieces.



Select a menu and press the  $\times$  button.

## Pieces

You can check the pieces you've collected from this menu. Toggle between piece color by pressing left or right with the directional buttons or analog stick. You can also press the  $\times$  button to view hints for collecting each piece. Select the number for the piece you would like to view with the directional buttons or the analog stick.



## Mail

You can check your new mail from this menu. Select the mail you would like to read with the directional buttons or analog stick and press the  $\times$  button to display it. For longer mail, use the directional buttons or analog stick to scroll up and down.



## Bombnet

In the Status screen you can check the total number of pieces you've collected as well as your play time. With Change Name you can change Cheerful Whites's name.



The Change Name screen. You can change your name at any time with this menu.

## Inventory

In the Inventory menu you can check items that you've received from events or the shop. Of particular importance is Outfit – there are prizes you cannot receive and areas you cannot go to if you don't equip certain items. Remember this point about your outfit!



## Outfit

Change into items you've received. Decide the area of your body to equip an item and then select the item you would like to equip.

## Items

Check the items you've received. Toggle between groups of items by pressing left or right with the directional buttons or analog stick.

## Music

You can listen to music you've received from this menu. Select the music you want to listen to and press the  $\times$  button to play it.

## Options

In Messages you can change the text display speed between three different levels. In Sound, you can adjust the volume for both music and sound effects.



The Sound Settings screen. Select music or sound effects and then press left or right with the directional buttons to adjust the volume.

## Save/Quit

You can save your game by selecting Save. Select the spot you would like to save your game to and then press the  $\times$  button. You can return to the Main Menu screen by selecting Quit.



See Page 8 for more information about the empty save slots necessary to save your game.

# Battle Game

Up to four players can engage in a heated battle using the PSP® system's Wireless LAN function (Ad Hoc Mode).



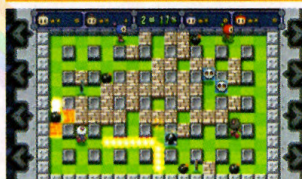
## Fight with Bombs in the Fast-Paced Battle Game

This is the fast-paced, bomb-fighting battle mode that you know so well. Select Battle Game from the Main Menu screen to play.



The Main Menu screen. Select Battle Game from this menu.

Up to four players can enjoy battle mode using the PSP® system's wireless LAN function (Ad Hoc Mode).



You can also battle against opponents using Sharing.

## Viewing the Screen

### Number of Wins

Displays the current number of wins and the number of panels.

### Time

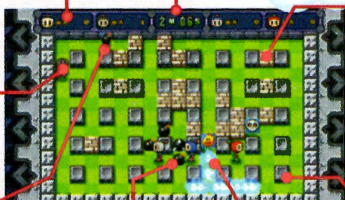
The remaining battle time.

### Soft Block

Soft blocks can be destroyed with fire. Destroying these blocks may release item panels.

### Bombman

The character you are playing with. You will lose if you come into contact with fire.



### Item Panel

Grabbing an item panel will give you a power up or power you down.

### Bomb

A bomb that has been set. The bomb will explode and release fire after a certain amount of time.

### Fire

The fire from a bomb that has exploded. Players coming into contact with this fire will be defeated.

### Hard Block

Hard blocks cannot be destroyed with bombs.

## Player Select

Highlight the stage you would like to play with the directional buttons or analog stick and press the  $\times$  button to select that stage. The next screen will ask you to select a tile pattern. Choose a pattern and press the  $\times$  button to select. You will then advance to the Rule Selection screen.



You can also set computer strength.

## Connection

Press the  $\square$  button in the Player Select screen to begin a connection battle. Prior to doing so, set the PSP® wireless LAN switch to the ON position. The first player to begin communication within the communication range will become the host (White Bomber). Players thereafter will become, in order of connecting, the Black Bomber, Blue Bomber, and Red Bomber and will be registered to the host. The host must press the  $\times$  button once all participants have been registered. You will then progress to the Select Mode (Page 20) screen. This and all other setting selections can only be made by the host.

If you start a connection when 4 players are already participating, you will become the new host and the other players will participate with you as guests.



Starting a connection. Once characters have been assigned based on participant order, the host (Cheerful White) will be the only person who can make setting selections.



The host must press the  $\times$  button after all players have been registered and continue to make all the following setting selections. The guests must wait for the host to complete game setup.

Players receiving the Battle Game with Sharing (Page 24) can also participate in a connection battle. In this case, players receiving battle games through sharing can become the hosts and can hold four-player battles.

## Select Mode

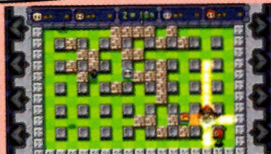
There are 5 different battle modes each of which has different rules and conditions for victory. Press up or down with the directional buttons or analog stick to select a mode and press  $\times$  to decide. You will then proceed to the Select Stage screen.



There are 5 playable modes total.

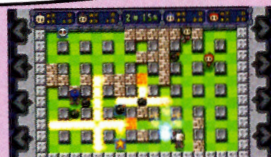
### Normal Battle

Win by defeating rivals with the blasts from your bombs and by being the last player standing.



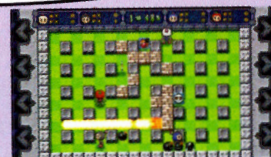
### Stars Battle

Collect star panels and win by being the player with the most star panels when time is up.



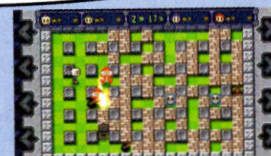
### Point Battle

Collect points by defeating your opponents and win by being the player with the most points when time is up.



### Crown Battle

The first player to touch the crown placed somewhere in the course wins.



### All-Out Battle

A random battle is chosen and special rules are applied. This mode will test your true strength.

## Select Stage

There are 47 total battle stages to choose from. Press left or right with the directional buttons or analog stick to select a battle stage and press  $\times$  to decide. You will then proceed to the Set Rules screen.



Stage gimmicks will vary depending on the stage you select!

## Set Rules

You can select the battle rules which will be used from this screen. Press up or down with the directional buttons or analog stick to select a rule and then press right or left to change rule parameters.



Pressing the  $\times$  button will take you to the rule confirmation screen. Pressing the  $\left[ L \right]$  and  $\left[ R \right]$  buttons can adjust additional settings. (Page 22). The number of rules that can be changed is different for each battle mode.

See the chart below for an explanation of each rule.

Rule	Description
Wins	Set the number of wins, and the first player to win that many times wins the battle.
Time	Time limit. The game will end in a draw if Sudden Death has not been selected.
Sudden Death	If selected, pressure blocks will gradually appear and make the stage narrower 30 seconds before time runs out.
Revenge	Allows you to throw a single bomb from outside the stage once you have been defeated. Move the cursor with the directional buttons and press the $\times$ button to throw the bomb. When in "super" you can rejoin the battle when you defeat another player.
Position	Set start position to a particular spot or to random.
Skull	Turning this rule on will allow skulls to appear. Various ailments will affect a character if they pick up the skull panel. Skull effects wear off, but while you are infected you can infect the other players!

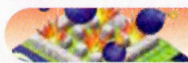


## Set Items

You can change the type and amount of items that will appear in the stage by pressing the **L** button in the Set Rules screen. Press the **X** button to select the item you want changed. Press left or right with the directional buttons to select the number of an item that will appear in the stage.



Change the number of each item that will appear in the stage with the remaining number of items. Press the **O** button to return to the Set Rules screen.



## Set Handicaps

You can set the number of items that each player will have from the beginning of a battle by pressing the **R** button in the Set Rules screen. Select a player and then set the necessary number of items for them.



You can set up to 8 items for each player. Press the **O** button to return to the Set Rules screen.



## Rule Confirmation

Press the **X** button in the Set Rules screen to proceed to the Rule Confirmation screen. If there are no problems with your settings, press the **X** button to begin the battle. Press the **O** button to return to the previous screen.



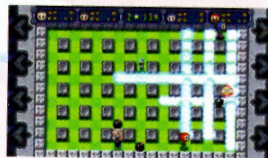
Press the **X** button if rule settings are correct. You can return to a previous screen each time you press the **O** button.

## Battle Basics

The basics are simple for all of the battle modes. Set bombs with the **X** button. If the fire from that bomb touches your opponent, they will lose that battle. This is the case in Normal and Crown modes, but conditions for defeat may vary in other battle modes. In Stars and Point modes you can continue to be revived and fight until time is up.



Regardless of the mode, set bombs to defeat your opponents.



In some modes you can continue to play even if you are defeated.

## The Pause Menu

Pressing the **START** button during battle allows you to return to the battle menu or the title menu (only the host can perform this operation during communication play).



## Battle Items

Items appear when you destroy soft blocks and they can be picked up by moving on top of them.



### Bomb Up

Increases the number of bombs you can place by 1 (maximum of 8 bombs).



### Fire Up

Increases the level of fire made by your bombs by 1 (maximum of 8 levels).



### Speed Up

Increases movement speed by 1 level (maximum of 8 levels).



### Bomb Kick

Allows you to kick away bombs placed next to you.



### Bomb Down

Decreases the number of bombs you can place by 1 (minimum of 1 bomb).



### Fire Down

Decreases the level of fire made by your bombs by 1 (minimum of 1 level).



### Speed Down

Decreases movement speed by 1 level (minimum of 1 level).



### Bouncing Bomb

Bouncing Bombs are bombs that bounce back when kicked.



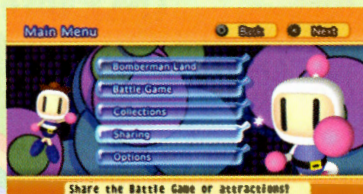
### Penetrating Bomb

Allows the fire from your bombs to go through soft blocks.



## Sharing in Ad Hoc Mode

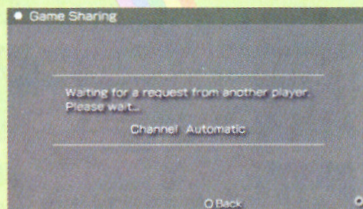
The wireless LAN function (Ad Hoc mode) can be used to share games. Set the PSP® system's wireless LAN switch to the ON position before running this mode.



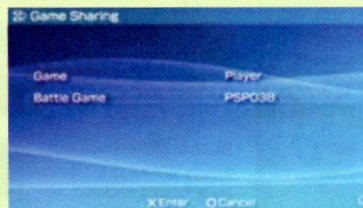
Select Sharing from the Main Menu screen to access this mode.

## Battle Game

The Battle Game and Attractions can both be shared in this mode. To share the Battle Game, select Battle Game from the Sharing screen and press the  $\times$  button. If there are players nearby that can receive the game, sharing will automatically begin. Press the  $\circ$  button to end sharing. Once received, players can go head-to-head in the battle game (Page 19).



The screen shown when sending a game. A game can be shared with 4 PSP® units at once.



The screen shown when receiving a game. The received game can be erased by pressing the HOME button or by turning off the power on your PSP®.

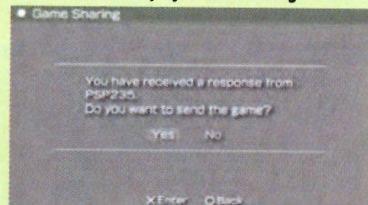
## Attractions

To share Attractions, select Attractions from the Sharing screen. You must then select which attraction to share. Select the attraction you would like to share and press the  $\times$  button. If there are players nearby that can receive the game, sharing will automatically begin. Press the  $\circ$  button to end sharing.

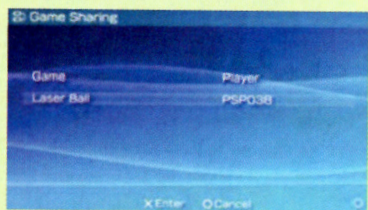
Unlike Battle Game, you cannot battle in Attractions Mode.



The attraction selection screen. Please see the section below for information about which attractions can be played with Sharing.



The screen shown when sending a game. A game can be shared with 4 PSP® systems at once.



The screen shown when receiving a game. The received game can be erased by pressing the HOME button or by turning off the power on your PSP® system.

## Playable Attractions in Sharing Mode

The attractions that can be shared are those which you got a high score in and cleared in Bomberman Land. You will be able to share more attractions as you progress through Bomberman Land.



Share attractions with your friends and compete for the high score!



## Check your Collection!

You can check the things you've collected in Bomberman Land at any time. Access Collections from the Main Menu and select what you would like to check.



You can enjoy attractions anytime.

## Attractions

You can always play the attractions that you've cleared in Bomberman Land. Change player name by pressing the  $\triangle$  button when selecting an attraction.



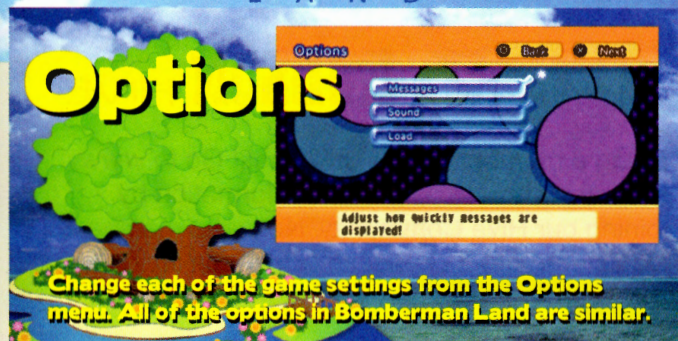
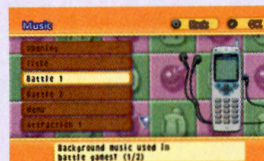
## Items

You can check the items you've collected in Bomberman Land from this menu. Press the directional buttons or analog stick left or right to switch between groups of items.



## Music

In this menu you can listen to the music that you've collected in Bomberman Land. Select music you want to hear and press the  $\times$  button to play it.



## Changing Game Settings

You can change game settings by selecting Options from the Main Menu screen. Select the option you would like to change and press the  $\times$  button.



Select the option you would like to change with the directional buttons.

### Message Speed

Adjust the message display speed for Bomberman Land between three levels.

### Sound Settings

Adjust BGM (music) and SE (sound effect) volume.

### Load

Load Saved Data.



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## Updating the PSP® (PlayStation®Portable) system

### Updating the PSP® system software

This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

### Performing the update

When you insert the UMD™, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

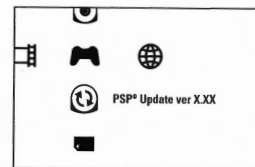
During an update:

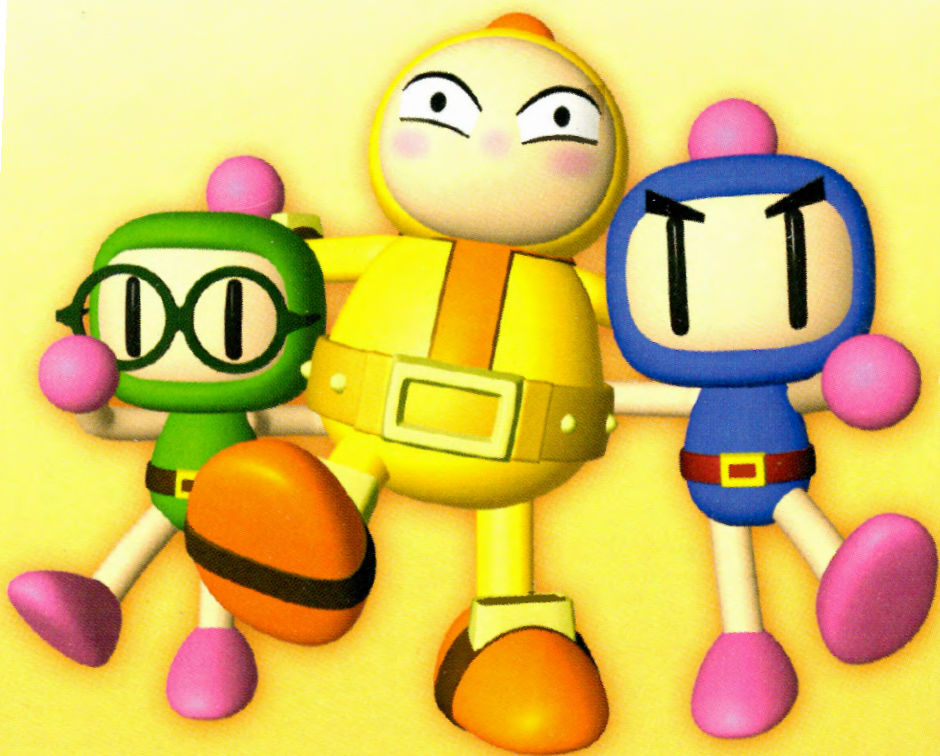
- Do not remove the AC adaptor, turn off the system or remove the UMD™.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

### Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.





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