Nintendo

GAME BOY COLOR

CGB-A8BE-USA

BOMBERMAN® MAX BLUE CHAMPION

INSTRUCTION BOOKLET





VATICAL™ ENTERTAINMENT

ONLY FOR GAME BOY COLOR

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STORY

Five planets circle a solar system in a far away galaxy. On each planet lives a different species, each with its own special history and culture. One of these planets, the Machine Planet Future Star, is a mechanized world, controlled by a giant computer called Brain. One day, a mysterious virus infected Brain. The berserk computer shot powerful energy waves to the other planets, transforming all existing life on the surrounding worlds into machines.

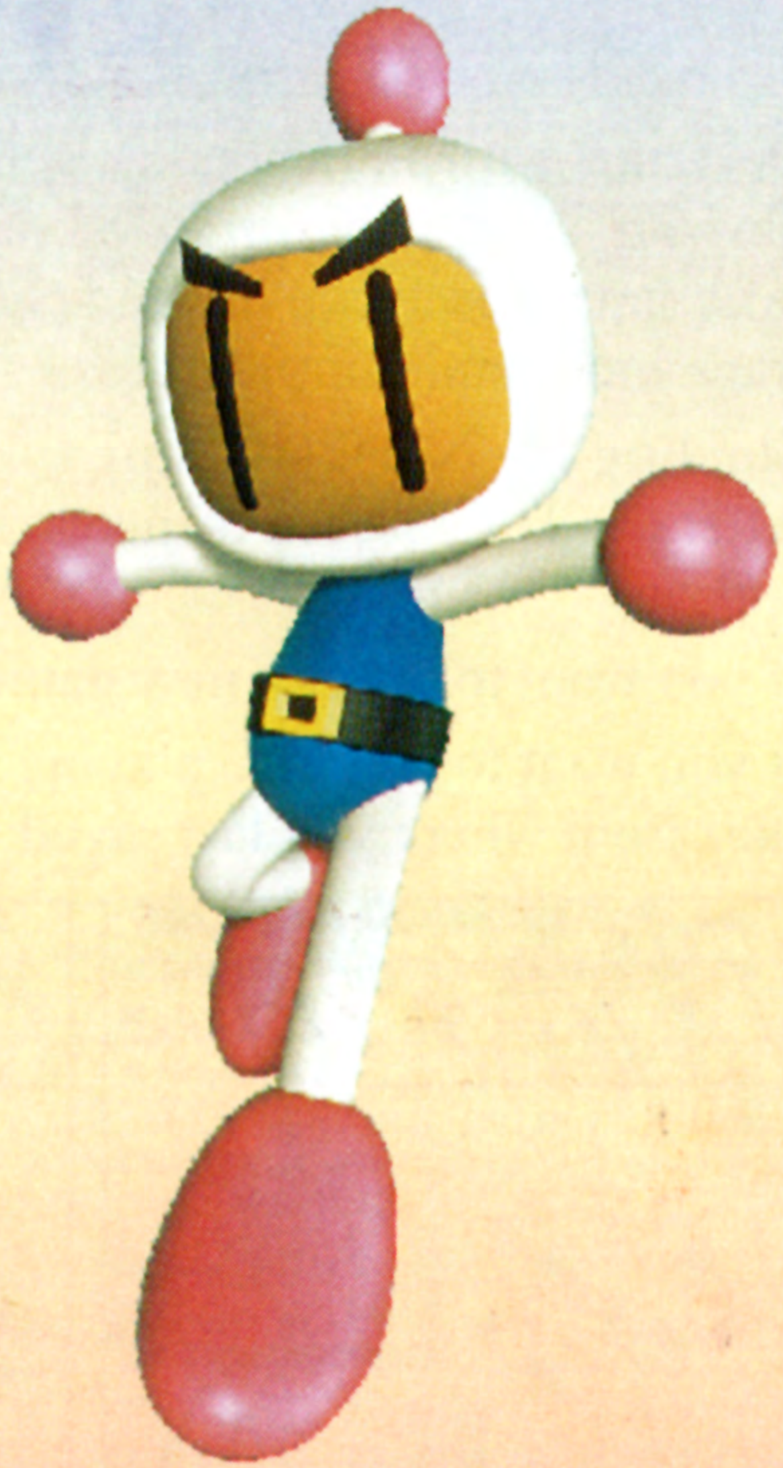
From a far away interstellar research outpost, Dr. Ein tracked Brain's malfunction and dispatched Bomberman and MAX to shut down the renegade computer and save the unique Charabom creatures living on the planets.

Friendly rivals, Bomberman and MAX now race to see who can finish this dangerous mission first.



BOMBERMAN MAX BLUE CHAMPION

BOMBERMAN



Defender of justice, Bomberman, a warrior of light, stands ready to defend the universe against a mysterious power that mechanizes all lifeforms. A passionate crusader who is always willing to fight for a good cause, he will not rest until he has saved all the Charaboms. Armed with his famous trademark bombs, Bomberman will use his demolition skills to blast away any evil that stands in his way.

THE NORMAL GAME

Designed with all the classic action elements of the most successful Bomberman titles, plus an impressive array of new innovations, the Normal Game features over 80 different areas to explore and complete. To win, you must overcome the wide variety of traps and enemies in each area.

Starting the Normal Game

After the Title Screen displays, select "Normal Game". The Select File menu will appear.

If you want to begin a new game, select "New Game" to start a new Normal Game.

If you want to continue playing a previously saved file, select a file. The game will start from where you last saved.







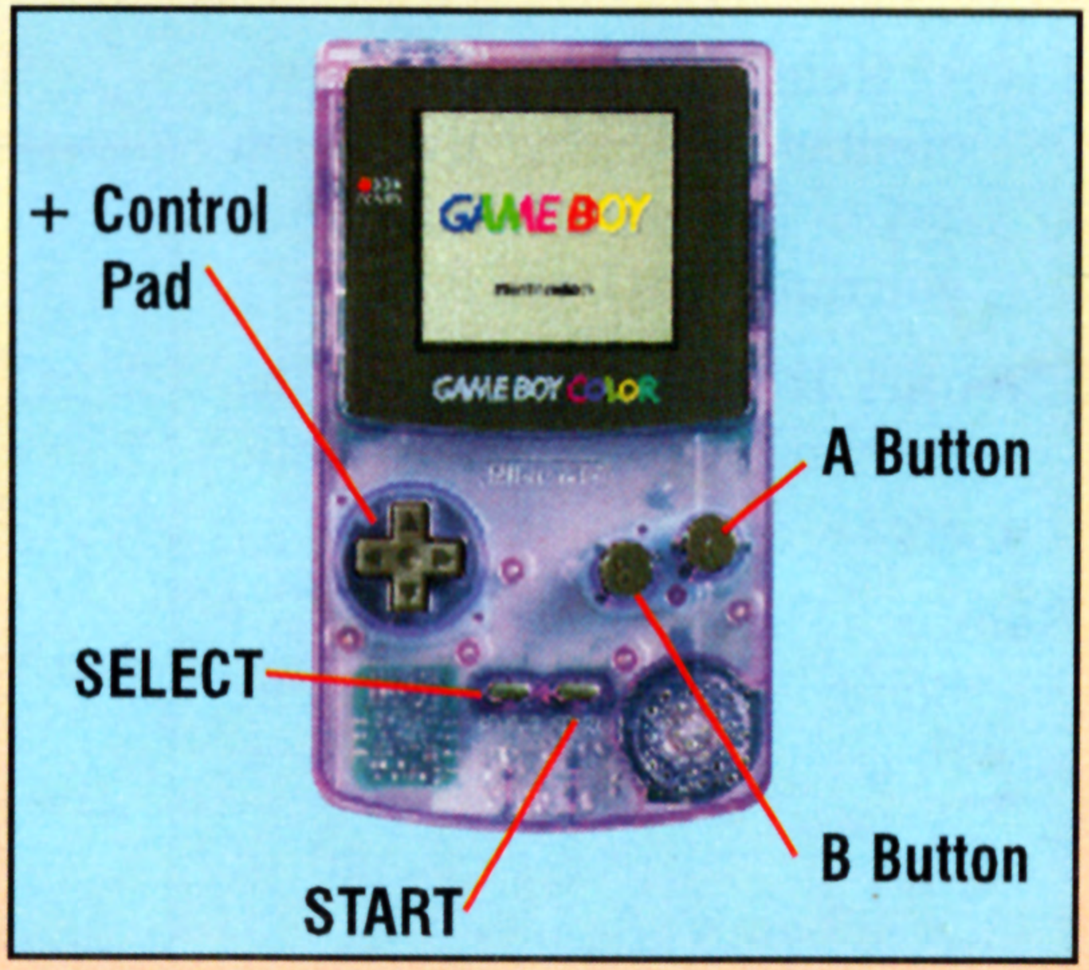
CONTROLS

+ Control Pad: Used for moving your character or for selecting options on the Title and other screens.

A Button: Used for dropping bombs, using the Power Glove, or activating the Line Bomb. Also used to confirm selected options on the Title and other screens.

B Button: Activates the Remote Control bomb. Also cancels selections on the Title Screen and other menus.

START: Used to display the Save Game and Charabom Selection screens. Also used to confirm selected options on the Title and other screens.



THE GAME SCREEN

Area Number: Shows the number of the area you are currently playing.

Remaining Time: This is the time remaining for completing this area. The amount of time allotted for each area depends on your mission.

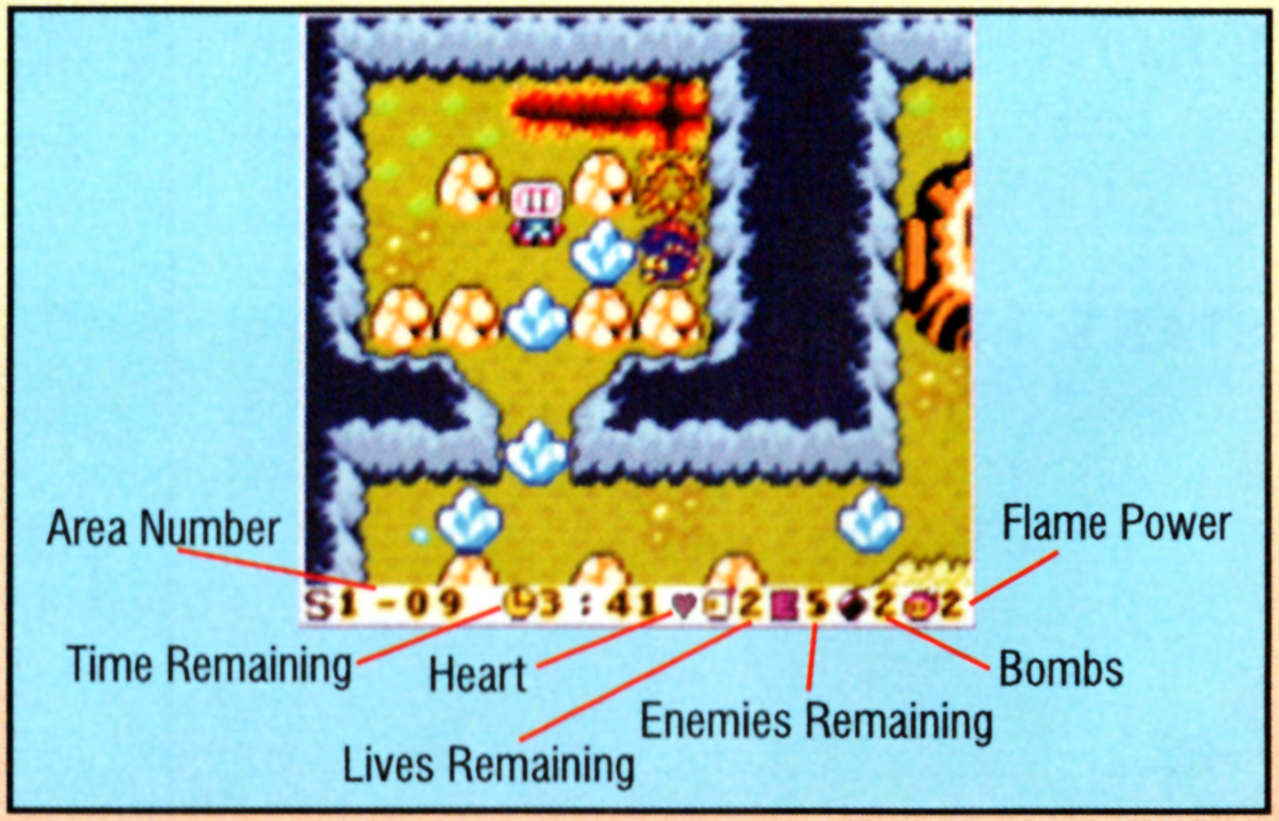
Hearts: This icon appears if you have a Heart item. You can only carry one Heart at a time.

Lives Remaining: This shows number of extra lives you have. The game ends when you run out of lives.

Enemies Remaining: This is the number of enemies left in the area.

Bombs: This is the number of bombs you can set at one time.

Flamepower: This is the length of your bomb's flame.



NORMAL GAME OBJECTIVES

Area Clear Conditions

In order to clear each area, you'll need to complete a certain assigned task. Before you begin playing in a new area, Dr. Ein will appear and tell you what you need to do.





Destroy the Soft Blocks!

In almost every area, you'll find a large number of soft blocks that can be destroyed with bombs. Inside some soft blocks are items that will help you complete your mission.

Enemies Everywhere!

A large number of enemies usually inhabit each area. What you do about them depends on your instructions from Dr. Ein - you may have to defeat them all, or avoid them in order to complete the area.





Dr. Ein's Tips #1

Follow my area clear conditions - some areas have enemies that you're not supposed to defeat! Read them carefully!

Area Clear

Once you accomplish the conditions to clear an area, one or more exits will appear. After you go through an exit, the area is finished and you will move on to the next area. Some areas have more than one exit. Each exit will take you to a different place.





Dr. Ein's Tips #2

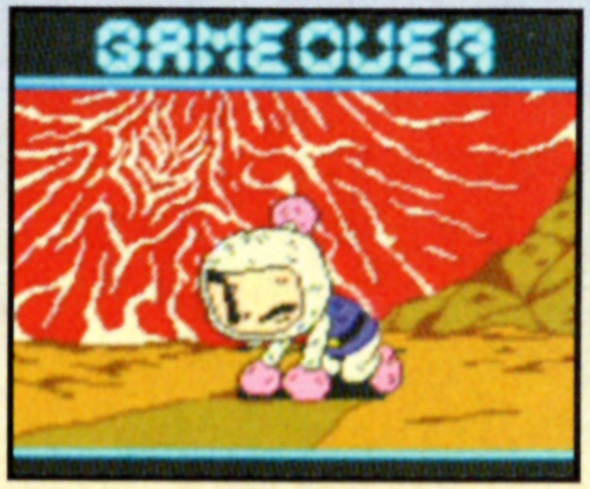
An exit that leads to an area you've already cleared will be a different color from one that takes you to an area that hasn't been cleared. Blue exits lead to an area you have not finished - possibly a new stage - while red exits go to areas you've already played. Blue exits will also appear for previously explored areas whose clear conditions you haven't met. When you return, you'll have to replay the entire area from the beginning of the level.

Defeat the Enemy Boss to Clear the Stage!

In the last area of each stage is the Boss Area, where a powerful enemy awaits you. If you defeat the boss, you'll clear the stage and move on to another stage with new areas.



Game Over
If you're touched by an enemy, blasted by a bomb, or the area time reaches zero, you will lose one of your lives. If you run out of lives, the game will end.



Your Completion Rate
If the game ends, your area completion rate will be displayed. This rate is used to calculate your score and your Certificate of Achievement ranking at the game over screen.



Continuing and Saving Games
After your completion rate has been displayed, the Continue screen will appear. If you select "Continue," the game will restart from the area where you lost the game. If you select "Quit," the game will end and all data from the game you just played will be lost. Select "Save" to save your game progress in a game file.

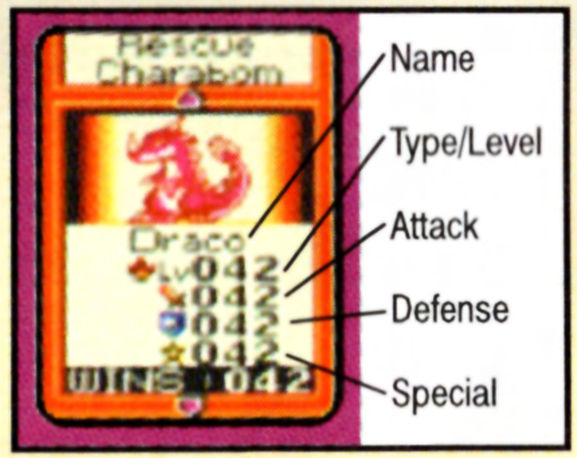




CHARABOMS

Charaboms

In the Normal Game, a new type of character will appear: a Charabom. Charaboms are your partners throughout the game. In Battle Game, you can fight against your friends' Charaboms, or combine them to create your very own Charabom!



Charabom Status

Name: This shows the Charabom's name.

Type/Level: This shows the Charabom's type and level*.

Attack: This shows the Charabom's normal attack strength.

Defense: This shows the Charabom's defense strength.

Special: This shows the Charabom's special attack strength.

* There is a limit to how much each Charabom's abilities can increase.



Collecting Charaboms

You'll find the Charaboms in the Normal Game, usually in areas where the clear condition is to "Rescue the imprisoned Charaboms!" You'll free the Charaboms if you destroy their cage with a bomb. Rescue them by picking them up (move over them).

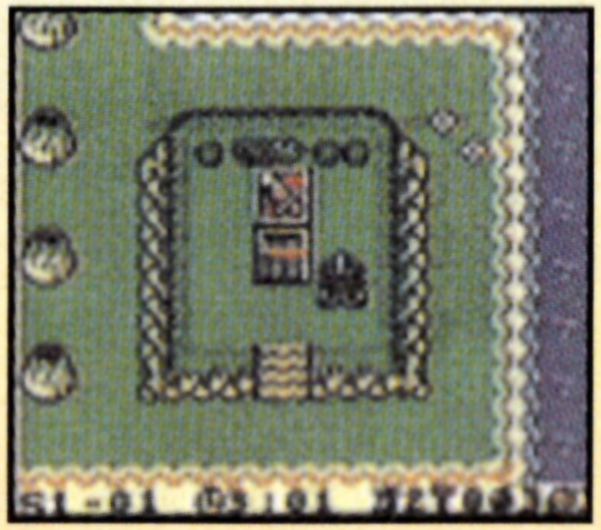
Raising Charaboms

You can only carry one Charabom with you when you play the Normal Game. One of the items that will appear when you destroy soft blocks is Charabom food. To feed your Charabom, move over the food to pick it up. Your Charabom's abilities will increase depending on the type and amount of food that you pick up.

Changing the Selected Charabom

If you press START while playing the Normal Game, a Menu screen will appear. Choose the "Charabom Select" option on the menu to open the Charabom Select screen.

In the Charabom Select screen, you will see two Charaboms displayed. The Charabom on the left is the Charabom currently accompanying you, and the right side of the screen shows all the Charaboms you've rescued. Use the + Control Pad to scroll the right window until you find the Charabom you want to use. Move the cursor to "Charabom Select" and press the A Button to change Charaboms. If you don't want to change Charaboms, move the cursor to "Cancel" and press the A Button.





CHARABOM INTRODUCTION

This section introduces ten of the Charaboms you'll find as you play the Normal Game. The star symbol (★) indicates that this Charabom can be combined with other Charaboms.

FIRE TYPE

Puteladon ★



Special Attack: Fire Bow
This Charabom is a flying dragon that shoots arrows of fire from its wingtips.

Seadran



Special Attack: Burning Spin
This Charabom creates a huge spinning pillar of flame to throw at its enemies.

WATER TYPE

Shell ★



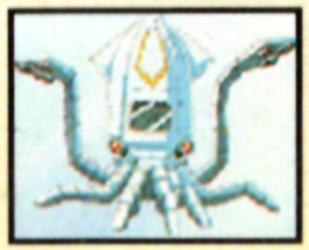
Special Attack: Aqua Bomber
This Charabom protects itself with its hard shell while directing huge tsunami waves at its foes.

Sea Balloon ★



Special Attack: Bubble Shower
Using the thousands of bubbles percolating from its body, this Charabom envelops its enemies in a confusing wall of suds.

Iron Squid ★



Special Attack: Mega Typhoon
An ancient sea monster reborn as a mechanized cephalopod, this Charabom wallops its foes with powerful typhoon winds.

ELECTRIC TYPE

Pommy ★



Special Attack: Thunder Head
The self-proclaimed cutest Charabom, Pommy fries its enemies with a ground-piercing plasma bolt.

Miusto



Special Attack: Thunder Attack
This quadruped Pommy throws plasma bolts as it lunges at opponents.

Miugon



Special Attack: Thunder Spin
A highly evolved Charabom, this Pommy hybrid paralyzes its foes with a spinning plasma assault.

EARTH TYPE

Panther Fang★



Special Attack: Stone Cutter
Using its distinctive long fangs as diamond-sharp knives, this prehistoric Charabom slices stones and hurls them at its foes.

Unicornos



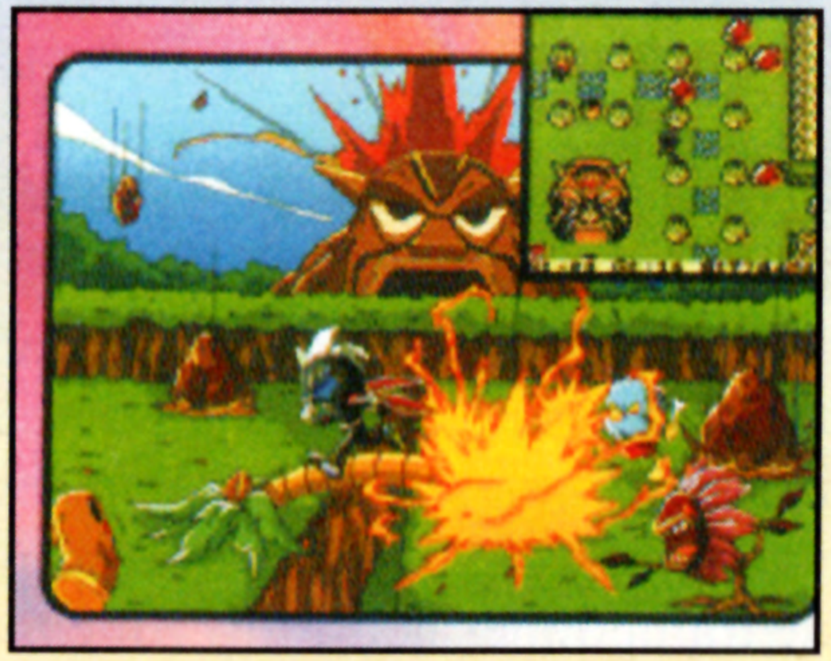
Special Attack: Heavy Hurricane
A hybrid of the magical unicorn, this Charabom uses tornadoes to shred its foes.

There are many more Charaboms hidden in the game - can you find them all?

GAME STAGES

STAGE 1

Zaurus Star, the Primitive Planet
This primordial planet is home to small tribes of primitive natives and herds of roaming wild beasts. While this primal orb is still volcanically active, most of the surface is choked by dense jungle, which conceals ferocious predators and hidden enemies.

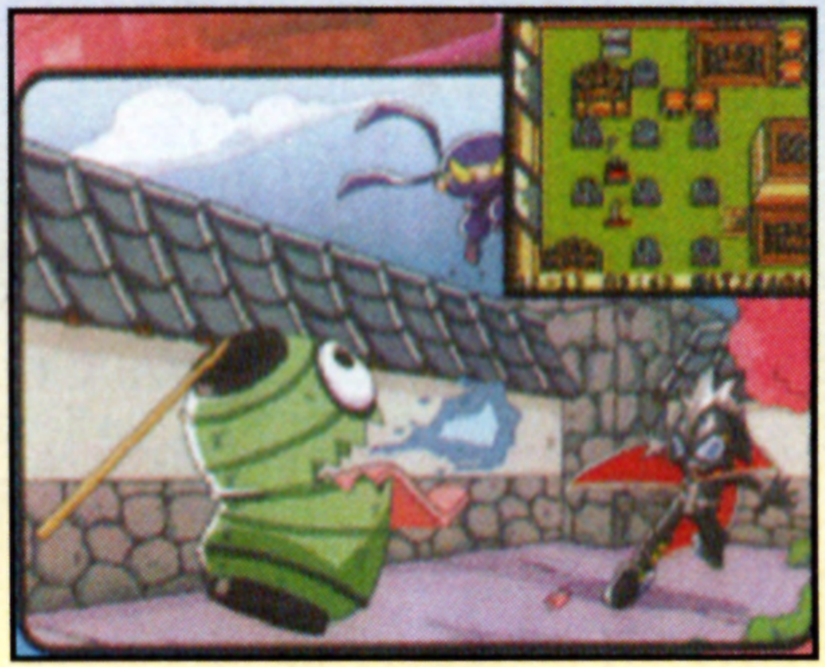


Boss: Colossus
The first enemy boss in the game, Colossus looks a lot like an ancient earthen statue, but his attacks pack a high-tech punch. His four minions will try to corral you in a grid of powerful electrical barriers.

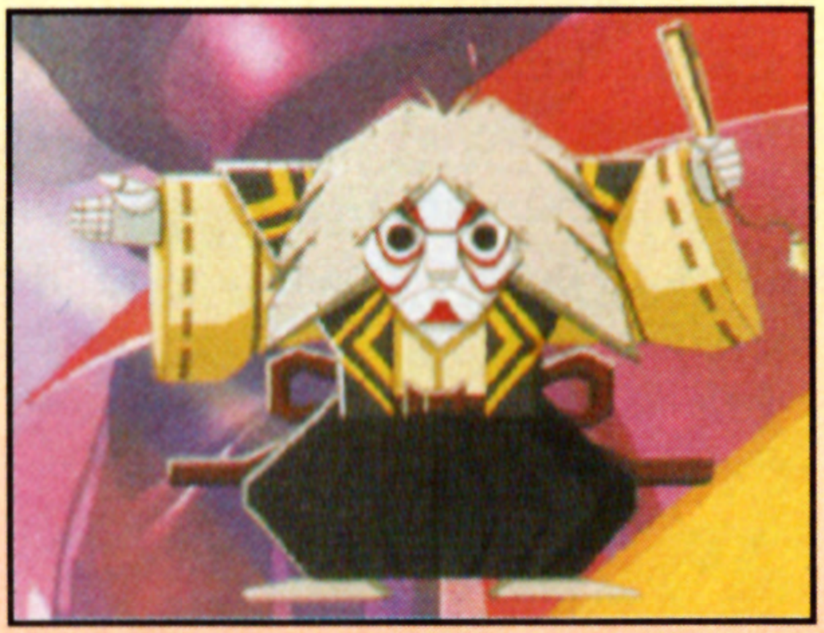


STAGE 2

Secret Star, the Planet of the Ninjas
While the narrow labyrinthine streets of Secret Star almost resemble medieval Japan, roving bands of ghosts, goblins, samurai and star-throwing ninjas dominate this densely populated planet. Beware of tricks and traps - especially the trampolines and warp zone mazes.

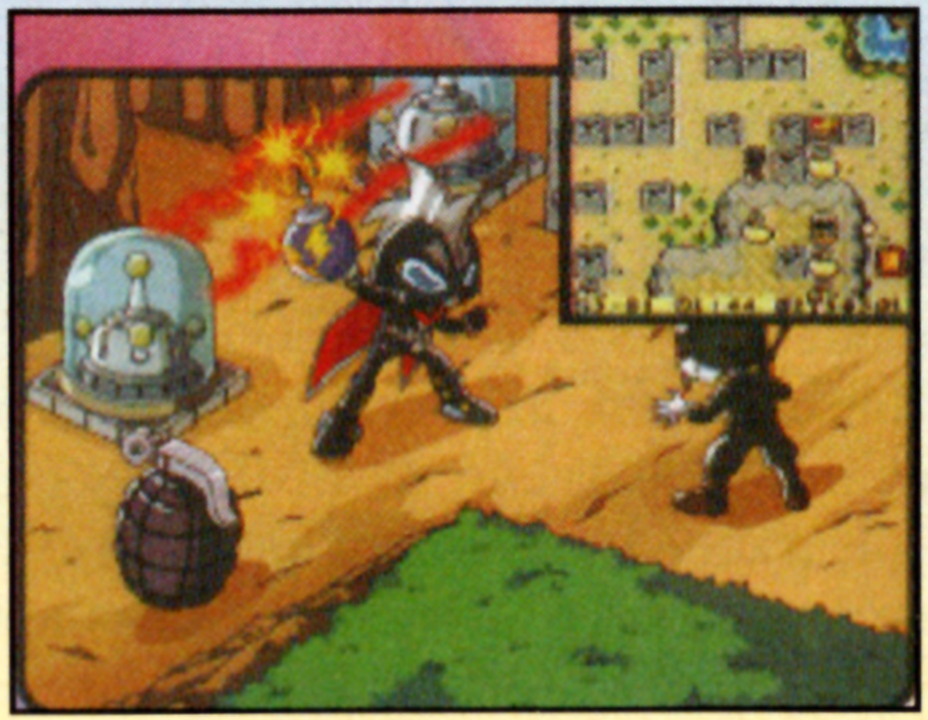


Boss: Kabukibot
A master at the art of Kabuki, Kabukibot will dazzle you with his grace and poise as he pummels you with coins, drenches you in high-pressure waterspouts and dices you with a razor-sharp fan. Don't expect to live to see an intermission.

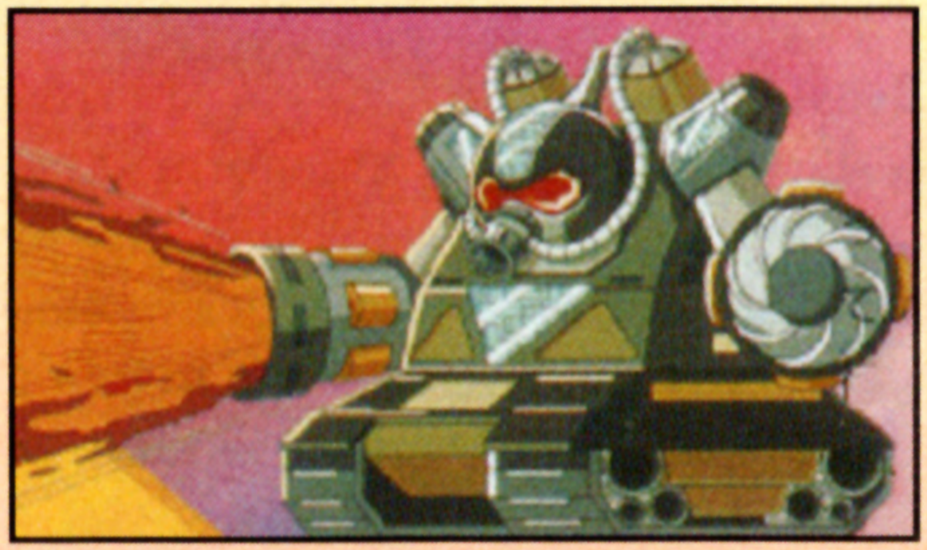


STAGE 3

Battle Star, the War Planet
Dominated by a powerful military force, Battle Star is nothing more than a global war zone. Fortified with trip wires, land mines and incinerating flamethrowers, you'll need to master the art of war in order to survive. Gun-toting enemies prefer ranged attacks, so you'll have to figure out how to blast them without getting too close.



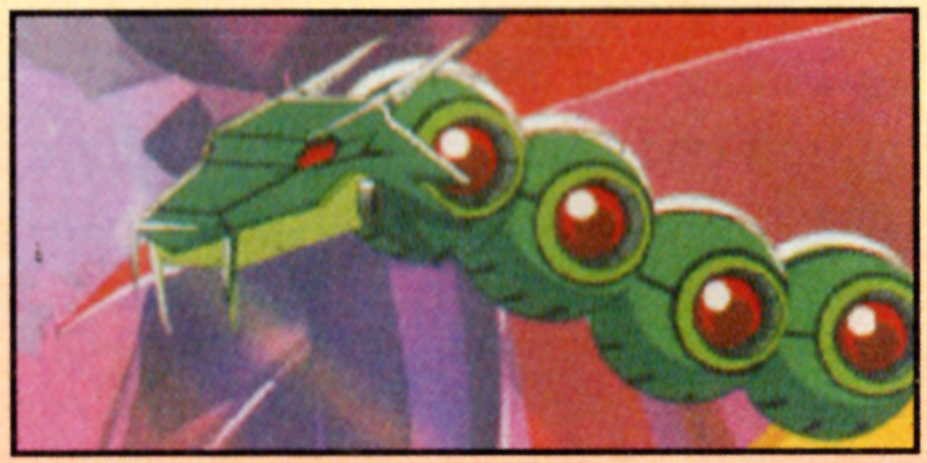
Boss: Tankbot
Appropriately enough, the enemy boss of the War Planet is a robotic tank. Tankbot's armored body bristles with a daunting array of weapons, including a flamethrower, a grenade launcher, and multiple tear gas canisters.



STAGE 4



City Star, the Metropolitan Planet
Suffocating from urban sprawl, City Star is a planet perpetually under construction. Daily commutes are impossible because the streets go nowhere or end up blocked by construction equipment knocked over in strong winds. Your foes will use the heavy equipment to shield themselves from your bombs.



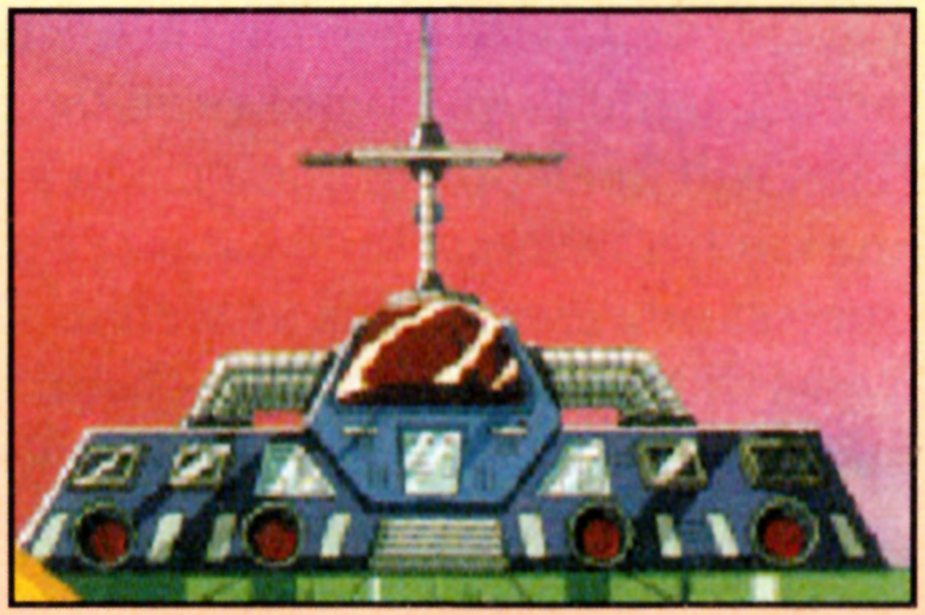
Boss: Tian Lung
A star-faring dragon transformed by cybernetic technology, Tian Lung lurks underground and often attacks without warning. Those who escape live in fear of his dreaded fire-breathing assaults.

STAGE 5

Future Star, the Machine Planet
Designed to be a futuristic utopia, all of Future Star's circuits are now controlled the most powerful and insidious super-computer in the universe: Brain. All seeing and knowing, Brain protects itself with a vast grid of lasers, force barriers and bomb-attracting magnets to prevent anyone else from ever shutting it down.



Boss: Brain
The boss in this final stage of the game is the giant brain controlling Future Star. Brain defends itself by discharging high-voltage electricity in all directions. Programmed to quickly adapt to hostile environments, Brain will change forms as you attack it.



REMOTE CONTROL INPUT AND HIDDEN AREAS

The Remote Control Input is a feature that allows you to send electronic impulses from any household remote control device (like those used for VCRs, stereos and television sets) into your Game Boy Color to unlock hidden areas in Bomberman MAX.

Using the Remote Control Input

Each area in the game has an entrance to a hidden area. When you move across the entrance, a message will appear on the screen. When you see the message, line up a remote control device with the infrared port on your Game Boy Color, and press a button - any button - on the remote control. This will open up the entrance to a hidden area. In the hidden areas are mini games you can play to win special power-up items as well as Charaboms you won't find anywhere else. There are all sorts of secrets in the hidden areas - have fun exploring them!



ITEMS

Only the items with a star (★) next to them may be carried from one area to another.



Fire Up ★
This item increases the flamepower of your bombs. The maximum flamepower is four.



Speed Up ★
This increases your movement speed. Your maximum speed rate is four.



Block Walk
This item will give you the ability to walk through soft blocks.



Full Fire
This item will increase the blast radius of your bombs to the maximum.



Heart
This item will absorb one bomb blast or one enemy attack.



Bomb Up ★
This item will increase the number of bombs you can set at once. The maximum number of bombs you can set at one time is four.



Sandals
This item will decrease your movement speed by one.



Super Fire
This item makes your bomb blast destroy all soft blocks inside the blast radius. This item cannot be used with the Remote Control, so whichever item was picked up last replaces the other.



Safety Vest
This makes you invulnerable for eight seconds.



1 UP
This item will increase your remaining lives by one.



Remote Control
This item allows you to trigger bombs you have set at any time by pressing the B Button. This item cannot be used with the Super Fire item, so whichever item was picked up last replaces the other.



Bomb Walk
This item allows you to walk through bombs. This item cannot be used with the Bomb Kick item, so whichever item was picked up last replaces the other.



Bomb Kick
This item allows you to kick bombs when you touch them. Kicked bombs continue in a straight line until they hit something. This item cannot be used with the Bomb Walk item, so whichever item was picked up last replaces the other.



Line Bomb
This item allows you to line up all set bombs in a row by pressing the A Button twice. This item cannot be used with the Power Glove, so whichever item was picked up last replaces the other.



Power Glove
This item allows you to pick up set bombs by standing next to them and pressing and holding the A Button. You can throw bombs you've picked up in the direction you're facing by releasing the A Button. This item cannot be used with the Line Bomb item, so whichever item was picked up last replaces the other.



Timer
This item will stop all enemies and the game timer for sixteen seconds.

Food
These items are used to feed Charaboms:



This increases a Charabom's Attack by one.



This increases a Charabom's Defense by one.



This increases a Charabom's Special Attack by one.

THE BATTLE GAME

In the Battle Game, you can have Charaboms you've collected in the Normal Game fight against your friends' Charaboms, or combine Charaboms to create new types of Charaboms.



Starting a Battle Game
After the opening demo sequence, you'll see the Game Select screen. Select "Battle Game" on the menu.



Next, select "Load Data" to load data from a Normal Game file. If you do not have any saved data from a Normal Game, you cannot start a Battle Game.

After you've loaded the data from the Normal Game file you want to use, select either "Battle" or "Merge" on the menu.



CONTROLS

+ Control Pad: Used to select Charaboms and options.
A Button: Used to confirm selection of Charaboms and options.
B Button: Used to cancel selection of Charaboms and options.
START: Used to enter selection of Charaboms and options.
SELECT: Not used.



BATTLE GAME RULES

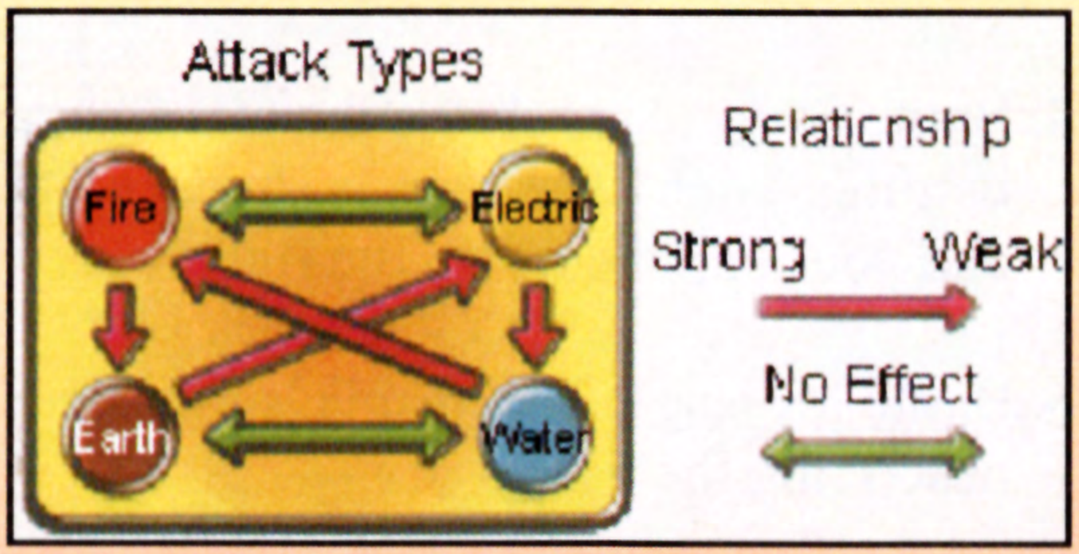
The Battle Game is a one-on-one battle that features automatic rounds. In other words, you plan the actions your Charabom will take over three rounds, watch the battle and find out who reduces their opponent's Charabom's HP to 0 first. If neither Charabom is knocked out after three turns, the Charabom with the most HP remaining wins.

Attack Strategies

Each Charabom has three different battle commands. By combining these commands, you create an attack strategy. The three commands are:

Attack: Your Charabom makes a normal attack.
Defend: Your Charabom defends against the opponent's attack.
Special: Your Charabom uses its special attack.

There are four elemental types of Charabom: Fire, Water, Electric, and Earth. When you select Special, your Charabom makes an attack based on its elemental type. Each type has a special relationship to the other three elemental types and the damage of the special attack will increase or decrease based on that relationship:



THE BATTLE GAME SCREEN

1. Your Charabom's Status: This shows your Charabom's name, level, and remaining hit points.

2. Opponent's Charabom's Status: This shows the name, level, and remaining hit points of your opponent's Charabom.

3. Your Strategy Name: This shows the strategy your Charabom is currently using.

4. Opponent's Strategy Name: This shows the strategy your opponent's Charabom is currently using.

5. Battle Stage: This shows the two Charaboms battling. Your Charabom is shown on the left, and your opponent's on the right.

6. Battle Message: This displays messages describing the battle.



READY, SET, GO!

Choose Your Charabom

To play the Battle Game, you must first choose one of your Charaboms for battle. Once you've chosen which Charabom to use, move the cursor to "Charabom Select" and press the A Button.



Strategy Planning

Now determine what strategy your Charabom will use. You can choose from one of six different strategies combining Attack, Defense, and Special. However, you cannot choose the same strategy more than once. After you have chosen three different strategies, go on to the next screen.



Confirming Your Battle Strategy

Before the Battle Game begins, you must confirm your selections. If you are satisfied with your selections, choose "Select." If you want to change your Charabom or a strategy, select "Cancel."



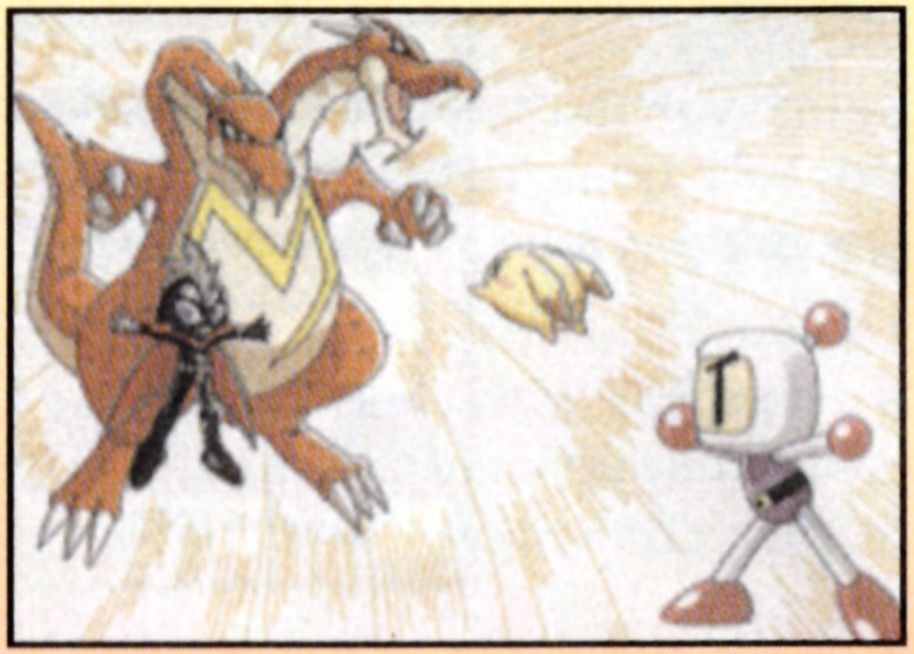
Link Up

Now you have to establish a data link with your opponent. Move your Game Boy Color close to your opponent's Game Boy Color and align the infrared ports, then press the A Button to begin data transfer.



Go!
The winner of the Battle Game is the Charabom with the most HP remaining. If both Charaboms have the same amount of HP remaining after three rounds, the game is a draw.

Results
If you win the Battle Game, you will win a prize - sometimes you'll even win your opponent's Charabom!



COMBINING CHARABOMS!

Make New Charaboms!
In addition to the Charaboms you can find in the Normal Game, there are rare Charaboms that will only be found by combining two Charaboms. To combine Charaboms, you must link up with a friend's Bomberman MAX game.



How to Combine Charaboms

Select a Charabom
First, select a Charabom to combine.
Confirm Selection
Once you have selected a Charabom, choose "Select" to confirm the selection, or "Cancel" to select a different Charabom.



Link Up
Once you and your partner have each selected a Charabom, you must initiate a data transfer. Move your Game Boy Color close to your partner's, align the infrared ports, and press the A Button to begin the data transfer. Be careful not to move either Game Boy Color while the transfer is taking place!



Confirm Combining
Once the transfer begins, the merging process starts. The message "Combining…" should appear on your screen.

Combination Compete!
If the combining is successful, a new Charabom will be created. The new Charabom will be saved in both your and your partner's data, and you can use it in the Normal Game as well as the Battle Game. Keep in mind that some Charaboms cannot be combined.



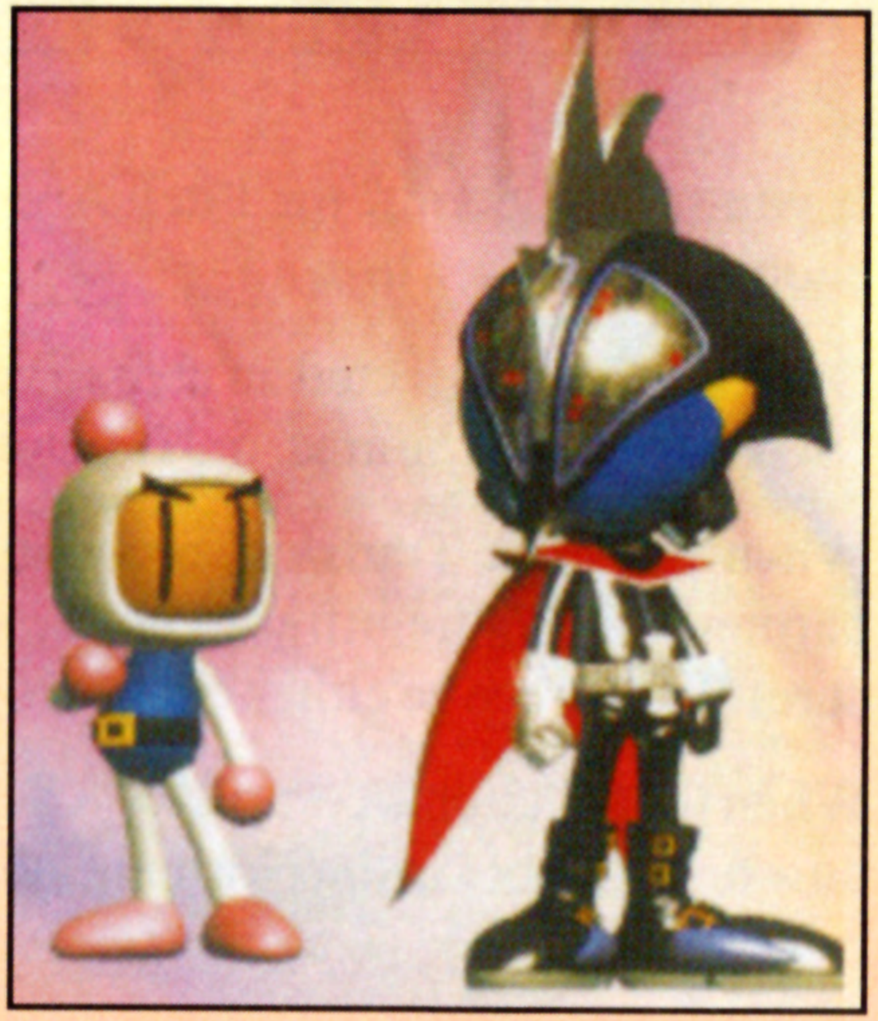
PITCH AREAS

There are two different versions of Bomberman MAX: the "Blue Champion" and the "Red Challenger." Each game has areas that are unique to it. In order to achieve a 100% clear rate (in other words, clear all the areas), you must exchange areas with a friend who has a different version of Bomberman MAX using the Pitch Areas.

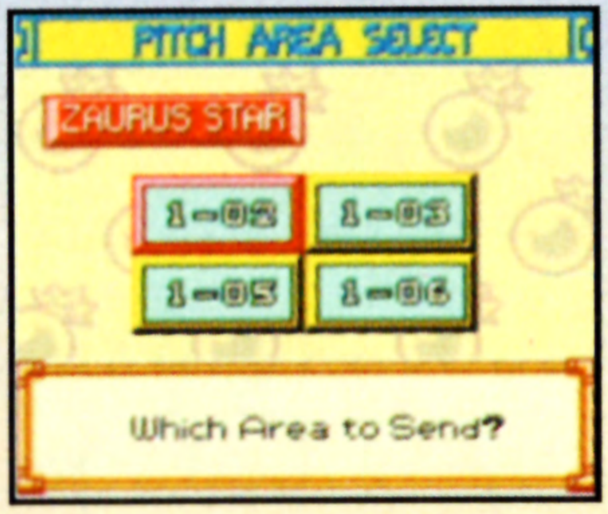
Sending Pitch Areas

Selecting "Pitch Area" from the Title screen will take you to the Pitch Area Transfer screen. If you want to send a Pitch Area to a friend, select "Send" from the menu; if you want to receive a Pitch Area from a friend, select "Receive."











If you select "Send," the Pitch Area Selection screen appears. Use the + Control Pad to choose which area to send.

Once you have selected an area to send, the Confirm Transfer screen will appear. Choose "Select" to send the area, or "Cancel" to stop the transfer.

When the Data Transfer screen appears, move your Game Boy Color close to your partner's, align the infrared ports, and press the A Button to begin the data transfer. Be careful not to move either Game Boy Color while the transfer is taking place!

When the transfer is complete, "OK!" will appear on the screen. The transferred area will now be available in the Normal Game.

PLAYER NOTES

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