

Item List - In this Bomberman game, items only last on the current level (with a couple of exceptions)



Bomb Up - Increases Max Bomb count by 1



Max Bomb - Increases Max Bomb count to max of 8



Firepower Up - Increases bomb explosion length by 1



Max Firepower - Increases bomb explosion length to max of 7



Speed Up - Increases speed



Max Speed - Increases speed to max



Time Stop - Freezes enemies and the round timer



Invincibility - Makes you invincible



Super Invincibility - Makes you invincible & you kill enemies on contact



Remote Bombs - Gives 5 bombs that you detonate at will



Split Bombs - Gives 5 bombs whose explosion will split & curve when hitting walls

Remote & Split Bombs will carry over to future levels until you run out of bombs or die.



BONUS letters - Getting a letter lets you into the bonus stage for that area, adding 15 seconds to your timer per letter, with a 15 second bonus for getting all 5 letters (for a total time of 90 seconds).

1P2 0000000

TIME
120

3P0 0000000

2P0 0000000

4P0 0000000

BONUS



CREDIT

1P-07

2P-00

3P-00

4P-00

1-2



1-3

1P1 0041900 05	TIME 1 19	3P0 0000000
2P0 0000000		4P0 0000000

CREDIT 1P-07 2P-00 3P-00 4P-00

1-4

1P0 0056700	TIME 120	3P0 0000000
2P0 0000000		4P0 0000000

FINIS

A 10x10 grid representing a Pac-Man maze. The grid contains several items and enemies:

- Power-ups:** Fireball (top row, column 4), Blue Orb (top row, column 6), Fireball (row 2, column 3), Blue Orb (row 2, column 7), Fireball (row 3, column 2), Blue Orb (row 3, column 8), Fireball (row 4, column 4), Blue Orb (row 4, column 5), Fireball (row 5, column 3), Blue Orb (row 5, column 6), Fireball (row 6, column 4), Blue Orb (row 6, column 5), Fireball (row 7, column 2), Blue Orb (row 7, column 7), Fireball (row 8, column 3), Blue Orb (row 8, column 6), Fireball (row 9, column 4), Blue Orb (row 9, column 5).
- Enemies:** Two yellow ghosts (top row, columns 4 and 6), a white ghost (top row, column 1), a white ghost (top row, column 10), a duck (row 3, column 4), a blue fish (row 4, column 1), a blue fish (row 4, column 10), a red dinosaur (row 6, column 4), a red dinosaur (row 6, column 5), a red dinosaur (row 6, column 6), a red dinosaur (row 6, column 7), a yellow ghost (row 9, column 4), a yellow ghost (row 9, column 6).
- Other:** A chicken on a basket (top row, column 1), a chicken on a basket (top row, column 10), a chicken on a basket (row 2, column 4), a chicken on a basket (row 2, column 7), a chicken on a basket (row 3, column 2), a chicken on a basket (row 3, column 8), a chicken on a basket (row 4, column 1), a chicken on a basket (row 4, column 10), a chicken on a basket (row 5, column 3), a chicken on a basket (row 5, column 6), a chicken on a basket (row 6, column 4), a chicken on a basket (row 6, column 5), a chicken on a basket (row 7, column 2), a chicken on a basket (row 7, column 7), a chicken on a basket (row 8, column 3), a chicken on a basket (row 8, column 6), a chicken on a basket (row 9, column 4), a chicken on a basket (row 9, column 6).

CREDIT

1P-07

2P-00

3P-00

4P-00

1-5

1P2 0106300 **TIME 1:19** **3P0 0000000**
2P0 0000000 **4P0 0000000**

BONUS

CREDIT 1P-11 2P-00 3P-00 4P-00

1-6

1P3 0154800	TIME 1 1 8	3P0 0000000
2P0 0000000		4P0 0000000

BONUS

CREDIT 1P-11 2P-00 3P-00 4P-00

2-1

1P2 0197000	TIME 1:19	3P0 0000000
2P0 0000000		4P0 0000000

BONUS

CREDIT 1P-11 2P-00 3P-00 4P-00

2-2

1P2 0207700	TIME 120	3P0 0000000
2P0 0000000		4P0 0000000

BONUS

CREDIT 1P-11 2P-00 3P-00 4P-00

2-3

1P2 0227600	TIME	3P0 0000000
2P0 0000000	120	4P0 0000000

BONUS

CREDIT 1P-11 2P-00 3P-00 4P-00

2-4

1PO 0242500	TIME 120	3PO 0000000
2PO 0000000		4PO 0000000

BONUS

The main area of the screen is a 10x10 grid of traps on a sandy floor. Various enemies and items are scattered across the grid. Enemies include red crabs, red birds, and a blue character. Items include blue spheres, red figures, and yellow coins. The grid is surrounded by a brown border with small green plants.

CREDIT	1P-11	2P-00	3P-00	4P-00
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2-5

1P2 0016800	TIME 120	3P0 0000000
2P0 0000000		4P0 0000000

BONUS

CREDIT 1P-10 2P-00 3P-00 4P-00

2-6

1P2 0035000	TIME	3P0 0000000
2P0 0000000	119	4P0 0000000

BONUS

The main play area is a 10x10 grid of yellow blocks. A character is positioned in the center of the grid. Scattered around the grid are several power-ups: a red 1-up, a blue 1-up, a blue 2-up, a blue 3-up, and a blue 4-up. The background is a textured, brownish-yellow surface.

CREDIT	1P-09	2P-00	3P-00	4P-00
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3-1

1P0 0096300	TIME 120	3P0 0000000
2P0 0000000		4P0 0000000

BONUS

CREDIT 1P-09 2P-00 3P-00 4P-00

3-2

1P2 0035900	TIME 120	3P0 0000000
2P0 0000000		4P0 0000000

The game board is a 10x10 grid of red tiles. The background is a brown, rocky terrain with a lava border on the right. The board contains the following items and characters:

- Top Row:** Four blue, bird-like characters with star-shaped heads are positioned at the corners and midpoints of the top edge.
- Row 2:** A red 'U' icon in the first column, a blue character in the second column, a blue character in the fourth column, a blue character in the sixth column, and a blue character in the eighth column.
- Row 3:** A blue character in the second column, a blue character in the fourth column, a blue character in the sixth column, and a blue character in the eighth column.
- Row 4:** A blue character in the second column, a blue character in the fourth column, a blue character in the sixth column, and a blue character in the eighth column.
- Row 5:** A blue character in the second column, a blue character in the fourth column, a blue character in the sixth column, and a blue character in the eighth column.
- Row 6:** A blue character in the second column, a blue character in the fourth column, a blue character in the sixth column, and a blue character in the eighth column.
- Row 7:** A blue character in the second column, a blue character in the fourth column, a blue character in the sixth column, and a blue character in the eighth column.
- Row 8:** A blue character in the second column, a blue character in the fourth column, a blue character in the sixth column, and a blue character in the eighth column.
- Row 9:** A blue character in the second column, a blue character in the fourth column, a blue character in the sixth column, and a blue character in the eighth column.
- Row 10:** Four blue, bird-like characters with star-shaped heads are positioned at the corners and midpoints of the bottom edge.

Bonus: A black box with the word "BONUS" in yellow text is located in the top right corner of the board.

CREDIT: 1P-07 2P-00 3P-00 4P-00

3-3

1P2 0039000 -05	TIME	3P0 0000000
2P0 0000000	120	4P0 0000000

BONUS

The game board is a 10x10 grid of red tiles. A character is positioned in the center (row 5, column 5). The board contains several power-ups: 'N' (row 2, col 3; row 8, col 9), a fireball (row 3, col 3; row 6, col 8), a red figure (row 4, col 5; row 4, col 7), a blue figure (row 4, col 4; row 4, col 6), a blue figure (row 5, col 4), a red figure (row 5, col 6), a blue figure (row 5, col 7), a fireball (row 6, col 8), a red figure (row 7, col 5), and a blue figure (row 7, col 6). The board is surrounded by a brown border with a 'BONUS' label in the top right corner.

CREDIT	1P-06	2P-00	3P-00	4P-00
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3-4

1P1 0007800	TIME 120	3P0 0000000
2P0 0000000		4P0 0000000

BONUS

The game board is a 10x10 grid of brown tiles. The background features a cave-like setting with tree stumps and a lava flow at the bottom. Various items and characters are placed on the grid:

- Row 1: A blue character with a white mask (top center), a blue character with a white mask (top right).
- Row 2: A purple character with a white mask (center), a purple character with a white mask (center-right), a blue character with a white mask (right).
- Row 3: A blue character with a white mask (left), a yellow character with a white mask (left-center), a blue character with a white mask (center), a yellow character with a white mask (center-right), a blue character with a white mask (right).
- Row 4: A blue character with a white mask (center), a blue character with a white mask (center-right).
- Row 5: A red character with a white mask (center).
- Row 6: A blue character with a white mask (left), a red character with a white mask (left-center), a yellow character with a white mask (left-center), a purple character with a white mask (center), a purple character with a white mask (center-right), a yellow character with a white mask (right-center), a blue character with a white mask (right).
- Row 7: A blue character with a white mask (left), a blue character with a white mask (center), a blue character with a white mask (right).
- Row 8: A blue character with a white mask (center), a red character with a white mask (center-right).
- Row 9: A blue character with a white mask (left), a yellow character with a white mask (left-center), a purple character with a white mask (center), a purple character with a white mask (center-right), a yellow character with a white mask (right-center), a blue character with a white mask (right).
- Row 10: A blue character with a white mask (center), a red character with a white mask (center-right).

CREDIT 1P-05 2P-00 3P-00 4P-00

3-5

1P2 0035400	TIME 120	3P0 0000000
2P0 0000000		4P0 0000000

BONUS

The game board is a 10x10 grid of brown tiles. The background is a dark, rocky cavern with a glowing orange border. Various items and characters are scattered across the grid:

- Row 1: A blue character with a star on its head (top-left), a purple alien-like creature, a blue alien-like creature, and another blue character with a star on its head (top-right).
- Row 2: A blue alien-like creature, a red character, a yellow character with a star on its head, and a blue alien-like creature.
- Row 3: A yellow character with a star on its head, a blue character with a star on its head, a red character, and a blue alien-like creature.
- Row 4: A blue alien-like creature, a yellow character with a star on its head, a blue alien-like creature, and a yellow character with a star on its head.
- Row 5: A blue alien-like creature, a blue alien-like creature, a red character, a blue alien-like creature, and a blue alien-like creature.
- Row 6: A blue alien-like creature, a yellow character with a star on its head, a blue alien-like creature, a blue alien-like creature, and a blue alien-like creature.
- Row 7: A blue alien-like creature, a purple alien-like creature, a red character, a purple alien-like creature, and a blue character with a star on its head (bottom-right).

CREDIT 1P-04 2P-00 3P-00 4P-00

3-6

1P2 0065000	TIME	3P0 0000000
2P0 0000000	119	4P0 0000000

BONUS

A 10x10 grid of red brick blocks. In the center (row 5, column 5) is a character resembling a duck. The grid contains several power-up icons: a yellow smiley face, a blue smiley face, a red dinosaur, a blue dinosaur, a blue triple coin, and a yellow triple coin. The grid is surrounded by a rocky, cave-like border.

CREDIT 1P-04 2P-00 3P-00 4P-00

4-1



4-2

1P2 0141100	TIME 120	3P0 0000000
2P0 0000000		4P0 0000000

BONUS

CREDIT 1P-04 2P-00 3P-00 4P-00

Detailed description of the game grid (12x12):
- Row 1: Ice blocks at (1,4), (1,5), (1,8), (1,9). Yellow spheres at (1,3), (1,6).
- Row 2: Fireballs at (2,3), (2,4), (2,5), (2,6), (2,7), (2,8), (2,9). Ice blocks at (2,10), (2,11).
- Row 3: Fireball at (3,2). Ice block at (3,3). Blue spheres at (3,4), (3,5). Blue spheres at (3,6), (3,7). Bonus (3,8).
- Row 4: Player character at (4,4).
- Row 5: Yellow spheres at (5,2), (5,10). Fireballs at (5,3), (5,11).
- Row 6: Ice blocks at (6,3), (6,11). Fireball at (6,5).
- Row 7: Fireballs at (7,5), (7,6).
- Row 8: Yellow spheres at (8,1), (8,12). Ice blocks at (8,4), (8,8), (8,9). Fireball at (8,5).
- Row 9: Empty.

4-3

1P1 0023800	TIME 120	3P0 0000000
2P0 0000000		4P0 0000000

BONUS

The game board is a 10x10 grid with a light blue background and a darker blue border. The grid contains the following items and characters:

- Four yellow round characters with angry faces are positioned at the corners of the grid: (1,1), (1,10), (10,1), and (10,10).
- Four white ghost-like characters are positioned at (2,3), (2,9), (8,3), and (8,9).
- A central character in a red and white striped outfit is at (5,5).
- Various power-ups and items are scattered throughout, including blue snowflake icons, red and blue bombs, and other colorful objects.

CREDIT 1P-03 2P-00 3P-00 4P-00

4-4

1P0 0013000 -10	TIME 120	3P0 0000000
2P0 0000000		4P0 0000000

BONUS

A 10x10 grid-based game level. The background is a blue and purple patterned floor. The grid contains several items and enemies. In the top row, there are two blue snow-like enemies, two brown enemies, and two blue snowflake icons. The second row contains a red and yellow striped bar, a red key, a blue snowflake, a blue bomb, a brown enemy, a red enemy, a brown enemy, a blue snowflake, and a yellow enemy. The third row has a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, and a blue snowflake. The fourth row features a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, and a blue snowflake. The fifth row contains a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, and a blue snowflake. The sixth row has a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, and a blue snowflake. The seventh row contains a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, and a blue snowflake. The eighth row features a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, and a blue snowflake. The ninth row has a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, and a blue snowflake. The tenth row contains a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, a blue snowflake, and a blue snowflake.

CREDIT 1P-02 2P-00 3P-00 4P-00

4-5

1P2 0032100	TIME 120	3P0 0000000
2P0 0000000		4P0 0000000

BONUS

CREDIT 1P-01 2P-00 3P-00 4P-00

4-6

1P0 0017100	TIME 120	3P0 0000000
2P0 0000000		4P0 0000000

BONUS

The game board is a 10x10 grid. A character is positioned at the center (row 5, column 5). The grid contains the following items:

- Red boot: (1, 1), (5, 4), (5, 6), (9, 10)
- Blue bomb: (2, 10), (3, 2), (4, 6), (6, 9)
- Yellow treasure: (2, 6), (5, 3)
- Yellow smiley face: (4, 5)
- Blue bomb: (5, 4)
- Blue bomb: (6, 4)
- Blue bomb: (6, 5)
- Blue bomb: (6, 6)
- Blue bomb: (6, 7)
- Blue bomb: (6, 8)
- Blue bomb: (6, 9)
- Blue bomb: (6, 10)
- Blue bomb: (7, 4)
- Blue bomb: (7, 5)
- Blue bomb: (7, 6)
- Blue bomb: (7, 7)
- Blue bomb: (7, 8)
- Blue bomb: (7, 9)
- Blue bomb: (7, 10)
- Blue bomb: (8, 4)
- Blue bomb: (8, 5)
- Blue bomb: (8, 6)
- Blue bomb: (8, 7)
- Blue bomb: (8, 8)
- Blue bomb: (8, 9)
- Blue bomb: (8, 10)
- Blue bomb: (9, 1)
- Blue bomb: (9, 2)
- Blue bomb: (9, 3)
- Blue bomb: (9, 4)
- Blue bomb: (9, 5)
- Blue bomb: (9, 6)
- Blue bomb: (9, 7)
- Blue bomb: (9, 8)
- Blue bomb: (9, 9)
- Blue bomb: (9, 10)

CREDIT 1P-00 2P-00 3P-00 4P-00

5-1

1P1 0187200	TIME 120	3P0 0000000
2P0 0000000		4P0 0000000

BONUS

CREDIT 1P-14 2P-00 3P-00 4P-00

5-2

1P1 0212400 10	TIME	3P0 0000000
2P0 0000000	120	4P0 0000000

BONUS

A maze game screen with a character in the center. The maze is composed of green paths and brown walls. The character is surrounded by various items: a key, a bomb, a fireball, a red L-shaped block, a red boot, and a red L-shaped block. There are also several blue enemies (Ghosts) scattered throughout the maze. The background is a textured brown ground.

CREDIT 1P-14 2P-00 3P-00 4P-00

5-3

1PO 0008700	TIME 120	3PO 0000000
2PO 0000000		4PO 0000000

BONUS

CREDIT 1P-13 2P-00 3P-00 4P-00

5-4

1PO 0013400	TIME 120	3PO 0000000
2PO 0000000		4PO 0000000

BONUS

CREDIT 1P-11 2P-00 3P-00 4P-00

5-5

1P0 0023600	TIME 120	3P0 0000000
2P0 0000000		4P0 0000000

BONUS

The game level is a 10x10 grid of brown tiles. Green paths are formed by empty tiles. Enemies include yellow bell-shaped creatures, blue blob-like creatures, and red devil-like creatures. Items include blue spheres, fireballs, and a red devil. A 'S' in a blue box is located at row 4, column 1. A 'BONUS' label is in the top right corner.

CREDIT 1P-08 2P-00 3P-00 4P-00

5-6

1P1 0020500 02	TIME 120	3P0 0000000
2P0 0000000		4P0 0000000

BONUS

CREDIT 1P-06 2P-00 3P-00 4P-00

6-2



6-3

1P1 0015600 05	TIME	3P0 0000000
2P0 0000000	120	4P0 0000000

ENDING

CREDIT	1P-03	2P-00	3P-00	4P-00
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6-4

1P1 0027200	TIME 120	3P0 0000000
2P0 0000000		4P0 0000000

BONUS

CREDIT 1P-10 2P-00 3P-00 4P-00

6-5

1P2 0025800 10	TIME	3P0 0000000
2P0 0000000	120	4P0 0000000

BONUS

CREDIT 1P-09 2P-00 3P-00 4P-00

6-6

1P1 0035000	TIME	3P0 0000000
2P0 0000000	180	4P0 0000000

BONUS

CREDIT 1P-08 2P-00 3P-00 4P-00