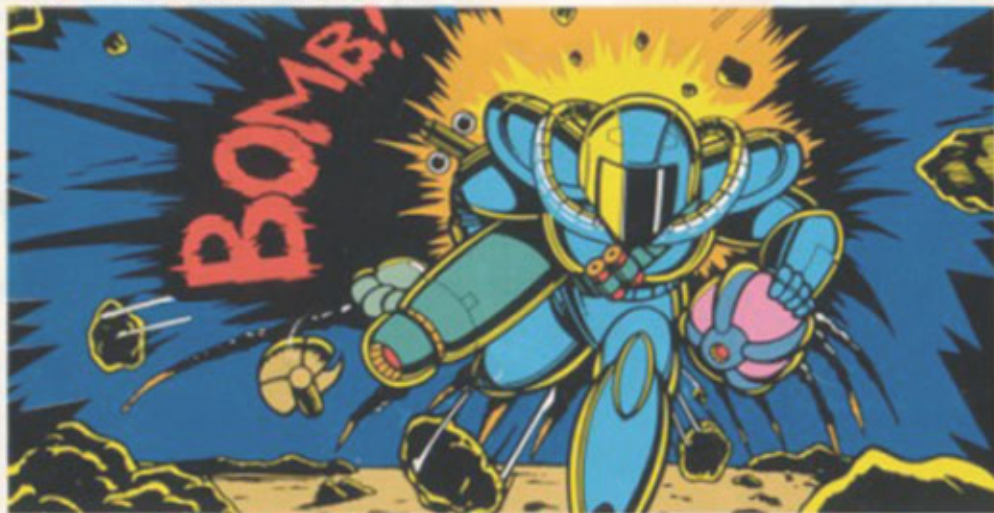




BOMBERS FEVER...

OPERATION MANUAL

NES-BM-USA



M-TEE'S BOX-ART  
**BOMBERTMAN**

HUDSON SOFT

# M-TEE'S BOX-ART BOMBERMAN

THANK YOU!

YOU HAVE JUST MADE A PERFECT CHOICE BY  
DOWNLOADING THIS QUALITY M-TEE MODIFICATION.

## INSTRUCTIONS

First, acquire the Bomberman (USA) NES rom. Next, using a patching program such as LunarIPS, apply the included IPS file to the NES rom. Finally, play in an NES emulator of your choice. NESTopia is suggested for the intensity of its default palette.

For more games, modifications, and art, please visit:  
[www.MTeeGFX.com](http://www.MTeeGFX.com)

## DISCLAIMER

- Bomberman and all related characters, trademarks, and copyrights are the property of their respective owners.
- This modification is not licensed by or affiliated with any entity other than M-Tee, hereinafter referred to as "the artist."
- The patch file distributed for this modification contains only the original work of the artist.
- This modification has not been authorized for distribution in any way, shape, or form other than the patch file made available by the artist.
- For contact information, please refer to the CONTACT link at the website mentioned on the previous page.

# THE MISSION



BOMBERMAN

The year is 30XX. You are BOMBERMAN, the last known survivor of the human race. You must utilize your unique bombing skills to traverse the barren wastelands that were once Earth.

## CONTROLS

Moves BOMBERMAN

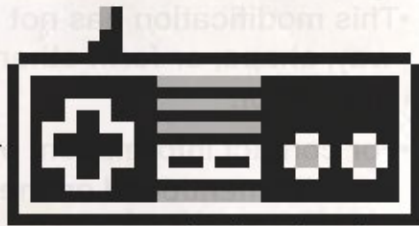
Navigates TITLE SCREEN

Confirms TITLE SCREEN

Pauses/Unpauses game

Activates DETONATOR  
(when equipped)

Lays BOMB



Lay BOMBS to clear RUBBLE and eliminate all ENEMIES in each AREA before advancing to the next by passing through the exit HATCH. Take shelter in the shadows of BOULDERS as they will resist the BLASTS of your BOMBS. However, be cautious not to bomb HATCHES or EQUIPMENT as the sound will draw the attention of stronger ENEMIES.



RUBBLE



BOULDER



BOMB



HATCH



# EQUIPMENT

As you clear away RUBBLE, you may reveal long-forgotten EQUIPMENT that will assist in your bombing endeavors. Some items you will retain post-mortem, others are lost at death.

Try not to depart an AREA prior to obtaining EQUIPMENT, as later AREAS will prove quite difficult if attempted ill-equipped.



## GAS TANK

Add more fuel to your bombs for a noticeable increase in BLAST radius.



## BOMB

Arm bombs faster to increase the amount of bombs laid at a time.



## SNEAKERS

Move quickly in the comfort of these stylish canvas kicks.



## HIKING TREADS

Strap these over your footwear to wade through RUBBLE with ease.



## DETONATOR

Press the B button on this device to detonate your earliest laid bomb.



## SIDESTEP

Gracefully step past your bombs with this agility enhancement.



## ENTRY VEST

Waltz confidently in the wake of your BLASTS with this fireproof gear.



## STEALTH SUIT

Temporarily phase through BLASTS and ENEMIES in this hi-tech suit.

Numerous perils await you on your quest. Destroy each without hesitation. Do so in seven BOMBS or less for an additional increase in score.



## VALCOM

Extraterrestrials drawn to Earth's heightened levels of radiation, they tend to be slow and unmotivated.



## DAHL

A great terrapod residing beneath the surface, even a single tentacle proves to be a serious threat.



## O'NEAL

Named for their post-war discoverer, these creatures roam the surface in search of food – which includes you.



## MINVO

The first model of truly autonomous robotic brain, it quickly rationalized mankind as contrary to its objectives.



## OVAPE

Tortured souls of fellows long-since passed, free them from their misery before they free you from yours.



## P.A.S.S

Your predecessors gone rogue, they were designed to accurately and quickly scour the surface of threats.



## DORIA

One of many fallout-induced mutations, little stands in the way of what they have their sight set on.



## PONTAN

Brought upon by the intense and dry heat, these irradiated storms may easily provide your demise.

\*Although highly lethal, PONTAN storms are often predictable. Keep an eye on your TIME meter to stay in the clear.



Occasionally, you may discover RELICS of pre-war civilizations completely alien to you. Grab these as quickly as they appear for a serious boost in score.

## BEVERAGE

Fresh with a touch of hops and a dry finish, the strange liquid leaves you with a slightly better disposition.

## SCULPTURE

The bust invokes a sense of both honor and dignity. You question the accuracy of such a representation.

## GAME BOARD

The board's 19x19 grid can lead to countless hours of strategic gameplay that you'll enjoy playing... alone.

## PHONOGRAPH

Turning the crank produces a tinny, yet soothing, melody that accompanies your orchestrated destruction perfectly.

## BOOMBOX

The fresh beats teach that there's a time to chill and a time to get ill. You decide that the time to ill is now.

## FINE ART

The subtle smile perplexes you, but not as much as the subject's choice to be in the open without a bio-suit.



**NOTE:** Each AREA contains a RELIC and a specific task required to initiate its appearance. These tasks may not always be possible, but attempt the following or find your own:

- Walk the perimeter of an AREA cleared of ENEMIES.
- Clear an AREA of enemies without clearing any RUBBLE.
- Chain a large number of BOMBS without the DETONATOR.

After losing your last LIFE, a PASSCODE consisting of alphabetical characters A through P will appear. This code will allow you to continue where you left off.

To continue, select PASSCODE at the title screen. Then use the DIRECTIONAL PAD to cycle through characters. (RIGHT cycles forward alphabetically, LEFT, UP, and DOWN cycle in reverse order.) The A BUTTON confirms each selection.

**A B C D E F G H I J K L M N O P**

NOTE: Even a single error will result in starting the input process again from the beginning. Therefore, make sure to input all characters carefully.



Clear enough consecutive AREAS for a chance to complete a TRAINING stage within your helmet's simulator. While doing so, neither BLAST nor ENEMY can harm you, so bomb freely to rack up your score.

LAST AREA!  
NMABEK<sup>M</sup> KGNCLFEIHFEL

AREA 20  
FEGKKJFNMAFHABDABOLN

The purpose of this modification is to unify the art design of the NES Bomberman game and manual with that of the North American box art, as seen on the cover of this manual.

Thanks go to Daniel Engel for his Bomberman walkthrough available at GameFaqs, the contributors of StrategyWiki.org for the information not found in Engel's walkthrough, Vimm.net for the original manual scan, and Nate Piekos of BlamBot.com for the Mars Police font used for the title logo and manual headers.

—M-TEE