AGB-ABSE-USA

GAME BOY ADVANCE

BOMBERMAN
TOURNAMENT

INSTRUCTION BOOKLET

ACTIVISION.

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT 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 black outs triggered by light flashes, 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 - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:
- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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Quest Mode

One peaceful day in the Bomber Galaxy, Bomber Base received a distress call from the planet Phantarion reporting the impact of 5 large meteors. Bomberman Max was dispatched at once to start investigating not only the meteors, but also the strange structures that had mysteriously appeared. Shortly after the beginning of his investigation, Max disappeared.

It's all up to you, as the original Bomberman, to continue Max's investigation throughout Phantarion's 4 geographical areas, locate Max and bring him back.

Quest Mode Game Controls

L Button
Display complete map of current zone or floor plan if in a base

Control Pad
Move Bomberman

Start
Pause Game

Select
Bring up Save Game Menu

R Button
Display in-game menus

A Button
• Place bomb
• Execute menu action

B Button
• Use Karabon's special ability
• Cancel menu action

Managing Life & Saving Data

Managing Your Lives

Your health is depicted by the heart-shaped icons at the top of the screen. You start out with three full hearts. As you take damage from bomb blasts and enemy attacks, your hearts will drain away. If all of your hearts run empty, the game is over.

When the Game Over screen appears, you can select "Continue" to start over from wherever you last saved the game. Pick up medicine dropped by enemy characters to get back lost health, or buy medicine from a store. Each Boss you defeat earns you one extra heart.

Saving and Loading Games

If you save a game before quitting, you can start a game from the last place you saved. During normal gameplay, press **Select** to bring up the Save Data Screen and follow the on-screen directions. After saving, you can choose to continue playing or quit. Selecting "Continue" from the Title Screen, will begin a game from your previously saved data.

The In-Game Menus

Pressing the **R Button** during gameplay will bring up the in-game menus. Here you can select bombs, choose a different Karabon, use an item, or check your item inventory. Use **Left** and **Right** on the **Control Pad** to flip through the different menu screens. Use **Up** and **Down** on the **Control Pad** to scroll through menu items. To return to the game, press the **R Button** or the **B Button**.

Select

Use this menu to choose different gear, check your item inventory, and use items. Select the desired item with the **A Button**.

Select Bomb

Highlight the bomb you want to use, and select it with the **A Button**. You'll be able to create different kinds of bombs as you progress through the game. (See page 8.)

Select Karabon

Highlight which Karabon you want to use, and set the Karabon with the **A Button**. Pressing the **B Button** during gameplay will activate the set Karabon's special ability. Remember, any Karabon panel you find on your quest will only affect the currently set Karabon. (See page 7.)

Quest Mode Items

Items come in many shapes and sizes. Some are required to clear mini-adventures, others make Bomberman more powerful, and some affect only Karabons!

Bomberman Gear

These Bomberman power-up items go into effect automatically upon acquisition.

Fire Up
Increases the blast radius of your bombs by one block.

Bomb Up
Increases by one the number of bombs you can deploy.

Silver Armor
Reduces the amount of damage Bomberman takes.

Silver Shoes
Makes Bomberman move faster.

Store Items

These items can be purchased in stores, but only one of each can be held in inventory.

Small Medicine
Partially restores Bomberman's life force.

Large Medicine
Completely restores Bomberman's life force.

Comic Books
Contain hints and strategies for the Bosses.

Karabon Panels

The "food" panels you'll need to bring up a strong Karabon. These panels affect only the currently selected Karabon. They can be found by blowing up the breakable soft blocks. The "food" panels you'll need to bring up a strong Karabon can be found in the breakable soft blocks. These panels affect only the currently selected Karabon.

Offensive Power Up
Increases Offensive Power by 1 point.

Defensive Power Up
Increases Defensive Power by 1 point.

Special Attack Power Up
Increases Special Attack Power by 1 point.

Bomb Making Items

You'll need these items if you want new bombs created for you.

Rain Drop	Hammer	Fusible Transistor	Sensor	Balloon

Mini-Adventure Items

Items needed to complete mini-adventures and acquire Karabons.

Camera	Fishing Hook	Louie's Picture	Karabon Egg	Disinfectant (for Karabons only)	Ice Flower

Miscellaneous Items

Gold
Money comes in handy at shops and video arcades. You can take gold from defeated enemies, or win it at the Colosseum. Gold pieces comes in three denominations: 1, 5, and 10.

Heart
Increases Bomberman's health capacity. Each Boss carries one.

Crystal
One crystal is hidden on every Base. Find it and you will get to see the entire Base layout, except for the secret rooms, of course.

Radar
Points in the direction of the Boss' room. Works in all Bases.

Medals
Each time you defeat a Boss, you will get one of 4 Medals: Bravery, Justice, Love, and Friendship. They look nice, but how do you use them?

The Colosseum

In the Colosseum, you pit your Karabon against other Karabons. This can be a good way to earn gold... if your Karabon is a good fighter.

The Rules of Combat

A Karabon battle consists of a one-on-one match lasting three-rounds where *you* get to select the fighting strategy. A Karabon with 0 hit points will forfeit. The Karabon with the most hit points at the end of the match will win. If the Karabons are tied for hit points, the match is a draw.

Strategy

Strategies are made up from the three different types of Karabon commands that can be given. Each strategy will last an entire round.

Commands

Punch!	Launch a normal attack.
Block!	Defend against the enemy's attack.
Special!	Launch a Special Attack.

Karabon Types

In Quest Mode, you can find Karabons while exploring areas, or after certain events. With a Karabon set, one can activate the Karabon's special powers with the B Button. There are some places you won't be able to get past without the help of a Karabon.

You can also enter Karabons in battles to earn gold. Additionally, it's possible to create a new Karabon by fusing together two other Karabons. See page 13 for more information on Karabon battles, and page 12 for information on fusing new Karabons.
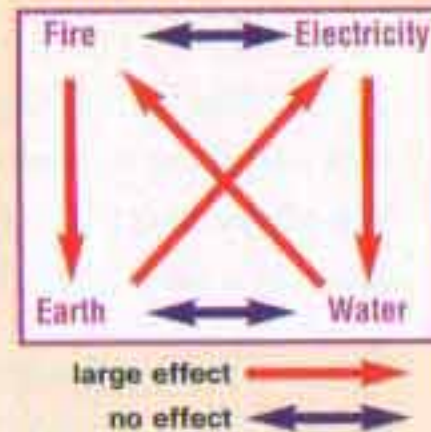
About Karabons

There are four types of Karabons: Earth, Fire, Water, and Electric. A Karabon "Special Attack" is a very powerful attack related to the type of Karabon it is! The amount of damage inflicted depends on the type of Karabons fighting and their individual statistics.

Karabon Fusing

In the first four bases, you will find SID, a machine that lets you fuse a new Karabon from two existing Karabons. You must use SID to create a Karabon with the ability to open the door into the Boss' room.

The Fusing Process

First, acquire fusible Karabons, then go use SID.

To create a new Karabon, simply confirm the two selected Karabons that will be used.

When the fusing process is complete, you will have a new Karabon in your inventory, and the two Karabons used in the fusing process.

Find the Old Karabon Trainer

Somewhere in the first four bases is an old Karabon Trainer. Find him to receive the Karabon needed for creating a new Karabon with the ability to open the Boss' door.

Checking Karabon Statistics

Use the Select Karabon menu to check your Karabons' stats.

Name

Description of the Karabon's special ability.

Level
Offensive Power
Defensive Power
Special Attack Power

Lv refers to the all-around level of your Karabon. The Offensive Power, Defensive Power, and Special Attack Power come into play during Karabon battles. A Karabon's Special Ability comes in two varieties: passively, which works as long as the Karabon is set, and actively which allows you to control the ability with the A Button or B Button whenever the Karabon is set. Use the Karabon's special ability while adventuring.

Open Air Adventuring

The planet Phantarion is broken up into four zones, each of which contain several towns and a Base. While exploring the planet, you will run into various enemy characters, some of which will drop useful items when defeated. Some locations contain mini-adventures. Succeed in these mini-adventures to earn new Karabons.

Town

Each zone contains a number of towns. Each town contains a variety of facilities.
The town residents are also generally eager to help Bomberman.

Stores

Stores sell many items of great help to Bomberman. Walk into an item to buy it.
If you don't have enough gold, or if you already have the items in your inventory, you won't be able to buy anything.

Bomb Shops

The Bomb Maker will make a new kind of bomb for you from any fusible material you bring him. If you want custom bombs, you're going to have to locate some fusible material. (See page 8.)

In the Base

In each zone there is a Base, controlled by an enemy Boss. Every Base is divided into many different rooms. Upon entering a new room, the door will close and lock behind you. To unlock the doors, you must fulfill some requirement. The Boss' door can only be opened with the help of a Karabon. Defeat the Boss and you will be greeted by Max, and allowed to continue to the next zone.

Requirements for Unlocking Doors

Some of the conditions you might encounter are...

- Elimination of all enemy characters in the room.
- Flipping certain switches.
- Pushing certain hard blocks

Secret Rooms

Secret rooms exist both inside and outside. If something looks suspicious, check it out–it might just be a secret door! Secret rooms often contain hard-to-find items and secret information.

Enemies

Dryad
Appearing to be simple trees, they come to life when passed by.

Zombie
They pop out of the ground without warning and roam around the area.

Orkman
Uses his spear as a weapon against Bomberman.

Gwail
Jumps all over the place! Even over blocks!

Peran
Picks up bombs as he goes.

Faroh
Runs around breathing fire.

Snowman
Watch out! He'll throw snowballs at you!

Rocky
He'll turn to stone if you put a bomb near him.

Bosses

MagnetDragon
Before he transformed himself into the Magnet-Dragon, he was Magnet-Bomber. The more bombs he eats, the bigger he becomes.

PrettyBalloon
Before she transformed herself into PrettyBalloon, she was known as PrettyBomber. Pretty-Balloon splits up into several smaller parts when damaged, each of which will attack Bomberman.

PlasmaRock
This was PlasmaBomber before he transformed himself into PlasmaRock. He uses his plasma wings as weapons.

GolemGhost
This was GolemBomber before he transformed himself into GolemGhost. He will summon zombie bombers from the ground to attack Bomberman.

Battle Mode

What would a Bomberman game be without Battle Mode? Battle Mode lets you, and up to three other friends, battle it out in real-time. With the help of one or more Game Link® cable(s), you can set up a network game, with each player using their own

Game Boy Advance, using only

ONE Bomberman Tournament game pak! So, even if your friends don't own

Bomberman Tournament, they can still hook up and play! See page 28 for more information.

Battle Mode Game Controls

L Button
Unused

Control Pad
• Move Bomberman
• Navigate menus

Start
Unused

Select
Unused

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R Button
Unused

A Button
• Place bomb
• Execute menu action
• Power Glove: Pick up bomb
• Line Bomb: Lay down all the bombs you own in a line, in the direction you are facing

B Button
• Kick Bomb: Stop your kicked bomb, cancel menu selection
• Punch: Send a bomb flying

Single Player Mode

Select "1 Player" from the Battle Mode section of the Title Screen for single player battle. When the Player Options Screen appears, use the Control Pad to set the number of players (2-4) as either "Off" or "CPU." Next, set the rules for Battle Mode play (see page 22), pick a level, and start bombing!

Multiplayer Mode

Select "Group" from the Battle Mode section of the Title Screen and you can take full advantage of the "Host a Game" function of Bomberman Tournament. By using the "Host a Game" function, you can play Bomberman Tournament in Battle Mode with your friends, even if they don't own a game pak themselves.

How to Set-Up

Check that all AGBs are turned off, then connect the AGBs using the Game Link® cables. Make sure the AGB with the game pak is positioned as the Player 1 unit. See page 28 for more information on connecting Game Link® cables.

Turn on each AGB after connecting everything. Select "Group [Host a Game]" from the Battle Mode options. The AGB with the game pak will test the connections, and when that is finished, you can choose to begin transmitting Battle Mode data to the other AGBs without game paks. The AGB Link screen will only appear on the AGB with the game pak.

When the data transmission is complete, follow the procedures outlined above in single-player mode.

Note: Turning off the power on any linked Game Boy Advance will cause transmission errors. You will have to restart and re-transmit the game data.

Rule Options

Before entering the Battle Mode, you can adjust the game rules to suit your taste. Use **Up** and **Down** to highlight the rule you want to change, then use **Left** and **Right** to change the settings. When you are finished adjusting the rules, press the **A Button** to continue. The rules are as follows:

- Computer (Weak/Normal/Hard)
  Determines the ability of the computer-controlled Bombermen.

- Rounds (1-5)
  The number of rounds a player must win to become champion. Win one round, get one trophy worth one point.

- Time (1, 2, 3, 5 minutes or "unlimited")
  Sets the time limit for the match. Choose ∞ for no time limit.

- Tie Break (On/Off/Random)
  If set to "On," blocks will fall from the sky and crush players as time gets near to running out. The screen will continue to fill until one player is left. The "Random" setting will randomize the pattern in which the blocks fall.

- Shuffle (On/Off)
  Turns random shuffling of player starting positions on or off.

- Skulls (Burn/Stay)
  Determines whether Skulls can be destroyed by bombs or if they will just be blown to another section of the screen. See page 27 for more information on Skulls.

- Fishing (On/Off)
  If this is set to "On," the winning Bomberman will get to play the fishing mini-game at the end of the match. See page 24 for details.

- Revenge (On/Off/Super)
  Controls the use of the Revenge Bomber and Super Revenge Bomber rules. See page 24 for more information.

Fishing Rules

The winner of the Battle Match will get a chance to go fishing for special items. The Bomberman who catches something while fishing will transform into a Golden Bomberman for the next battle, and start out with the item that was caught.

Note: Items gained in fishing will be lost if players return to the Battle Mode Options screen.

Playing the Fishing Mini-Game

The power bar on the lower right of the screen controls casting distance. Press the **A Button** once to engage the power bar and again to set the power and cast. After the cast, use **Up** and **Down** to change the lure's speed of decent and use **Right** to pull the lure in towards you.

Revenge Bomber & Super Revenge Bomber Rules

Under Revenge Bomber rules, players who have been eliminated can interfere with the game by tossing bombs into the arena from the sidelines. Revenge Bombers must wait until their first bomb explodes before throwing a second one and their movement is restricted to moving only up and down along the left and right edges of the arena.

Under the Super Revenge Bomber rules, an eliminated player (Revenge Bomber) will be allowed back into the game by knocking off a surviving player!

Battle Mode Items

Fire Up
Increases the blast radius of your bombs by one block's worth. Max firepower range is 8 blocks.

Bomb Up
Increases the number of bombs you can deploy at one time by one. The maximum number of bombs you can deploy is 8.

Speed Up
Rollerskates speed you up one level. Maximum speed boost is limited to 4 levels.

Slow Down
Wooden platform sandals slow you down one level. This item is only available from the fishing mini-game.

Kick Bomb
If you have this item, you can kick bombs by simply running into them. The bomb will continue in the direction kicked until it hits an obstacle, or until you press the **B Button** to stop it.

Punch

Press the **B Button** to punch bombs outta your way. Punched bombs will arc over any blocks in their path.

Power Glove

Press and hold the **A Button** while standing on a bomb to pick the bomb up. Release the **A Button** to throw the bomb in the direction you are facing, or keep holding the **A button** down if you want to walk around with the bomb in hand. The Power Glove cannot be used at the same time as the Line Bomb. Whichever item you pick up last will be the active item.

Hellfire

Boosts your bomb blast radius to maximum!

Line Bomb

Press the **A Button** two times in a row to send out a line of bombs in the direction you are facing. The number of bombs in the line will be equal to your max bomb limit. The Line Bomb cannot be used at the same time as the Power Glove. Whichever item you pick up last will be the active item.

Skulls

Gives you one of the illnesses listed below. If you are sick, some illnesses can be transferred to another player by running into them. Others can be cured by picking up another item. A few illnesses will ony go away after a brief period of time.

- **Lead Foot**
  Slows your bomberman down to a crawl.
- **Lightning Foot**
  Sends you racing forward at maximum speed.
- **Diarrhea**
  Makes you drop bombs at every step.
- **Constipation**
  Leaves you unable to drop bombs at all.
- **Wimp Syndrome**
  Leaves you barely able to drop a single bomb of the weakest variety.
- **Reverse Syndrome**
  Reverses all controls for your Bomberman.
- **Hyperactivity**
  Shortens the fuses on all your bombs.
- **Lethargy**
  Lengthens the fuses on your bombs.

How to Connect Game Boy® Advance Game Link® Cables

What You Will Need

2 or more Game Boy Advance systems (one for each player)

1 Bomberman Tournament game pak

1-3 Game Link® cables

- Two-player game: 1 Game Link® cable
- Three-player game: 2 Game Link® cables
- Four-player game: 3 Game Link® cables

Connecting the Cables

1. Check that the POWER switch on each AGB is set to the "OFF" position. Insert a game pak into host's AGB.
2. Connect the Game Link® cables to each other, making sure that the host has the smaller of the Game Link® cable-ends plugged in to his AGB.

3. Plug the Game Link® cables into the External Extension Connector of the AGBs, making sure that the small plug is connected to the Player 1 AGB.
4. Turn the POWER switch on all AGBs to the "ON" position.
5. See page 30 for further instructions.

Note: Do not connect more AGBs than necessary if you are only playing a two- or three-player game.

Please refer to the diagram on the following page for the correct linking configuration. Note that the small plug goes into the AGB holding the game pak.

Important Warning

You may experience communication failures and other problems if any of the following occur:

- Use of a cable other than the Game Boy® Advance Game Link® cable.
- Failure to securely plug the Game Link® cable into the AGBs.
- Unplugging Game Link® cables from one or more AGBs before the communication process is complete.

- Failure to connect the Game Link® cables to the AGBs as shown in the diagram below.
- Game pak(s) inserted into AGBs other than the Player 1 AGB.
- More than four AGBs are connected at once.

Proper Connection Scheme
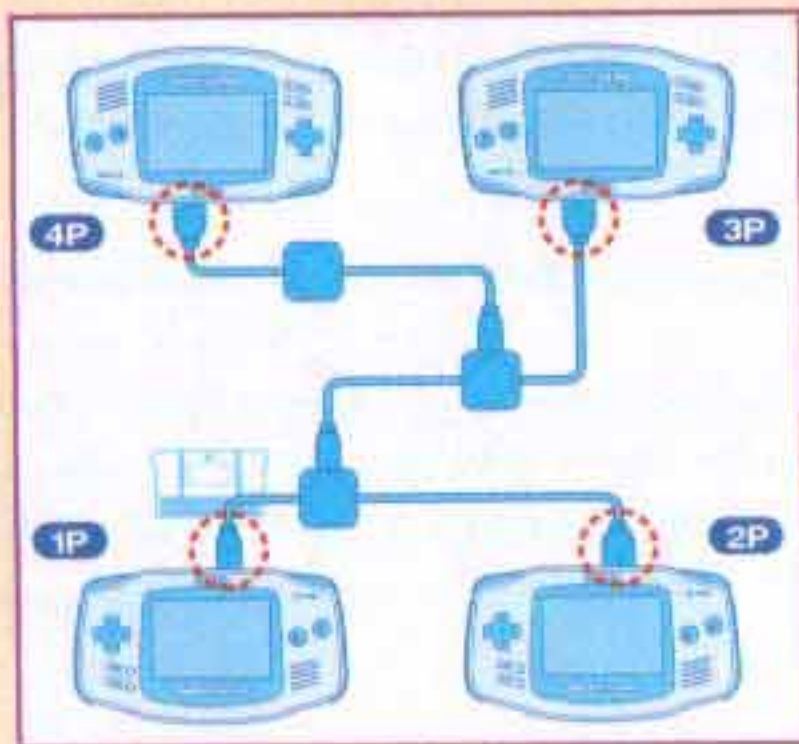
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In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

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INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

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