

ATOMIC BOMBERMAN™



Interplay™

Meet the Fuse that Just Won't Lose.

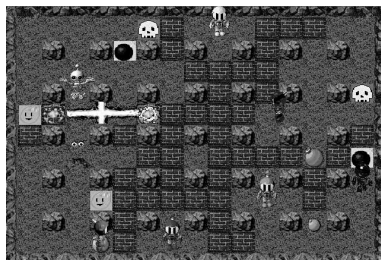
For those of you not familiar with the Bomberman experience, I will spare you the details. The dynamics of the game are as easy as 1-2-3.

1. Drop a bomb.
2. Run like hell.
3. Watch your back (and your front, your left, etc. Just watch out.)

Getting Started

Start Game

This is a 1-10 player no-holds barred action game! Play either against human or computer opponents in this hilarious, ultra destructive game of "tag." Select the number of wins for a match as well as which arena to compete in. If the number of game wins is not "in your face" enough, set the match determination to kills and find out once and for all "Who's The Man!"



System Requirements

MINIMUM: IBM or 100% compatible Pentium® 90, 16 MB of RAM, 40 MB free

hard disk space, CD-ROM drive, LocalBus or PCI SVGA video card, Sound Blaster®

or 100% compatible sound card, Windows® 95 with DirectX® 3.0.

RECOMMENDED: IBM or 100% compatible Pentium® 133, 32 MB of RAM, Gamepad/Joystick supported.

HOW TO INSTALL

From Windows 95, just insert the CD-ROM disc and click "install" on the Atomic Bomberman autorun window. If you need to install again, from Windows

95 double-click "My Computer," then double-click the CD-ROM icon, then double-click the setup icon.

Online Manual / Help

Contains the manual you are holding in your hands.

About Bomberman

This contains information not ready at the time of this writing. You should read this in its entirety as it will contain information on the various tools available, as well as any changes in functionality omitted within this manual.

Exit Game

This will end your current session of Atomic Bomberman. Now why would you want to do a thing like that ? :)



Controls

<Space Bar>

or

Joystick

Button 1

- Drop Bomb
- Drop Spooze
- Grab
- Throw Bomb

<Enter>

or

Joystick

Button 2

- Action Button
- Stop kicked Bomb
- Punch Bomb
- Activate Trigger

<Cursor Keys> Move Bomberman

Battle Mode Setup

When you start the game it automatically detects the number of gamepads on your machine.

Once you have finished setting up the players for the game, you will move onto the Stage Select screen.

Stage Select

At this time, you can adjust all the settings for the current match as well as the arena.

Da Bomb Heard Around the World.

The Bomberman phenomenon is sending shockwaves across the nation and around the world. Here is how you can join the frenzy!

Start Network Game

Select this option if you wish to start a LAN (IPX), modem, or serial network game.

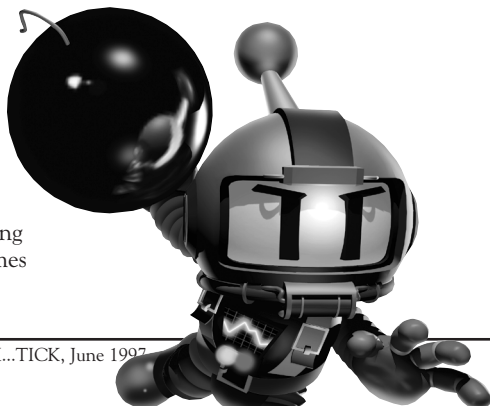
Join Network Game

Select this option if you would like to join a network, multi-player game.

Options

Match determination

- **KILLS:** This will force a player to have n number of kills before a winner is declared.
- **WINS:** The original rule to winning a match. A player must win n games before winning the match.



The Sport with a Short Fuse.

Say goodbye to the Super Bowl, the World Series, and the NBA Finals. There's a new sport in town and it's set to blow away sporting tradition as we know it.

Playing The Game

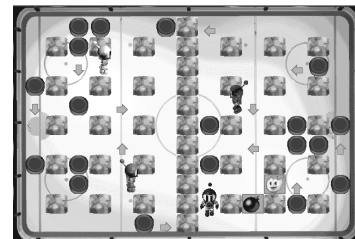
Battle Mode

Do you have what it takes to be "The Man?" Want to prove that your "Da Bomb?" We've got the tool if you've got the cool. Engage up to 10 of your closest friends (or enemies) in this game of bomb and go seek, hide and go peek. Dive into any of the premade or custom arenas, each with their very own obstacles and properties.

Wally Bomb/Team Wally Bomb

A favourite Interplay past time. Select your team, choose your weapon, and let the *^\$% fly. Each team starts off with the glove and/or the hand. The teams

are separated by an indestructible barrier running the length of the arena. Throw and punch your bombs over the wall to destroy your opponents.



Having trouble coping with the experience of the battle hardened Bomberman? Getting toasted and taunted before dropping your first bomb? Set yourself up with a couple of the computer A.I. players and wet your feet a little. Then invite your "favourite" players back for a little "friendly" action.

What it Takes to become "The Man."

Any demolition squad knows that it takes **Special Items** to effectively and efficiently obliterate your opponent. Here are the tools you'll need to be "The Man."



Plain Bomb - Adds one more bomb to your arsenal of weapons. By default your maximum amount of bombs is 10.

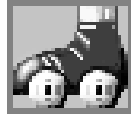


Plain Fireface - Adds an additional tile length to your bomb's explosions. As these are cumulative, make sure you gather as many as you can for a bigger blast.



Golden Fireface - Like Plain Fireface this increases the length of your bomb's blast. However, this friendly

little "golden boy" as we like to call him, gives your Bomberman maximum bomb power. Now isn't that a daisy?



Roller Skate - Increases the speed of your Bomberman by 1 unit. This is cumulative, so watch out for excessive speed.



Boxing Glove - This is one of the most powerful items in the game. Once you have acquired this item you can "punch" a bomb over a wall, player, or anything for that matter. This is extremely useful for those of you with the misfortune of getting bombed in. Press the <Action> button while facing the intended bomb to send it into the air. There are many tricks to master. However, the effort will be worth it.

(NOTE: This item cannot co-exist with *The Trigger Bomb*. If you do get *the Trigger Bomb*, *the Boxing Glove* will be spit out.)



The hand - This work's the same way as the boxing glove in that you can throw a bomb over walls, tiles, and on other players. To use The Hand, press the <drop bomb/space bar> button. Without moving, press and hold the button again. Now your Bomberman is holding the bomb and you are free to walk around with it. Don't worry about the bomb going off in your hands. The bomb is not active until it hits the ground. As soon as you release the <drop bomb/space bar> button, your Bomberman will throw the bomb.

(NOTE: This item cannot co-exist with *The Spoooge*.)



The Boot - This is an interesting power indeed. Simply walk into any unobstructed bomb, and thwack, away it goes

sliding down the hall. The bomb will continue to slide until it has met with an obstacle. Once you set the bomb in motion you still have a little control over it. Simply press the <action> button and thunk, the bomb stops dead in its tracks. This is extremely useful for those corner lurkers who think they are safe from our friend, *The Boot*.



The Spoooge - Quite the odd item with a lot of power in the right hands. By double tapping your <drop bomb/space bar> button, your Bomberman

will send ALL the bombs in front of him into all of the empty spaces that lie ahead. Be it 2 or 10 bombs, the result is the same if space permits.

(This item cannot co-exist with The Hand. If you pick up *The Hand*, then *The Spoooge* will be spat out of your Bomberman.)



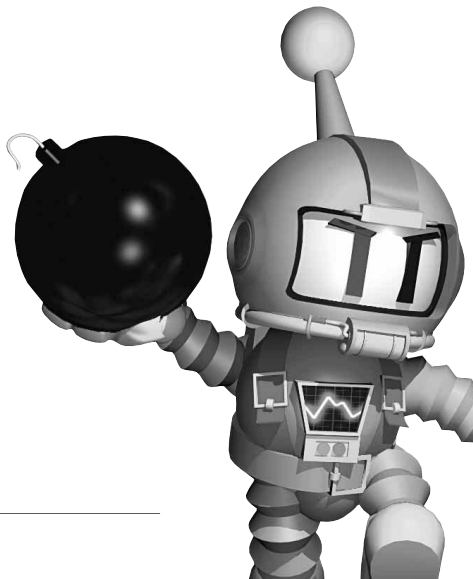
Skullz - This is one mean mother. Skullz is a poison like no other. He has the ability to infect your Bomberman with numerous ailments from Molasses (extra slow speed), to Constipation (the inability to drop bombs). Some interesting properties allow you to pass this onto another Bomberman by simply touching them. This increases your chances of vaccinating your self, as does picking up healthy power items. You can accumulate more than one poison at a time so be careful.



Ebola - This guy makes Skullz look like an extra life. Ebola can give you up to three (yes three) poisons at one time. Since there are so many poisons in the game, this can be almost instant death. On the other hand, it could be pure fun. The writer of this manual LOVES to pass on his Bomberman's ailment to his lucky opponents <insert evil laugh here>.



Trigger Bomb - When you have the trigger bomb, you can set them off in order by pressing the <Action/Enter> button. These bombs will not go off unless they are triggered by you or set off by another bomb.



Winning Strategies for today's Bomberman

Every gamer knows that the real difference between winning and losing depends on shrewd, overall strategies.

- While in possession of "The Glove" drop a bomb near a wall and wait for a brief moment, punching the bomb into the air when you think it is ready to explode. As soon as the bomb touches ground KABOOM. This eliminates any reaction that an opponent can make to your assault.
- Using the same technique as above with "The Boot", you can kick your volatile bombs down the hall towards unsuspecting delvers who think they have a little time to spare.
- When you get the Trigger Bombs powerup, use them sparingly, saving them for their surprise element. Go near an opponent and wait for him to drop his bombs, then drop your trigger bomb next to his regular bomb, take cover as quickly as possible and detonate it. Usually you will catch the opponent off-guard with the fast-blast.
- Good disease strategies often involve passing the disease to as many opponents as possible. Good diseases to do this with are: Short Fuze, Reverse Controls, Poops, and Short Flame.
- If you have The Boxing Glove or The Hand powerup, try and hit your opponent on the head with your bomb; they might lose some of their powerups and if you're quick, you can go and pick them up yourself.

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The Interplay logo is written in a stylized, cursive script. The word "Interplay" is in a bold, flowing font, with a small "TM" trademark symbol at the end. A thick, curved underline sweeps under the word, starting from the 'I' and ending under the 'y'.

Interplay™



HUDSON®

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