Call the Turbo Team at 1-900-FUN-TG16 for help and game tips!
Please note: The first 30 seconds of this call are free, but you will be changed 99 cents for each minute after that (up to five minutes). The change for this call will appear on your next phone bill.
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Printed in Japan

TurboChip™ Game Card manufactured in Japan.
90-day limited warranty (details inside).

TGX040093

Printed on Recycled Paper



THANK YOU!

...For buying this advanced TurboChip game card, "BOMBERMAN '93™"



Before using your new TurboChip game, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx-16 Entertainment SuperSystem, or TurboDuo Super CD System and the precautions concerning its use and the proper use of this TurboChip game card. Always operate your TurboGrafx-16 SuperSystem or TurboDuo Super CD System and this TurboChip game card according to instructions. Please keep this manual in a safe place for future reference.

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TurboGrafx™-16 Entertainment SuperSystem
TurboChip® Game Card
Turbo Express™ Handheld Entertainment System
TurboDuo™ Super CD System

WARNINGS

1. **This video game may cause a burn-in image on your television picture tube. A burn-in image is an image which is permanently burned into the inside of the picture tube. Do not leave static or still images (in pause or play mode) on your television screen for extended periods of time. When playing this game, it is advisable to reduce the screen brightness to help avoid image burn-in on the picture tube.**
2. Be sure that the power is turned off when changing game cards.
3. This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
4. Do not forcibly bend your TurboChip game cards.
5. Do not touch the inside of the terminal area or expose it to water, as this might damage the unit.
6. Do not wipe your Super System, TurboDuo or TurboChip game cards with volatile liquids such as paint thinner or benzene.

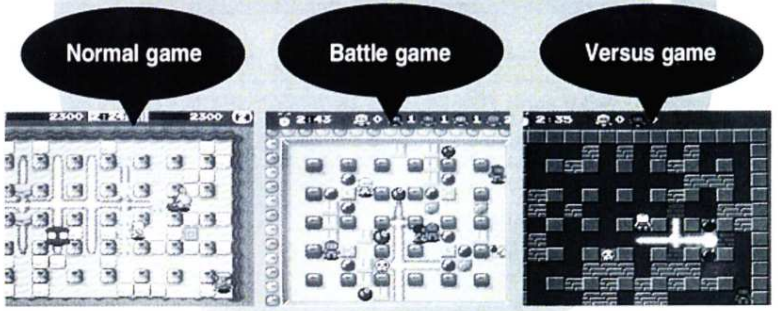
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Thrills in three modes! Let's get into Bomber action!!

Tension, strategy, action, excitement — Bomberman's back! The Normal game is a one player battle against the Evil Bomberman on a variety of different planets. The Battle game is where up to 5 human and or computer Bomberman fight a predeterminal number of rounds to become the "Bomber Champ." And the Versus game is a head-to-head 2 player battle using 2 TurboExpress linked together!



HOW TO PLAY



First, choose a mode

When the title screen appears, use the SELECT Button or Direction Key to select a game mode, and press RUN to enter your choice.

• The modes

Normal game For one player. The aim is to clear stages. See page 6.

Battle game Up to five people can compete. See page 12.

Versus game Compete using TurboExpress. See page 14.

NOTE: For more than one person to play in the Battle game, a TurboTap accessory and one additional TurboPad controller for each player are required.

Password and Date Entry

PASSWORD

Each-time you play in the Normal game mode, you will be given a password. If you write the password down and enter when you restart the Normal mode, you will be able to resume from the round you had left off. To enter your password, use the Direction Key to select PASSWORD and press RUN. Then use the Direction Key and Button I to select and enter each character.



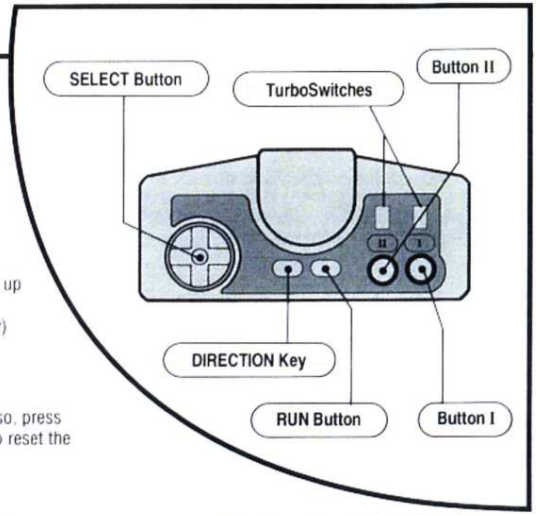
LOAD

If you have a TurboBooster-Plus, TurboGrafx-CD Player or TurboDuo, it's possible to "SAVE" your game in memory and resume playing later. If you have a Bomberman game saved in memory, you can resume playing by using the Direction Key to choose LOAD on the title screen, and press RUN. Then, up to three saved files to choose from will be displayed, each indicating the stage and place left off. Use your Direction Key to select which game you wish to continue, and press RUN to enter your choice.



How to use the controls.

Please take a moment to familiarize yourself with the basic TurboPad components and operations shown below.



DIRECTION Key

Press to move Bomberman left, right, up and down.
Also, press to move the cursor (arrow) up and down to make selections.

SELECT Button

Press to move the cursor (arrow). Also, press while holding the RUN Button down to reset the game.

RUN Button

Press to start, pause and "un-pause" the game, and to enter certain selections. Also, hold the RUN Button while pressing the SELECT Button to reset the game.

Button I

Press to place bombs, and to enter certain selections.

Button II

Press to explode a bomb when you have a detonator (in Normal game mode).

TurboSwitches

Recommended setting: Both should be in the down position.



HOW TO PLAY: ① NORMAL GAME

Galactic crisis! Get them, Bomber Cop!

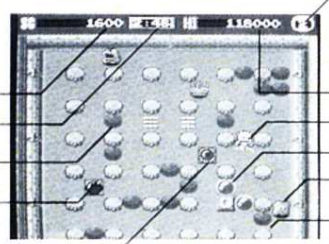
The Magellan solar system contains six planets. One day, there's a daring robbery – – Evil Bomberman and six of his cronies steal the seven vital chips from the Pan-Galactic mother super computer!
They' ve shut down the computer! In an emergency like this there's only one person for the job – – the Number One Super Detective in the Pan-Galactic Federal Bureau, Bomber Cop! Bomber Cop gets his orders and he's on his way – – it's do or die time!

Head for the planet and let's get started!

When the opening is over, the planet display appears. Press the RUN Button and the game begins.

Planet display

How the game looks



Number of Bombermens in reserve
Score
Time remaining
Boulders you can blow up
Power item
Highest score
Bomberman
Trap
Enemy character
Boulders you can't blow up
Door to the next stage





To get to the next stage, you must destroy all the enemy characters!

In each stage, one of the smashable boulders is hiding the door to the next stage. While blowing up boulders to find this door, you must also destroy all the attacking enemy characters also. And if that isn't enough, you also have time limit.
A bomb placed between you and an enemy will block the enemy's movement toward you. Make the most of this function. But be careful; if you don't move clear after you place a bomb, you'll blow yourself up. At the top of the screen you can see how much time you have left.
If time runs out, fast-moving enemy characters will move in for the kill, so keep an eye on that clock.
Also, one of the smashable boulders conceals a power item.

When you run out of Bombermans

When you run out of Bombermans, the game is over. The commands that appear on the Game Over screen are explained below.

Game Over display

CONTINUE •••••• At Game Over in a Normal game, you can continue for the number of times displayed, starting at the stage where the last game just ended.

END •••••••••••••• This takes you back to the title display. If you run out of CONTINUES but want to play on from the stage where the game just ended, write down the password, choose END and input the password at the title display.

PASSWORD ••••• If you choose to save your game using the password displayed on the screen, you must write down the displayed password so that you can reenter it at selecting the PASSWORD option from the title screen.

SAVE •••••••••••••• In order to use this SAVE option, you must have a TurboBooster-Plus, TurboGrafx- CD player or Turbo Duo. If you have any of this equipment, please see page 4 of this manual for more information.

HOW TO PLAY: ① NORMAL GAME

Collect items to boost power

Find the power item hidden in one of the smashable boulders, and pick it up to boost Bomberman's performance. If Bomberman is destroyed by an enemy or blows himself up, this extra power is lost. If you destroy all the enemies in one stage before you've found the power item, the boulder where the item is hidden will glow.

• The power items

*The items marked ★ will work even if Bomberman is destroyed.



★ MULTIBOMB
Gives you one extra bomb to drop each time you pick one up. Can stockpile up to ten bombs!



BOULDER PASS
Bomberman can float over smashable boulders.



TIME
Stops the clock and freezes enemies in place for 20 seconds.



★ FIRE POWER
Increases the size of your bombs' flames. Can be powered-up in five steps.



BOMB PASS
Bomberman can float over bombs.



FLAMEPROOF SUIT
No flame can harm Bomberman for up to 20 seconds.



★ SPEED BOOTS
These increase speed in three steps.



NEW LIFE
One new life.



★ SLOW SHOES
These slow movement down.



REMOTE CONTROL
Detonates the bombs when you want to.



ONE UP
Adds one Bomberman.



FRUIT
Bonus points (four types).



BOMB KICK
Allows you to kick a bomb at an opponent, or out of your way if its been dropped against you by an opponent.



LINE BOMB
This lets you lay a line of bombs at one time (as many bombs as you like up to a point where a dangerous object blocks the way). Use Button I to lay the bombs, then immediately press Button I again.

Here they all come — Bomberman's enemies

Bomberman's enemies get in the way to attempt to thwart the rescue plans. There are a diverse variety of enemies: Some of the little ones are easy to get rid of; some of the big ones never seem to give up. And at the end of the battle on each planet, a giant boss character appears. Let's take a look at the sinister enemies you will confront during your quest to defeat the evil Bomberman!



MAROUND
Drifts around looking for trouble.



ROCKY
When this rockhead settles down, you can't blow it up.



BATATAK
This one can fly — so boulders are no problem.

BANBO
You have to hit this tough character twice to destroy it.



BOMBAWAN
This character's made of bombs; if you attack, be prepared for a backlash flash.



BURYBOY
You can't damage this character while it's buried.



MONGA
The Boss at the end of Ajanstar. Approach with caution!



WILDAN
The Boss at the end of Brazistar. Watch out for those flowers, OK?



PTERANON
The Boss at the end of Zaurustar. You can't harm it while it's in the air.

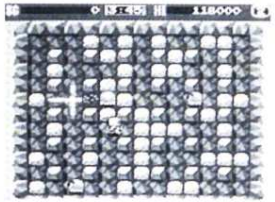


HOW TO PLAY: ① NORMAL GAME

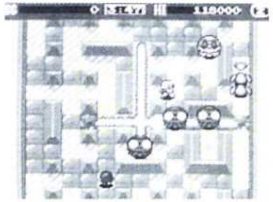
TAKE THE SIX-PLANET CHALLENGE!!

Playing the Normal game, you'll encounter mountains, stretches of water, and many other interesting scene features. Fight your way through and stay on the track of your bitter enemy, Evil Bomberman!

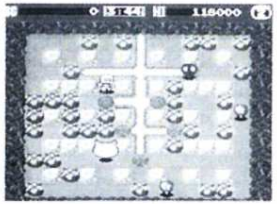
PLANET A
Ajanstar



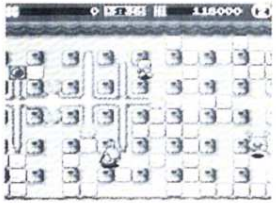
PLANET D
Doonstar



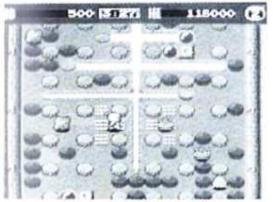
PLANET B **Brazistar**



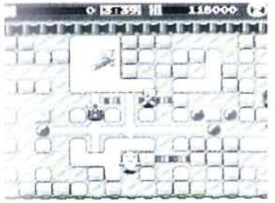
PLANET C
Zaurustar



PLANET E
Aquastar



PLANET F
Cristalstar



DANGER

Beware of traps!

Some stages contain traps — but if you use them cleverly they may help you clear the stage.

WARP HOLE
Drop into one warp hole, and you'll pop straight out of another one.



ANTI-BOMB TILE
You can't place a bomb on one of these. Also, an anti-bomb tile will stop a kicked bomb in its tracks.



DOOR

The door revolves in the direction show. If there's an enemy or a bomb on the other side, the door won't revolve, so watch out.



CONVEYOR

If Bomberman gets onto one of these he'll get conveyed away. A bomb placed on one of these will get whisked away, too. Be very careful.



HOW TO PLAY: ② BATTLE GAME

Aim to destroy your rival!

The Battle game is a contest that up to five people can take part in. Or if you like, you can battle against up to four computer-controlled Bomberman for high-intensity action.

• Basic rules

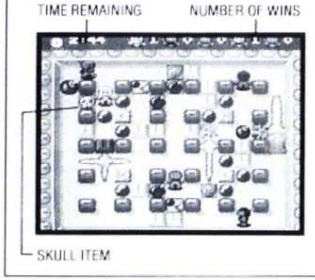
* You attack each other with bombs; the lone survivor is the winner.
* If you play several matches, the winner is the first person to win the preset number of coins.
* All players start the game with one bomb, Level 2 Fire power and Level-1 Speed Boots.
* The power-up items that appear are: Skull, Multibomb, Line Bomb Fire Power and Bomb Kick.
* When the surviving players blow each other up at the same time, its a draw game.
* If you go over the time limit, everyone self-destructs!
* In the final minute of play, pressure boulders will appear.

How the game looks

If you pick up the skull, it will produce one of the effect listed below.

1. Bomberman slows down.
2. Bomberman speeds up.
3. Bomberman can't put a bomb down.
4. Bomberman drops an endless stream of bombs.
5. Bomberman's fire power is weakened.
6. Bomberman moves in the direction opposite to the direction indicated by the controls.
7. Bomberman moves automatically.
8. There's a shorter wait until the bomb explodes.
9. There's a longer wait until the bomb explodes.
10. Bomberman's position change.

By touching other opponents, you can spread the "effect" you've picked up.



Each states special features

Toy State
• Door



Colosseum
• Non Set Tile



Choose the type of contest first.

Before the battle begins, you must choose exactly how you want to play it. Use the SELECT Button or the DIRECTION Key to move between choices, then use Button I to make your decision. Press the RUN Button to move to the next display.

1 Decide on the number of players.



How many Bombermen will you need?

2 Decide on computer or human operation



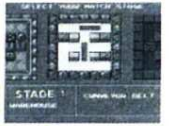
Which Bombermen will a player operate? Which will the computer operate?

3 Decide on the number of matches.



How many matches must be won to secure victory? The person who wins the number you input here is the final victor.

4 Decide on the scene of battle.



Where will you fight? The chosen stage cannot be changed until the game is over.

Settings for a fierce battle!

Simple Map
• Nothing



Desert
• Warp Hole



Neon Street
• Door, Warp Hole



Space
• Wrap Hope, Bult Conveyor



Great Sky
• Door, Return Block



Arena
• Belt Conveyer



How These Features Work:

Door
Red balls remain unmovable until all surrounding tiles are blown up.

Warp Hole
Allows you to instantly warp to another part of the screen.

Non Set Tile
Sections of the maze floor where bombs can not be dropped.

Belt Conveyer
Spinning belts that carry both Bombermans, and bombs!

HOW TO PLAY: ③ VERSUS GAME

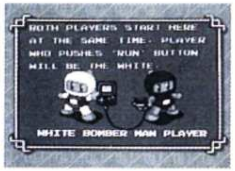
A two-player mode you can enjoy anytime, anywhere

The Versus game requires TurboExpress. Two people can play by connecting two TurboExpress units using a communication cable. This game is essentially the same as the Battle game except that the computer cannot play the part of a Bomberman, and you can't choose a battle setting.

1 Getting the start display



2 Deciding on players



3 Deciding on the number of matches



Starting the Versus mode

To get into the two player action, insert a copy of Bomberman '93 into each TurboExpress game system, and connect the systems with the TurboLink Communication Cable. When the title screen appears, select the Versus game and wait until identical screens appear on both systems.
Then press the RUN Button to begin play. The player who presses his or her RUN Button first automatically becomes white Bomberman.

Please Note:

Each player must have a copy of Bomberman '93 for his or her TurboExpress. It is not possible for two players to use the TurboLink with only one game cartridge.
Call the Turbo Team at 1-900-FUN-TG16 for additional game tips!
Please note: The first 30 seconds of this call are free, but you will be changed 99 cents for each minute after that (up to fire minutes). The charge for this call will appear on your next phone bill.
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HOW LONG IS THE WARRANTY
This product is warranted for 90 days from the date of the first consumer purchase.

WHO IS PROTECTED
This warranty may be enforced only by the first consumer purchaser. You should save your proof of purchase, and be prepared to present it in case of a warranty claim.

WHAT IS COVERED
Except as specified below, this warranty covers all defects in material or workmanship in this product. The following are not covered by the warranty:

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   b) Repair or attempted repair by anyone not authorized by TTI;
   c) Any shipment of the product (claims must be submitted to the carrier);
   d) Removal or installation of the product; and
   e) Any other cause that does not relate to a defect in material or workmanship.
3. Any product as to which the TTI serial number has been altered, defected, or removed.

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