BOMBER MAN™



NEC

TURBO 16 GRAFX™

Thank You

...for Buying this Advanced TurboChip Game Card, "Bomberman."



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

©1990 Hudson Soft
TurboGrafx™-16 Entertainment SuperSystem
TurboChip™ Game Card

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 the SuperSystem to water, etc., as this might damage the unit.
6. Do not wipe your SuperSystem or TurboChip game cards with volatile liquids such as paint thinner or benzene.

TurboChip game cards are made especially for use with the TurboGrafx-16 Entertainment SuperSystem and will not operate on other systems.

Any duplication or rental of this software is strictly prohibited.

Life's a Blast When You're Bomberman!

It is hundreds of years from now, and you are the first robot created by the famous Dr. Mitsumori. As "Bomberman," you possess awesome power, but you have been programmed only for the pursuit of goodness and justice. But alas, Dr. Mitsumori has made a terrible mistake.

Through a programming error, Dr. Mitsumori's second robot, "Black Bomberman," has gone berserk. Seeking to control the world, he has kidnapped Dr. Mitsumori's only daughter, Lisa. Now he is hiding out in the mysterious Mechanical Castle. Your job? Infiltrate the Castle, rescue Lisa, and rid the world of this mechanized misfit once and for all!

Object of the Game

When playing a one player game, your mission is to find Dr. Mitsumori's daughter — ultimately destroying Black Bomberman and his evil followers. In order to complete your mission, you must advance through all 8 stages (64 rounds) of the game while scoring as many points as you can along the way. Look for special items during each stage — they will increase your power and your chances of finding Lisa!

When playing a two, three, four or five player game, you must defeat all other Bombermen and win a predetermined number of rounds in order to become the "Bomber Champ."

Note: For more than one person to play, a TurboTap accessory and one additional TurboPad controller for each player are required. Or, two players may play by connecting their TurboExpress handheld game systems using the TurboLink Communication Cable. These items are sold separately and should be available from the retail location where your TurboGrafx-16 Entertainment SuperSystem was purchased.

Inserting the TurboChip Game Card

1. Remove the TurboChip game card from its plastic case.
2. Hold the TurboChip game card with the title side up and gently slide it into the Game Card Port until you feel a firm click. Do not bend the game card or touch its metal parts as this could erase the program.
3. Slide the Control Deck Power Switch to the "ON" position. If your game card is not inserted properly, the Power Switch will not move all the way to the right.
4. The introductory segment of "Bomberman" should begin.

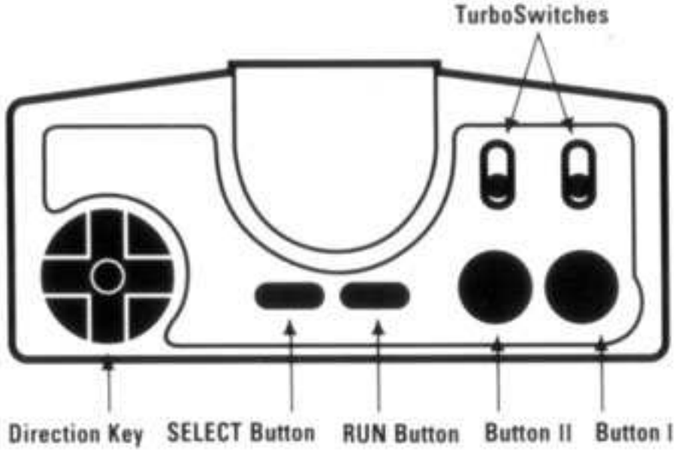
How to Play the Game

You control the character "Bomberman" as you proceed through all 8 stages (64 rounds) of the game in your quest to defeat the enemy by planting bombs in strategic positions so that they "explode" at precisely the right moment. However, you must avoid blowing yourself up by being too close to a bomb when it explodes!

If you are blown up, if you touch an enemy character or if you touch the flame of a bomb, you lose one Bomberman. You begin the game with a total of three Bombermen. Once you lose these three, the game is over.

Using Your TurboPad Controller

Your TurboPad controller is used to make menu selections, to enter passwords and to control Bomberman. Please take a moment before you begin to familiarize yourself with the basic TurboPad components and operation 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 the SELECT Button while holding the RUN Button down to reset the game.

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

Button II
Press to explode a bomb when you have a detonator.

Button I
Press to place bombs and to enter certain selections.

TurboSwitches
Recommended Settings: Both TurboSwitches should be in the down position.

Getting Started

Getting Started
When the title screen appears, use the SELECT Button to select a game mode, and then enter your choice by pressing the RUN Button. A brief description of each of the three different modes is listed below.

1P Start (1 player/normal game)
In this mode, you must clear a total of 8 stages (64 rounds) in your quest to defeat Black Bomberman and his followers on your way to rescuing Lisa.

2-5P Battle (2, 3, 4 or 5 player competition)
In this mode, you must defeat all other Bombermen and win a predetermined number of rounds in order to become the "Bomber Champ."

For more information on how to play in the Battle Mode, please see page 5 of this manual.

C-Link Battle (2 player competition using the TurboLink)
In this mode, you can link your TurboExpress handheld system to another TurboExpress handheld system using the TurboLink Communication Cable. By doing this, you and one other player are able to appear on two different TurboExpress screens at the same time!

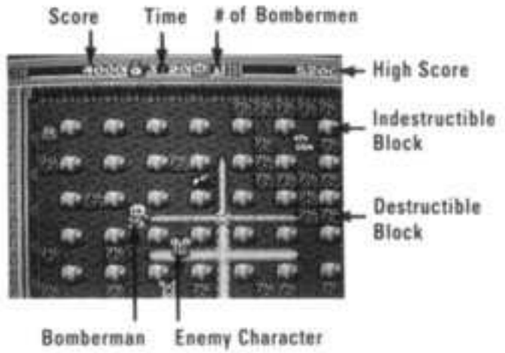
For more information on how to play in the C-Link Battle Mode, please see page 5 of this manual.

Password
Each time you complete a game of Bomberman, you will be given a password. If you write this password down and enter it when you start a new game, you will be able to resume your game from the stage/round where you left off. To enter your password, use the Direction Key to select PASSWORD and press the RUN Button. Then, use the Direction Key and Button I to select and enter each character.

Load
If you have a TurboGrafx-CD Player or TurboBooster-Plus, it is possible to "save" your game in memory and resume your game at another time. Therefore, if you have a Bomberman game saved in memory, you can resume playing where you left off by using the Direction Key to choose LOAD option and then pressing the RUN Button to enter your choice. Then, a maximum of three saved files to choose from will be displayed, each indicating the game saved and place where you left off. Use your Direction Key to select which game you would like to continue and press the RUN Button to enter your choice.

Screen Displays

One-Player Game Screen



Time Shows the amount of time remaining the stage you are in. When time runs out, a high-speed enemy character will appear.

Score Shows your score.

Destructible Block This type of block can be destroyed by placing a bomb next to it.

Exit Exits are hidden inside of destructible blocks. Once you have defeated all of the enemy characters, you can escape through an exit.

Item Items may also appear inside of destructible blocks. There is one item in each stage which can be used to defeat enemies or can be carried into the next stage — as long as you don't self destruct!

Indestructible Block This type of block cannot be destroyed.

Bomberman You start each game with three Bombermen/ lives.

Enemy Character There are many types of enemies that you will encounter in each stage. However, each character's method of attack is different.

High Score Shows the highest score achieved at the end of each game. However, scores are not stored for future reference.

Number of Bombermen Remaining Shows how many Bombermen you have left.

"Battle" Game Screen



Timer Shows the time remaining. When time runs out, all players will self-destruct.

Number of Victories Per Player Shows the number of victories for each player.

Item The Destructible Block conceals whether it contains an item which increases the number of bombs or an item which increase the bomb blast.

How to Play in the "Battle" Mode and the "C-Link Battle" Mode

How to Play in the "Battle" Mode

The "Battle" Mode is a game in which up to 5 players compete at once.

Starting a Game in the Battle Mode

Within the Battle Mode, there are two different modes to choose from — Normal Mode and Skull Mode. In these two different Battle Modes, confrontations take place between white, black, red, blue and green Bombermen. All players fight each other, and the player that wins a predetermined number of victories is the final winner. To select either NORMAL MODE or SKULL MODE, use the Direction Key to move the "cursor" and press Button I to enter your choice.

NORMAL MODE Everyone is your enemy! Get the hidden items as fast as you can while attacking the other Bombermen. If you go over the time limit, everyone self-destructs! All players start the game with Running Shoes and one bomb at Level 2 Bomb Blast.

SKULL MODE The same rules apply as for the Normal Mode, except now Skull Items are hidden somewhere. However, be prepared for a surprise because this Skull Item's effects are not always good! For example, when you take the Skull Item, one of five different results may occur:

1. Bomberman moves at 1/2 of his normal speed.
2. The strength of Bomberman's bomb blast goes down to Level 1.
3. Bomberman moves at 3 times his normal speed.
4. It becomes impossible to place bombs.
5. The bombs are placed automatically, regardless of what the player wants.

Enter the Number of Players Once you select a mode, the "Number of Players" screen will appear. Use the Direction Key to move the cursor (arrow) to the desired number of players and enter your choice by pressing the RUN Button or Button I. After you select the number of players, the pad used by each player will be displayed.

Enter the Number of Matches Once you enter the number of players, the "Match Selection" screen will appear. Use the Direction Key to choose from 1 to 5 matches and enter your choice by pressing the RUN Button or Button I.

Winning Trophies

The "Results" screen appears after each battle, displaying trophies for each player's victories. When the pre-set number of matches is completed, the winning Bomberman gets a championship trophy. However, if a battle ends in a tie, no one gets awarded a trophy.

How to Play in the "C-Link Battle" Mode

The "C-Link Battle" Mode is for use with the TurboExpress hand-held game system. The items, enemy characters and progression of the game are the same as in the Battle Mode.

Starting a Game in the C-Link Battle Mode

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

Please note: Each player must have a copy of Bomberman for his/her TurboExpress. It is not possible for two players to use the TurboLink with only one game cartridge.

Stages of the Game and How to "Continue"

Stages of the Game

Rocky mountains, rivers and forests block your way as you attempt to find the Mechanical Castle where Black Bomberman is hiding. Expect the unexpected!

Stage 1 — The Wall

Stage 2 — Rocky mountains

Stage 3 — River

Stage 4 — Forest

Stage 5 — Lava Cave

Stage 6 — Inside of the Castle, Part I

Stage 7 — Inside of the Castle, Part II

Stage 8 — Inside of the Castle (Final Stage)

How to "Continue"

If you do not make it all the way through the game before you lose all three of your lives, a "continue" display will appear on your screen. When this screen appears, some or all of the options listed below will be displayed. To choose one of the displayed options, use the Direction Key to make your selection and press the RUN Button to enter your choice.

Continue
Choosing this option will allow you to continue the game from the same stage and round where you left off. Please note that you can continue a total of three times and that the number of "continues" that you have remaining will be displayed to the right of the word "CONTINUE."

End
Ends the game without continuing or saving. However, if you do write your password down, you will be able to continue from the place where you left off.

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 after selecting the PASSWORD option from the title screen.

Save
In order to utilize the SAVE option, you must have a TurboBooster-Plus or TurboGrafx-CD Player. If you do have either of these peripherals, please see page 8 of this manual for more information on saving your game.

Enemy Characters & The Big Bosses

Enemy Characters

Each of the following enemy characters are constantly after you. Some are easily defeated, and some are truly formidable. The boss characters that appear at the end of each round are especially tough. This is where your mastery of fighting techniques will really pay off!



Barom
Appears in Stages 1 and 8. Worth 100 points if destroyed.



Shashakin
Appears in Stage 5. Worth 400 points if destroyed.



Nagacham
Appears in Stage 6. Worth 100 points if destroyed.



Ojin
Appears in Stage 7. Worth 400 points if destroyed.



Pontan
Appears during "Time Outs." Worth 200 points if destroyed.



Boyon
Appears in all stages. Worth 1,000 points if destroyed.



Telpio
Appears in all stages. Worth 1,000 points if destroyed.

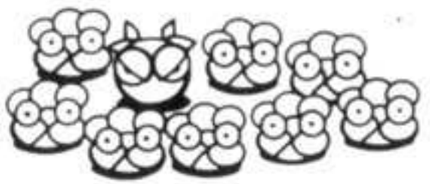


Parce
Appears in all stages. Worth 2,000 points if destroyed.

Meet the "Big" Bosses!



Arion
The terror of the first stage that must be destroyed! Worth 20,000 points if you succeed!



Bubbles
Must be hit at least three times to be destroyed. However, until you defeat Bubbles, it will continue to produce "baby" Bubbles that must also be destroyed. If you succeed in destroying Bubbles, you get 20,000 points, and if you destroy a "baby" Bubbles, you get 100 points.

Note for TurboGrafx-CD and TurboBooster-Plus Owners & Playing Tips

Note For TurboGrafx-CD and TurboBooster-Plus Owners

Your TurboGrafx-CD or TurboBooster-Plus features backup memory. In Bomberman, this means that you can stop playing anywhere in the game and start again from the same place – even if your system has been turned off!

How to save "Data"

When your last Bomberman is destroyed, a "continue" display will appear on your screen. To save your game in backup memory, use the Direction Key to select SAVE and press Button **I** to activate the save feature. The display will then ask you to choose your game file. Use the Direction Key to choose your game file and press the RUN Button to enter your choice. When your system is done saving your file, an "OK" message will appear on your screen.

Please note: If you reset the game, or turn the power off before it says "OK" on your screen, YOUR DATA WILL BE LOST. If this happens, there is no way to recover your game.

What to do if your Backup Memory Unit is at full capacity

It is possible to save up to 3 files in backup memory. However, if you attempt to save more than 3 files, you can either decide to not save the file that you are currently trying to save or you can eliminate an already saved file to make room for the new file. To eliminate a game file, all you have to do is follow the instructions that will appear on your screen.

To avoid losing "Data"

Game information may be lost if the Backup Memory Unit is dropped or exposed to heavy shock, if the unit becomes defective or if you touch the connection (expansion bus) between the TurboGrafx-16 system and the TurboGrafx-CD system.

In addition, game information may also be lost if the backup system's battery runs out. To keep the battery from running out, be sure to turn your system on at least once every two weeks!

Playing Tips

When one bomb explodes, it can set off another bomb with its flame. Use this to your advantage by using one bomb to set off a chain-reaction of exploding bombs!

Be strategic when placing your bombs! Most enemies cannot pass through bombs. Therefore, unless you are fighting one of the exceptional enemies that can pass through bombs, you should place them so that you "trap" your enemies in places where they cannot escape the explosion or place them so that you block your enemies from getting to you!

Learn "patterns" for placing your bombs. If you have enough bombs, you can trap your enemy in a no win situation!

Call the TurboGrafx Hotline at 1-900-FUN-TG16 for additional game tips!

Please note: The first 30 seconds of this call are free, but you will be charged 99¢ for each minute after that (up to 5 minutes). The charge for this call will appear on your next phone bill.

Please be sure to ask your parents' permission before you call!

NEC TurboChip™ 90-Day Limited Warranty

NEC TECHNOLOGIES, INC. ("NECT") warrants this product to be free from defects in material and workmanship under the following terms:

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 purchase. You should save your proof of purchase in case of a warranty claim.

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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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2. Damage, deterioration or malfunction resulting from:
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   b) repair or attempted repair by anyone not authorized by NECT;
   c) any shipment of the product (claims must be submitted to the carrier);
   d) removal or installation of the product;
   e) any other cause that does not relate to a product defect.

HOW TO OBTAIN WARRANTY SERVICE

For warranty information, call 1-800-366-0136
Monday-Friday 8:00 A.M. to 5:00 P.M. Central Time.

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1255 Michael Drive
Wood Dale, IL 60191-1094

Have you tried these other TurboChip™ game cards?

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- Super Star Soldier™
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