



MANUAL

Contents

- **Introduction**
- **System requirements**
- **Settings**
- **Game modes**
- **Single player mode**
 - Special object
 - Bosses
 - Passwords
- **Multi player mode**
 - Multi player menu
- **Controls**
- **Items**
 - Singleplayer items
 - Multiplayer items
- **Custom**
- **Credits**
- **Epilogue**



Introduction

Welcome to the freeware version of Bombaman - Extra Ammo! Since you took the effort to download our game, you'll probably agree it is fair that we tell you something about this game in exchange.

First of all, in case you didn't notice yet, Bombaman is a Bomberman style game for MSX2 and higher. The game is available in a PC version, bundled with the BlueMSX emulator, but there's also an MSX version available. Bombaman is not just any Bomberman game! Bombaman is packed with a lot of extra features, and you can read about most of them below.

Note that this is the Extra Ammo edition, which is an improved and expanded version of the original Bombaman released in 2004. Apart from some minor bug-fixes we added a new sub story with its own world. Also some hidden features in the original game are now unlocked.



System requirements

PC version

For the PC version of Bombaman we recommend the following specifications:

CPU: Intel Pentium 4 or AMD Athlon 1.4ghz or better

RAM: 256 MB or more

OS: Microsoft Windows(R) XP or higher

GFX: AGP or PCI-E card with more than 32mb memory

With this setup you will be able to enjoy the game with all settings maxed out. This is taken care of by BlueMSX automatically.

MSX version

For the MSX version you need an MSX2 with 128kB RAM and 128kB VRAM. However, Bombaman is not a lot of fun with this minimum system, since you will only hear sound effects and no music! For some real enjoyment, you should use the MSX-Music and/or the MSX-Audio.

Optionally you can add a Moonsound and install the game on your MSX' harddisk for greater enjoyment. Installing is done by copying all files into a subdirectory of your harddisk. The game can be started either by booting from disk A or by executing BOMBAMAN.COM in the install directory on your harddisk.

Settings

So... you managed to start the game, but the settings aren't to your liking?! Now is the time to do something about that! In the menu that you see during the title screen, select **SETTINGS**, and change Bombaman so it works the way you want it to behave.

In this menu, you can change the language Bombaman should use. You can choose between English (default), Dutch, Spanish, Italian, Portuguese, Japanese, French and German.

Also, you can change the music chip here, which can be handy if you're curious about how the FM music sounds and you're too lazy to disconnect your Moonsound. Possible choices are **NONE** for no sound at all, **PSG + FM** for PSG soundeffects and music through **MSX-Music** and **MSX-Audio**, and finally **MOONSOUND** for the ultimate Moonsound experience! Note that these changes apply instantly.

In the **MSX** version, you can also adjust the screen position (horizontal and vertical), just in case your monitor or TV doesn't show the whole screen with the default settings.

After you're done, be sure to save your settings so they will be used the next time you start Bombaman! When you are using the disks, don't forget to remove the write protection.

Game modes

Bombaman has 3 different game modes. Two of them, the **SINGLE** and the **MULTIPLAYER** mode, will be described here. The third mode, **CUSTOM**, will be explained in detail elsewhere.

Single player mode

First of all, let us tell you a bit about single player mode! This is the main mode of the game where most of the fun is to be had if you're on your own. In this mode, you get to play the whole adventure of Bombaman - Quest on Iko Iko Island. This includes exploring 6 worlds, fighting some nasty and evil boss monsters, exploring Iko Iko Island and discovering the true story behind the Bomba!

To start in single player mode, you should select **NEW GAME** in the main menu. If you already played Bombaman before, and received some passwords, you can also start where you left off using the **PASS-WORD** mode. But... more about that later! After selecting **NEW GAME**, you can choose your difficulty settings.



Here you can also select the new EXTRA AMMO world or choose to play the unlocked world JPR REVENGE.

In single player mode, there are 3 kinds of objectives to clear a level. The most common objective is to simply kill all enemies that walk around and reach the exit before time runs out. This is not as easy as it seems, since time is always running out and there's some real nasty bad guys around on Iko Iko Island! Also, there's sometimes another way to finish a level. One of these is to collect all special gems in a level to make the exit appear. This way, there's no need to kill all them nasty buggers! These gems are the round yellow globes you sometimes can see in the level. The same goes for the third game mode; in this game mode the objective is to destroy all crystals to make the exit appear and finish the level. The crystals are the orange squares, and you can destroy them by placing your bombs next to them.

The idea of the game is to create havoc with bombs! When you start a level, you will have an infinite amount of small bombs. However, you can only place a limited number of bombs at the same time. You can use these bombs to blow up the enemies, but you can also blow up parts of the walls in the game. Sometimes an ITEM is hidden underneath such a wall. You can't walk over a bomb, and most enemies can't either. However, some enemies can walk over your bombs, and sometimes even eat them! When you are hit by the explosion of a bomb, you die. When you are hit by an enemy, you die. When time, as indicated on the top of the screen,

runs out, you die.
Bombaman life is a
bit hard, eh?!?

Special objects

Fortunately, we're
a friendly bunch of
people, that's why
we decided to help

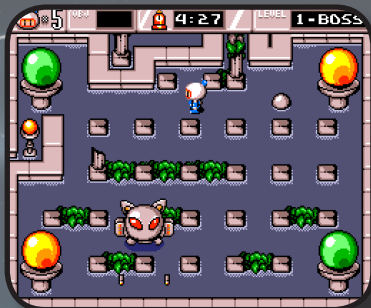


you out a bit with the so called 'special object'. In each world, you can use one of these special objects. What do they do? Let us explain! With the help of these special objects, it's a lot easier to pass the really hard levels! If you activate the special object in the stage you are in, you can play that level over and over again, without losing any lives! Now, is that a great deal or what?! You can see if you have any special objects left in the status bar on top of the screen, in the column named 'OBJ'. You can activate the special object with the F2 key. And note...if you managed to unlock HARD mode, you will get 2 special objects for that mode for the same price!

Bosses

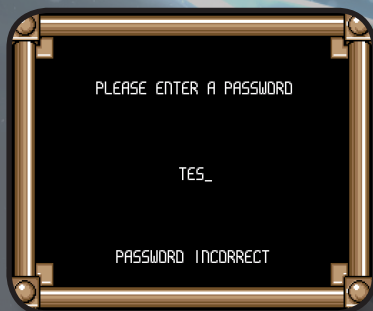
After finishing 10 levels in a world, you will have to fight the guardian of that world. These guardians are some evil buggers that will make your life hard! However, because we're such friendly people, we decided to help you out a bit here. As a

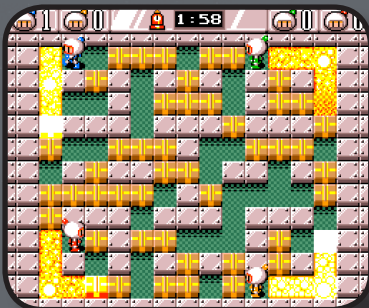
result of this, you will receive infinite lives when fighting a boss, so you can fight the boss over and over again. And believe us: **YOU REALLY NEED THE EXTRA LIVES!**



Passwords

Every time you finish a block of 5 levels or defeat a bossmonster, you are awarded with a password! With this password, you can continue Bomberman where you left of without having to play the game over again. You can enter the password in the main menu. Simply select the PASSWORD option, enter the password with the keyboard, press ENTER and you're done!





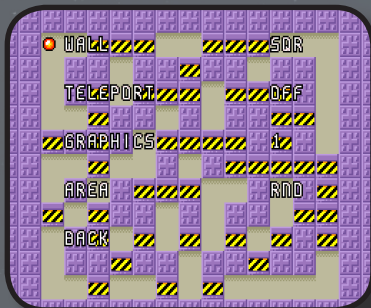
Multi player mode

Okay, enough talk about single player mode. Bombaman also features a cool multi player mode, where you can challenge all your

friends for an intense Bombaman showdown! Here you can play Bombaman with 4 players at the same time for a real deathmatch to victory!! Don't have enough friends around at the moment to fight against each other? No problem! You can also play against the computer if you really want to.

Multi player menu

Multi player may seem a bit overwhelming at first glance. There's a lot of stuff in multi player mode that can be customized. Let's discuss the menu items! First, there's the PLAYER



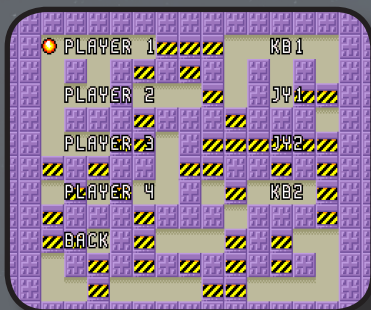
menu. Bombaman can be played with 4 players at the same time, but you can also disable players with the OFF option. Selecting the CPU option will let you play against the computer. The other options are to set up the controls of the game. KB1 and KB2 are the keyboard controls (see the CONTROLS section), whereas JY1 and JY2 are respectively a joystick connected to port 1 and port 2 of the MSX.

At the ITEMS screen, you can select the amount of items to appear during your game. There's a total maximum of 100 items. The FIELD section has even more stuff to play with! First of all, the WALL option determines what way the wall is built after there's 1 minute left. Options are OFF for no wall, HOR for a horizontal wall, VER for a vertical wall and SQR for a square wall. You can also activate or deactivate teleports here using the TELEPORT section. With GRAPHICS you can select the background graphics of the game. Finally, AREA selects a playing area. There's a total of 5 different arena's to fight in.

Last but not least is the SETTING menu. Here you can set the number of wins needed for a victory with the WIN MATCH option. Also, you can select the music you want using the BGM option. The TIMER can be enabled or disabled here too. If you disable the timer, the wall option in the FIELD menu becomes useless. Finally, there's the FLASH option. If you activate this, you will get a nice flashing effect on your screen every time a bomb explodes.

Controls

Sounds nice, eh? We bet you wonder how to control all this stuff? First of all, the main controls are either the MSX keyboard, or the first joystick. With these, you can not only navigate through the menu parts, but also play the game in single player mode! For multi player mode, 2 players will play with the keyboard, and the others will use the joysticks. Here's a list of the keys:



CURSORS/JOYSTICK 1 move menu cursor or player

SPACEBAR/FIREBUTTON 1 select menu item/place bombs

M/FIREBUTTON 2 kick or throw bombs (multi player mode)
go to previous menu (in menu's)
accelerate texts (in textmode)

W, S, A, D move kb2 player (multi player mode)

CTRL place bombs, kb2 player (multi player mode)

SHIFT kick or throw bombs, kb2 player (multi player mode)

F1 pause game

F2 use special object (single player mode only)

ESC go back

ENTER confirm the password (password screen only)

Items

To make Bombaman interesting, there's a lot of items in the game! Here you can find a list of all items and the things they do!



Place an extra bomb with this and do some more damage!



Some extra firepower to create even more havoc!



With this, you will become invisible for 10 seconds!



These mini bombs can make your life really hard sometimes!



Oh no! Reverse controls! Will last for 16 seconds.



These lead shoes will make you walk very s l o w . . .



Some rollerskates for mega fast movement!



Jay! 15 extra seconds to clear the level!



Get a free portion of extra time to clear the level!



Whohoo! An extra life!



You can't place bombs for the next 8 seconds...
nasty!



Since life isn't hard enough yet... reduces the
amount of time left.





Detonate your own bombs with the second firebutton!



Earthquake! Watch them bombs jump to unexpected places!



Grab this, and all bombs in the arena will explode!



Kick bombs away by walking against them!



Wow, a surprise! Get a random item!



A random player will receive some bad items.



Stun! A player can't move for 2 seconds.



Throw a bomb with the second firebutton and lock in your enemies!

MULTI

Custom

Because we're such cool guys, we also made available the editor we used to create the levels for Bombaman! You can download this editor from our website <http://www.teambomba.net/>. With this program you can design your own levels for Bombaman! To be able to use this editor, you'll need a PC. You don't know how to work with bombed, the Bombaman Level Editor? Don't worry, we've included a manual with the editor! Be sure to read this manual for some very useful information about the editor. Also, there's a tutorial for Bombaman leveldesign which can also be found on our site.

At <http://www.teambomba.net/> you can also download some readymade level sets from the Maps section of the site.

Being able to design your levels is a nice thing... but... wouldn't it be even better if you could play these levels?! Well, good thing: you can!!



PC version

To play custom levels on the PC version, place the .bls files in the CustomLevels subdirectory of your Bombaman installation.

MSX version

To play custom levels on the MSX version, place the .bls files on a new disk or in the directory where you installed Bombaman.

When the levels are available on the right place, you can use the CUSTOM option in the main menu to load a custom made level set. After the level set is loaded, you can pick what level to play with cursor left and right, and press the firebutton to select the level. If you accidentally picked a wrong disk, you can insert another disk and use the REFRESH DISK option (MSX version only) to check if that disk contains some Bombaman levels.

Credits

Lots of people helped us to create and finish Bombaman. If you want to know who they are, just finish the game and watch the credits! Here, we'll just stick to the most important people. Bombaman was made by Team Bomba, which for this project consisted out of the following people:

ARJAN BAKKER (coding and some music)

JORRITH SCHAAP (music, sfx and some gfx)

ROBERT VROEMISSE (gfx, music and storylines)

JESUS PÉREZ ROSALES (leveldesign and gameplay)

Special thanks to **DANIEL VIK** for creating the customized version of BlueMSX.



Epilogue

Well, there is not much left to say about this game. Just play it, and have fun!! And... uhhmm... give it to all your friends!! This version of Bombaman is freeware, so feel free to distribute it without modifications.

Was signed,
TEAM BOMBA,

