Bomberman

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What is Bomberman?

This is you. Your aim? Blow everything up until you find the exit. But watch out… enemies are seeking for your life.

You'll start with one life and can only place two bombs at the same time. That's it. Find your way through the maze and defeat the enemies… Well you don't have to, but it's easier without them. Once you've reached the exit the game is over and you'll be overwhelmed with fame and the tears of your enemies.

While blowing up the obstacles you may find some ***special items*** from time to time...

Indestructible wall. You won't be able to destroy that wall since it marks the map borders and works as an excellent barrier on the field.

Weak wall that won't show much resistance.

Strong wall. Won't give in so easily.

This is the strong wall… well it was… this are only the remains of the strong wall after you tried to destroy it.

The Exit. Reach it to win the singleplayer mode.
(The Exit doesn't exist in multiplayer mode)

A bomb. **This** is your tool. Easy to handle, but hard to master. You better don't stand next to one of these guys.

Superbomb. Increased Radius. Increased fun.

Power-ups

(Superbomb)

Show your enemies what fear means. This bomb has greatly increased radius.

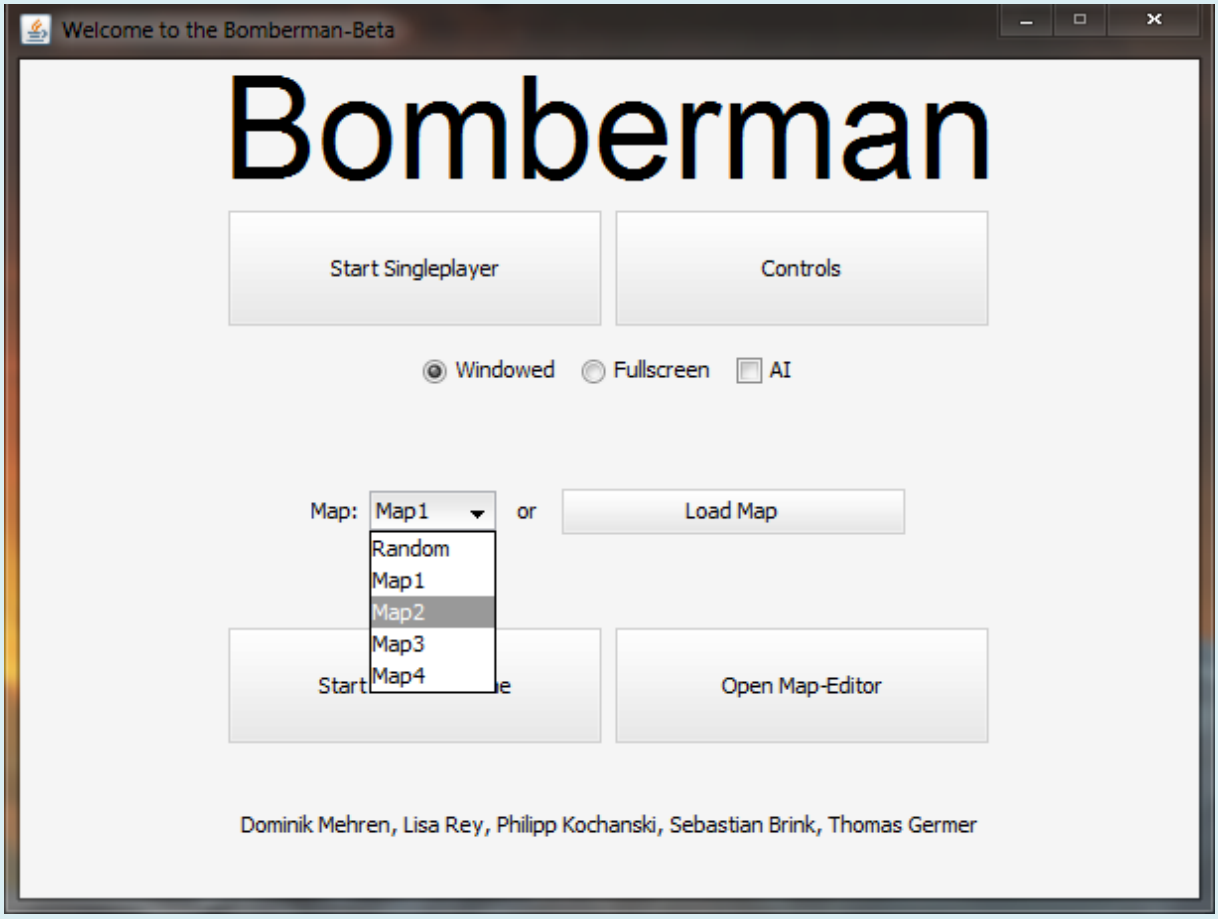
(Box)

Gives you an extra box which you can place anywhere you want. (After using the box it will drop directly where you stand)

(Speed)

This item will improve your performance on the battlefield. You're going to outrun everyone else for a short duration.

Main menu



Singleplayer This will start a singleplayer game with 3 bots.

Controls Opens a window which shows you how to play.

Windowed / Fullscreen Choose whether you want to play in window mode or in fullscreen mode.

Map	Choose one of the predefined maps or let the game generate a map randomly (map size: 13*13). You can also load one of your one maps (needs to be in the .xml format(!)). The button will indicate whether the loading was successful or not.
Start Network Game	Opens the window which contains all stuff needed to start a network game. Further information in the network section.
Open Map-Editor	Opens the map editor. Further information on how to handle the editor and create your own maps in the Map-Editor section.

Controls

Move left	‘A’
Move right	‘D’
Move up	‘W’
Move down	‘S’

Place bomb	‘E’
Place super bomb	‘R’
Place box	‘Q’

Close window	‘ESC’

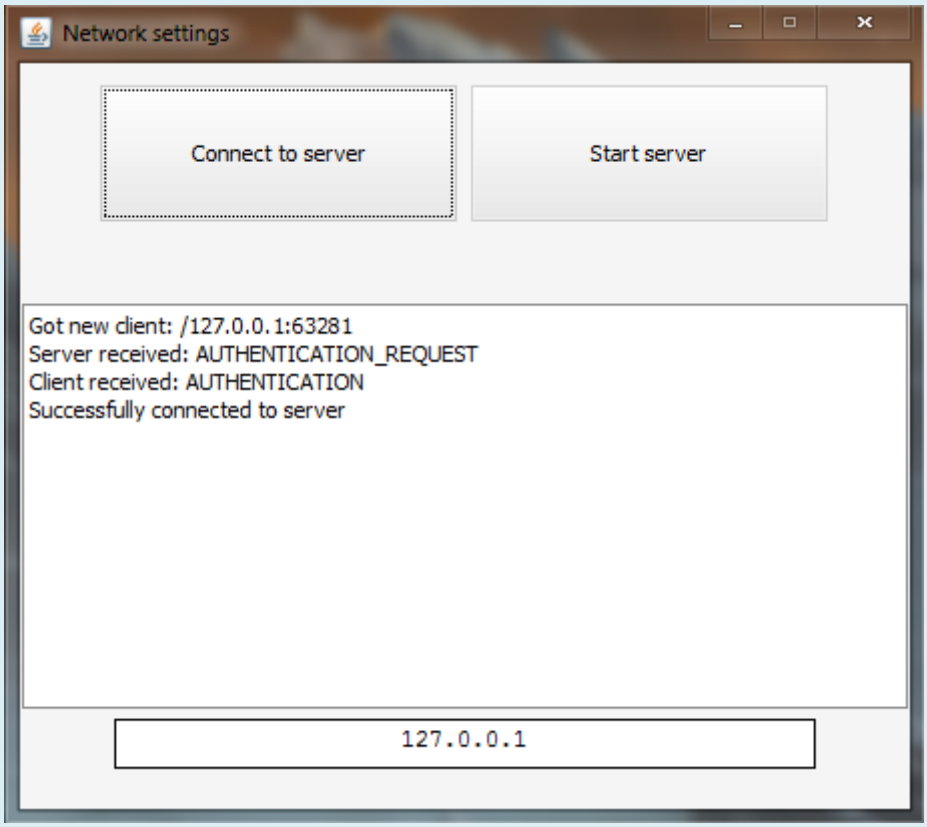
Singleplayer

As mentioned before your aim is to reach the exit.
On your way to the exit you'll meet some bad guys which just look like you. Don't let them fool you. They really think they can handle you? Proof them wrong.

Well… if you can't… RUN FOR YOUR LIFE (and find the exit)!

Network

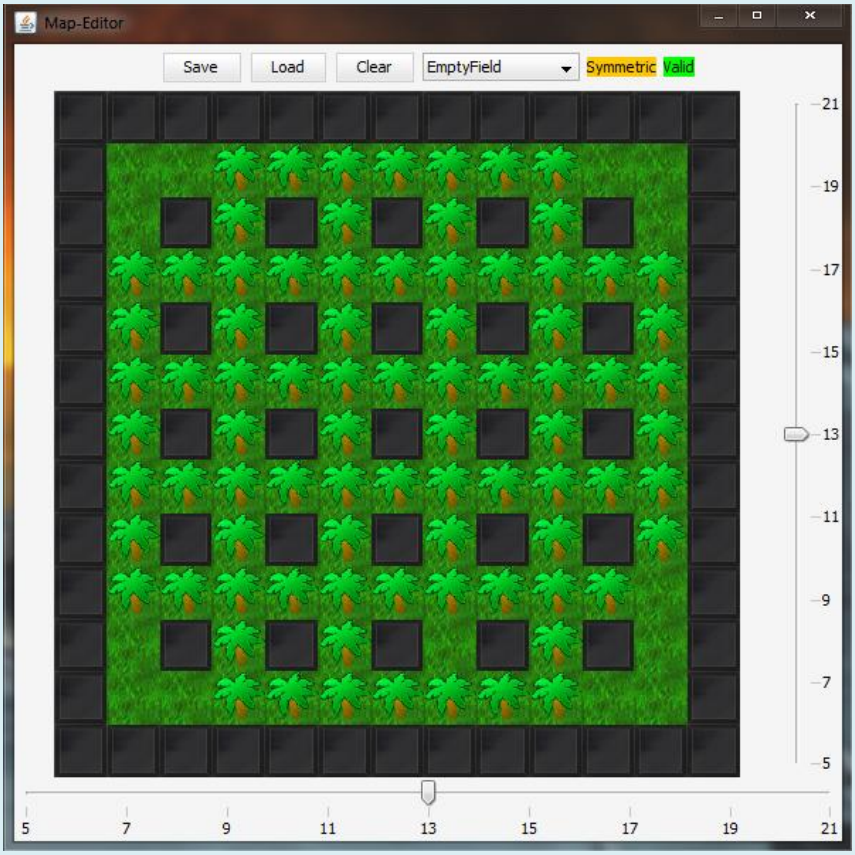
Play with up to three friends a network game and find out who's the best.
If you don't have enough friends to play with, the server will automatically fill up the remaining player slots with bots (if you checked the checkbox earlier).



Connect to server	Once a server is running and you entered the right IP, you can connect to an existing server in your local network.
Start server	A server is necessary to run the game. Only one player has to run the server. Everyone else can join the running game via "connect to server".
IP	Here you can change the IP (if necessary). The IP is important so that the client can find an existing server to connect to.

Map Editor

Build your own maps and challenge yourself with new, crazy map patterns.
To prevent bugs you may only build maps that are framed by indestructible walls.



In case you’re trying to build unfair maps our validation process will haunt your soul.

Build a map

Sliders

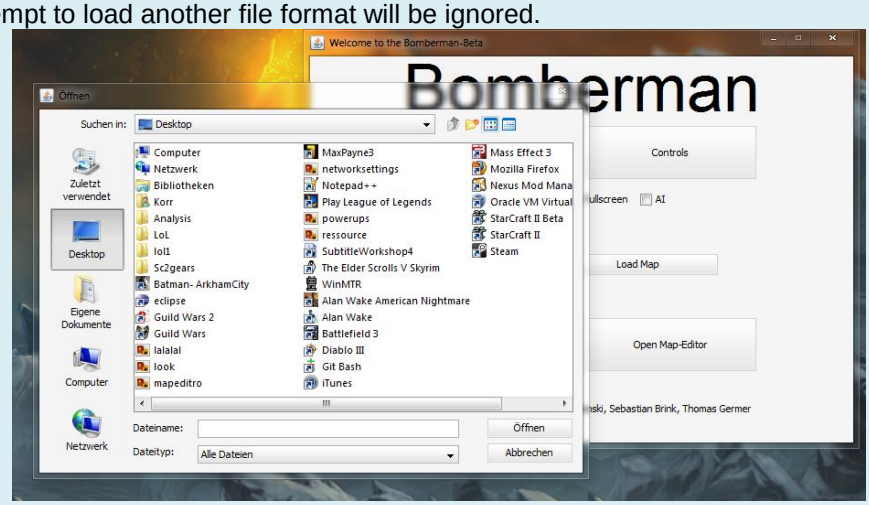
Here you can modify the map size. A map should contain 5x5 tiles at least. Notice that a map may not be greater than 21x21 tiles. (This is **not** Minecraft!)

Drop down menu

Select the specific field you want to place on the map. Keep in mind that a good map should be surrounded by indestructible walls.

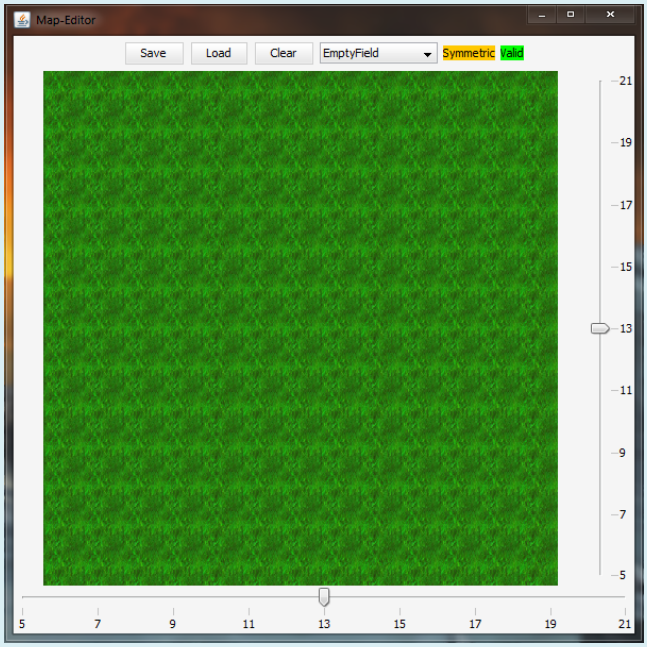
Load / Save Clear

Load an existing map via the load button. Maps are saved in the .xml format. Any attempt to load another file format will be ignored.



Save an existing map via the save button. Maps **need to be saved** in the .xml format to work properly!

The clear button will erase all your modifications and will give you an empty map to work with.



System requirements

Recommended

- Intel Core i3
- 1024 MB RAM
- 400 KByte download rate
- Additionally the server requires at least 400 KByte upload rate
- Java JRE 6