Bomberman User Manual

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Contents

1   Introduction

Bomberman is a multi-player party game. The main goal is to eliminate all other players from the screen by blowing them up with bombs placed on the game field. Throughout the game bombs are placed and exploding, causing objects and players to be destroyed. Powerups are accumulated and used to increase explosion power and bomberman speed. You want to watch out for the viruses though. They have bad effects and are contagious.

2   How to Play

Bomberman can be played in two ways. The first is a local game where up to ten players can play on one computer, using either joysticks or the keyboard. However, there is a limit of three keyboard players. The second is a networked game of a maximum of ten players, with one player on each computer.

The bomberman can be moved up, down, left, and right. There are two action keys. The first allows the bomberman to drop bombs and the second activates powerups that require activation. There are two such powerups. The first is the detonate bomb and the second is the punch. These two are also mutually exclusive. If you grab one while you have the other, then you lose the first powerup.

3   Game Controls

3.1   Joystick Controls

Bomberman automatically detects joysticks plugged into the computer's USB port.

    Joypad up - Up
    Joypad left - Left
    Joypad down - Down
    Joypad right - Right
    Button 0 - Drop bomb
    Button 1 - Action button (detonate/punch bomb)

3.2   Keyboard Controls

Keyboard Player 1 Controls:
w - Up
a - Left
s - Down
d - Right
shift or b - Drop bomb
n - Action button (detonate/punch bomb)
Keyboard Player 2 Controls:
up - Up
left - Left
down - Down
right - Right
keypad 0 - Drop bomb
del - Action button (detonate/punch bomb)
Keyboard Player 3 Controls:
up - i
left - j
down - k
right - l
slash - Drop bomb
right shift - Action button (detonate/punch bomb)

4 Special Items

4.1 PowerUps

Bomberman Power Ups

BombUp: Increases the bomb laying capacity of Bomberman

Kick: Allows bomberman to kick bombs when touching them

LifeUp: Gives bomberman an extra life

Napalm: Destroys every mutable object within Bomberman's blast radius

Punch: Bomberman can punch bombs using the action button

IncreaseRadius: Bomberman's blast radius increases by one square

4.2 Virus

5 Map Objects

Detonator: Bomberman is able to remotely bombs laid

Shield: Bomberman is protected if facing explosions and standing still

Skates: Increases Bomberman's speed

SuperRadiusUp: Gives Bomberman infinite blast radius

SuperSpeedUp: Increases Bomberman speed to maximum possible

Virus

Virus Icon can lead to:
* Constipation: Bomberman can no longer drop bombs
* The Runs: Bomberman continues to drop bombs within capacity
* Short Fuse: Fuse of bomb decreases

Viruses are also contagious and can be given to other players

Bomberman Map Objects

Blastable Bricks: Bomb blasts destroy these objects

Splid Rock: Bomb blasts cannot destory these objects