SEGA®

NETLINK
PLAYABLE™

SATURN BOMBER MAN™

SEGA SATURN™

81070

HUDSON®

WARNINGS
READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

❑ The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn system.
❑ Avoid bending the disc. Do not touch, smudge or scratch its surface.
❑ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
❑ Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.

Visit Sega's Internet Sites at:

web site:	**http://www.sega.com**
email:	**webmaster@sega.com**
CompuServe:	**GO SEGA**
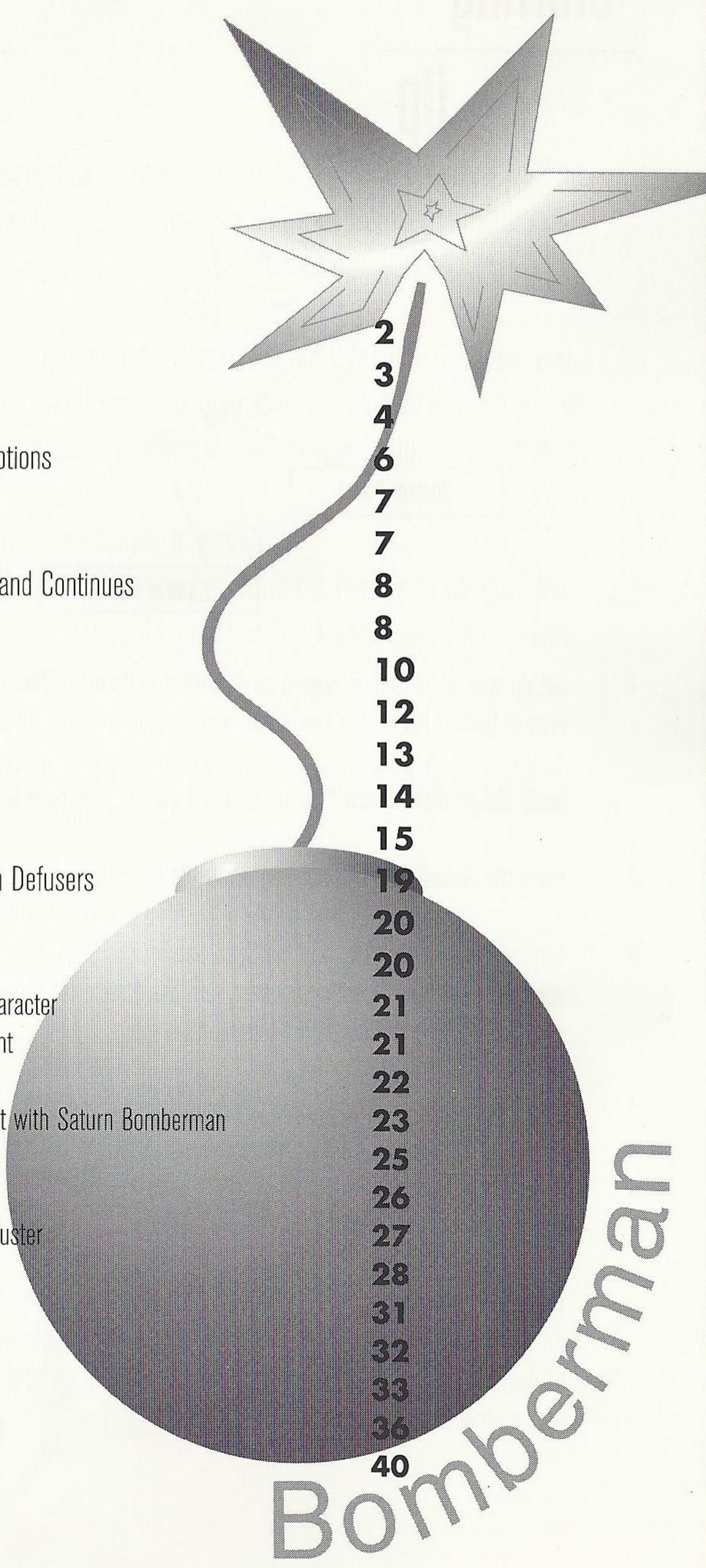
For French Instructions, please call:
Instructions en français, téléphoner au: 1-800-872-7342

Contents

Bomberman

Starting Up

Control Pad 1

Control Pad 2

1. Set up your Sega Saturn system as described in its instruction manual.
   Plug in Control Pad 1. For two-player games, plug in Control Pad 2.

   Note: *Saturn Bomberman*™ is for up to 10 players. See page 9.

2. Place the *Saturn Bomberman* disc, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo
   appears on screen. If nothing appears, turn the system off and make
   sure it is set up correctly before turning it on again.

4. If you wish to stop a game in progress and return to the on-screen
   Control panel, simultaneously press Buttons A, B, C and Start on the
   Sega Saturn Control Pad. When the game Title screen appears press
   again to go to the on-screen Control panel.

   Important: Your Sega Saturn CD contains a security code that allows the disc to be read.
   Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble
   reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and
   wiping straight out toward the edge.

The Fuse
Is Lit

It was just another seemingly routine day for Bomberman. While flying on patrol, looking for threats to the sanctity of the peace that the world so enjoyed, Bomberman stumbled upon something that could potentially throw it all into a shambles.

Deep in the tangled underbrush of the rainforest, a glint caught Bomberman's keen eye. Rising from the green depths, the Crystal Tower loomed. But the crystals which held the horrible monster Crator inside the tower were missing, and so was Crator.

Then a radio message crackled into the cockpit. It was Dr. I...
"Bomberman, Mr. Meanie has unleashed Crator and is using his powers to conquer the world! You must get the crystals back before it's too late! The MeanieLand Amusement Park is their secret base. Please hurry!"
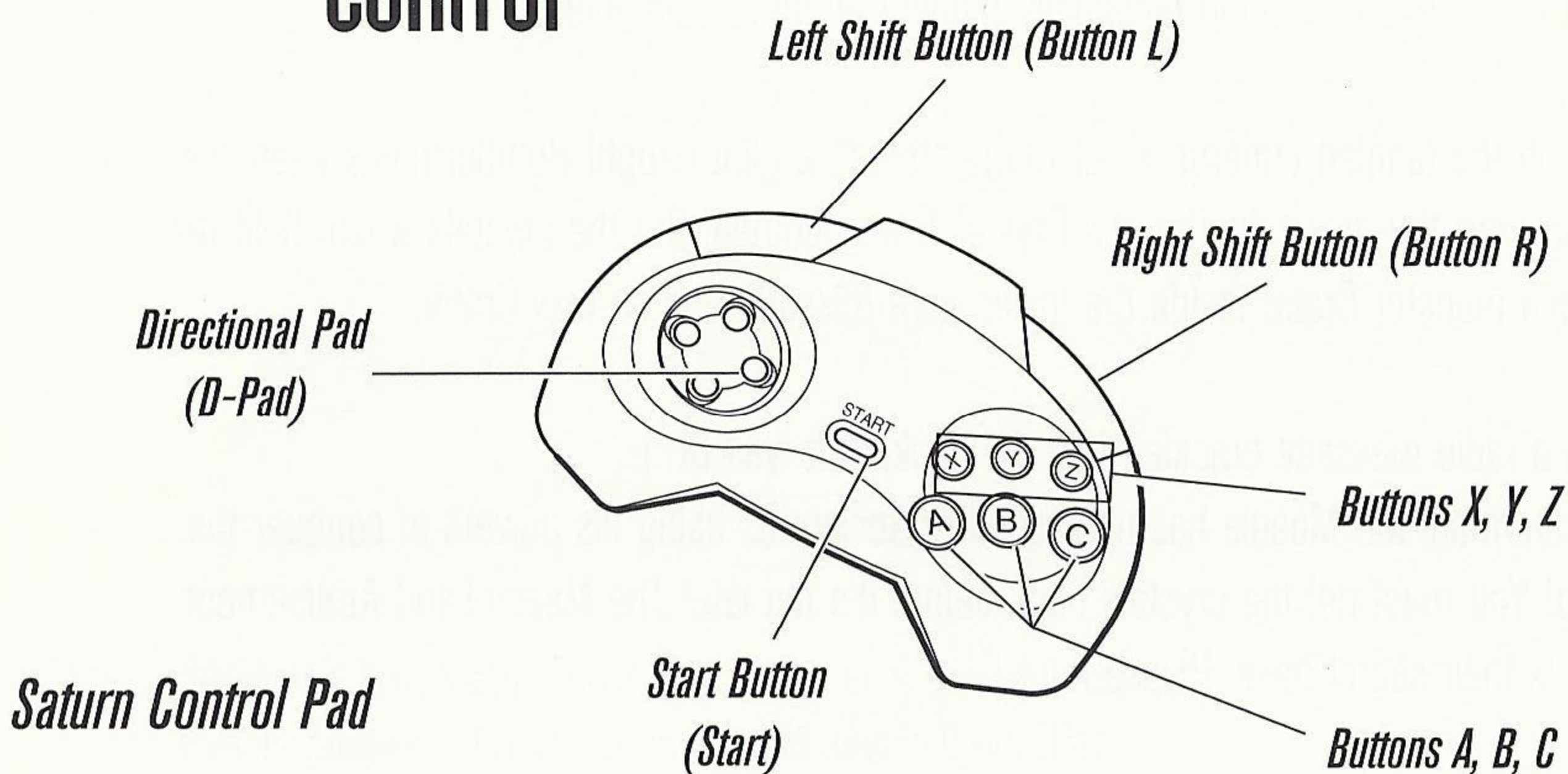
It is up to Bomberman to regain control of the crystals and restore order to a crumbling planet, crushing the evil Mr. Meanie along the way.

With that, a new chapter in the fight between good and bad begins...
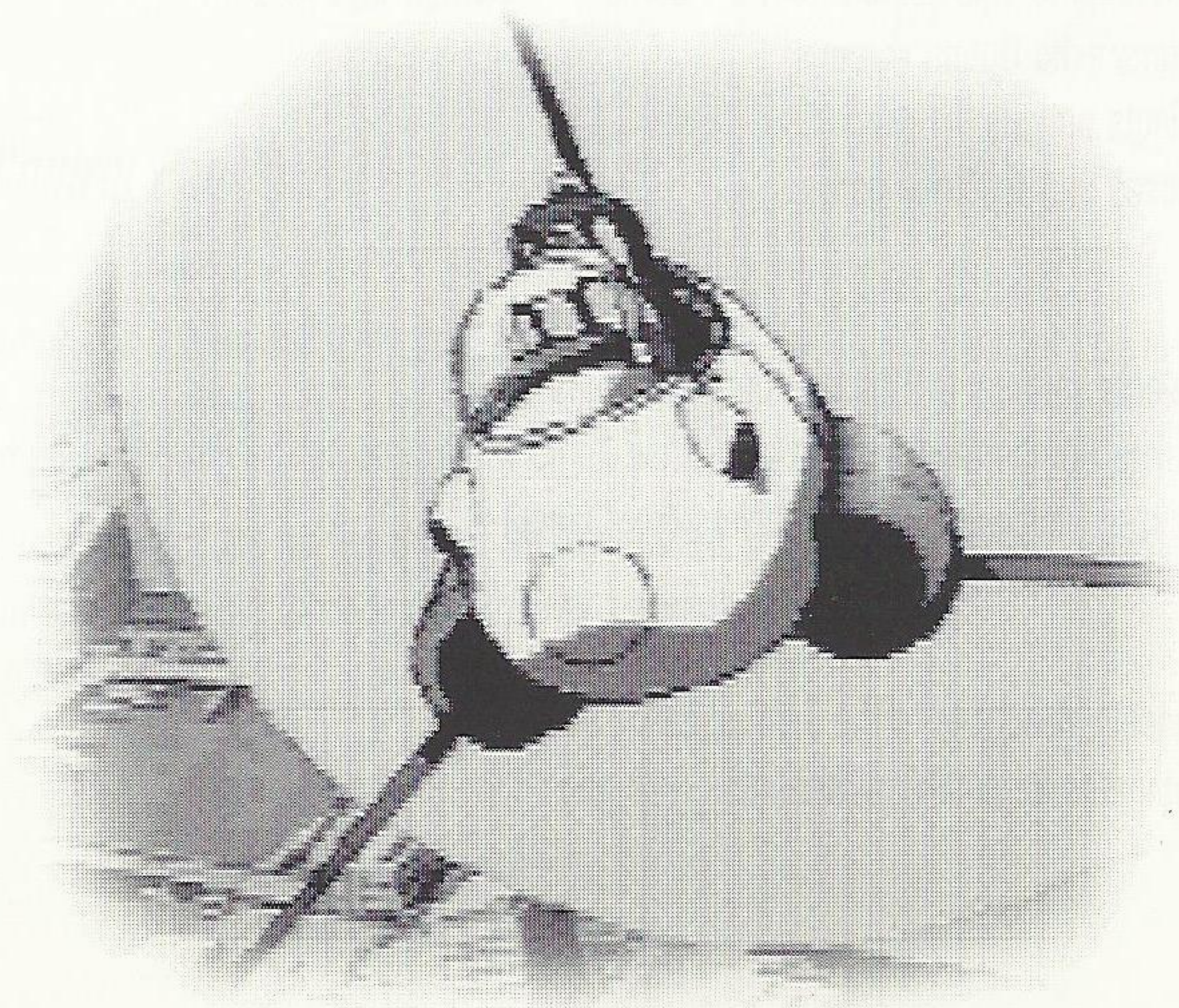
Take

Control

**Directional Pad
(D-Pad)**

Buttons X, Y, Z

Saturn Control Pad

**Start Button
(Start)**

Buttons A, B, C

Directional Pad (D-Pad)

-Cycles through pre-game options

-Guides Bomberman through mazes

-Determines direction for kicked bombs

Start Button

-Advances to Title screen from the demo

-Enters/exits Option screens

-Selects options

-Pauses and resumes game

Button A

-Selects settings in Title and option screens

-Makes Bomberman pick up and throw items when wearing the Power Glove (see page 19)

-Utilizes Dinosaurs' special powers (see page 14)

Button B

-Cancels selections in the Title screen
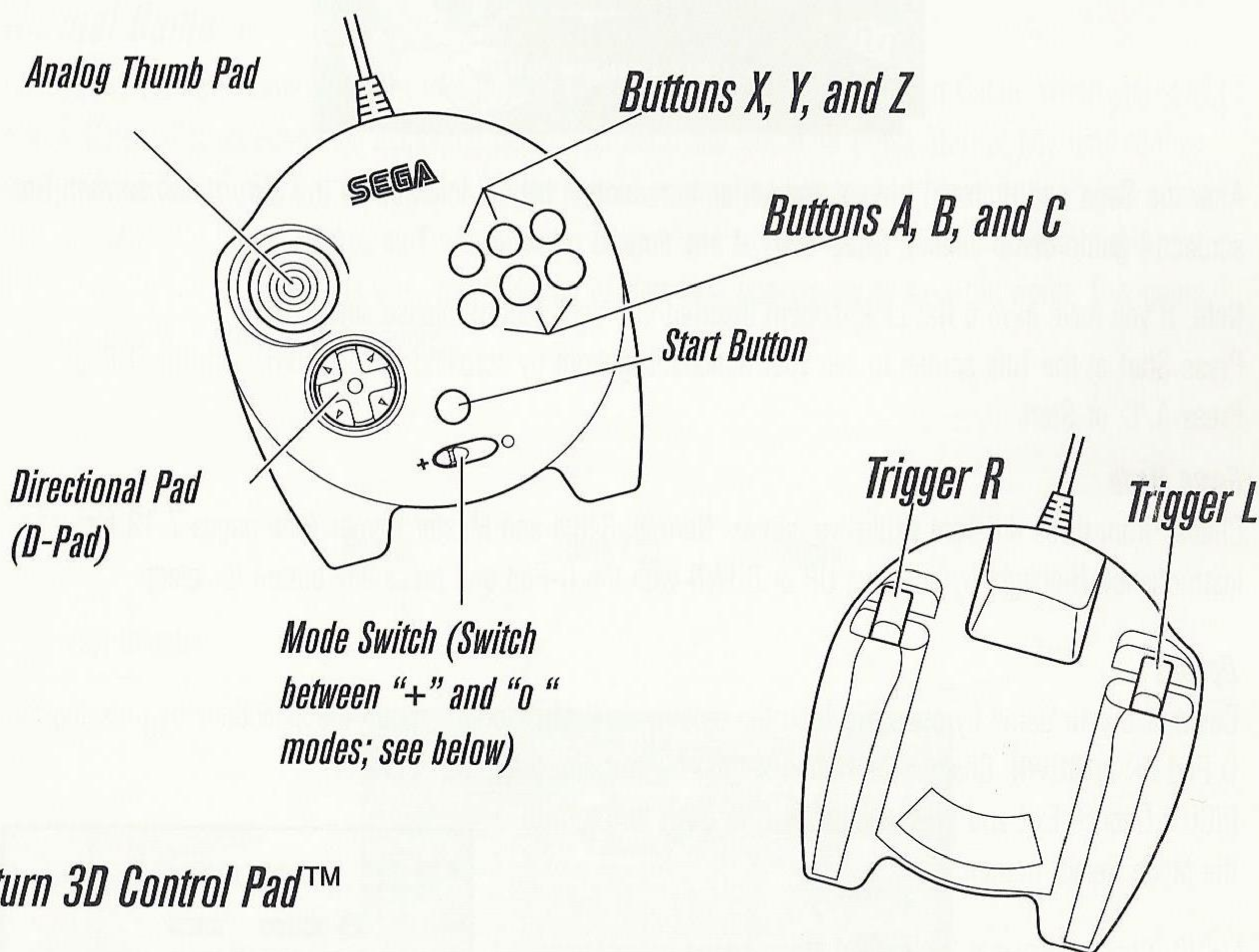
-Detonates Remote Control bombs (see page 16)

Button C

-Selects settings in Title and Options screens

-Plants bombs

Buttons L and R

-Stops kicked bombs

-Both buttons pressed together make Bomberman jump off his
dinosaur.

Note: Buttons X, Y, and Z have no functions in this game.

Analog Thumb Pad

Buttons X, Y, and Z

Buttons A, B, and C

Start Button

**Directional Pad
(D-Pad)**

**Mode Switch (Switch
between "+" and "o "
modes; see below)**

Trigger R

Trigger L

Saturn 3D Control Pad™

For the Saturn 3D control pad, only the "+" mode is used. Use the Directional Pad to guide Bomberman in
this mode. This game does not support the analog mode.

Note: The button functions for the Saturn 3D Control Pad are the same as the Saturn Control Pad. Triggers
L and R perform the same functions as Buttons L and R.

Pregame Screens

Options

After the Sega and Hudson™ logos appear, an introduction begins followed by the *Saturn Bomberman* Title screen. A game demo follows. Press Start at any time to return to the Title screen.

Note: If you have have a Net Link modem inserted into your Saturn, please see p. 20
Press Start at the Title screen to see your options. Highlight by scrolling UP or DOWN with the D-Pad. Press A, C, or Start.

Game Mode

Choose from three different explosive games: Normal, Battle and Master Games (see pages 7-13 for instructions). Highlight by scrolling UP or DOWN with the D-Pad and press any button to select.

Options

Customize your game by choosing from the options available. Scroll through the selections by pressing the D-Pad UP or DOWN. Change the Option setting by pressing the D-Pad LEFT or RIGHT. Choose Exit and press Button A, C or Start to return to the Mode Select Screen.

AUDIO: Choose between Stereo and Mono sound.

CONTROL: Choose from five preset Control Pad button function configurations.

EXIT: Choose to return to the Mode Select screen.

Fun and Games
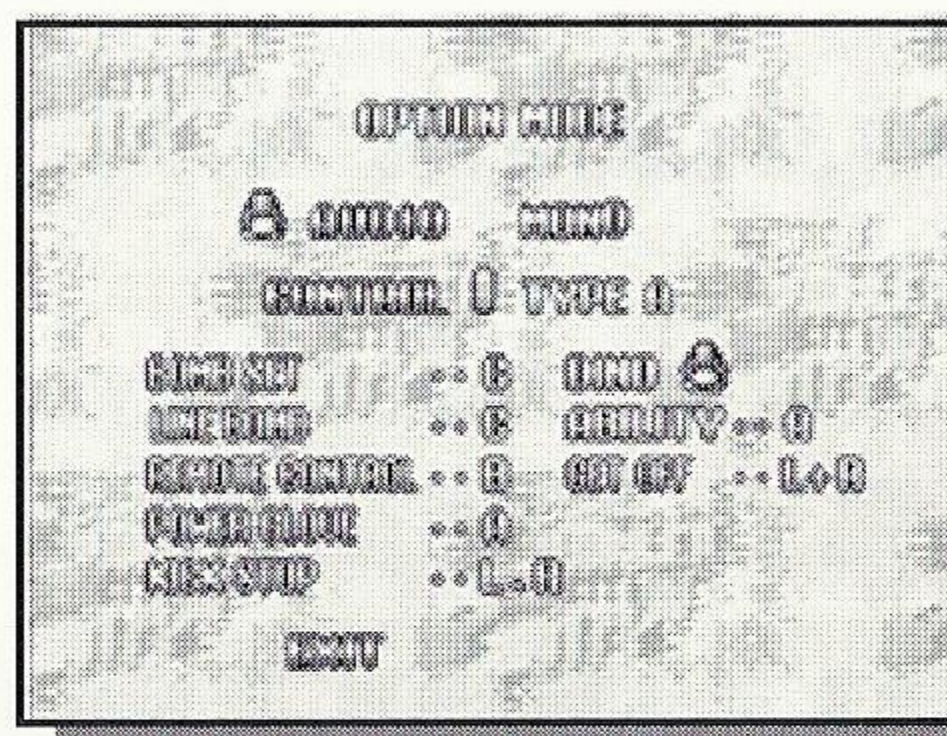
After selecting the game mode, three game choices appear. Scroll through the choices by pressing the D-Pad UP or DOWN.

Normal Game

Choose from a New Game or return to a previously saved game by selecting Load Game. When you select a New Game, a short animation sequence begins. Sit back and watch, or press Start at any time to dive right into the action. Work your way through the mazes by planting bombs and blowing up objects along the way. Move to the next maze by destroying the Zarfs. Zarfs are the key to gaining access to the next level. Once these are out of the way, you move on to your next opportunity to save the world. This game can be played with one or two players.

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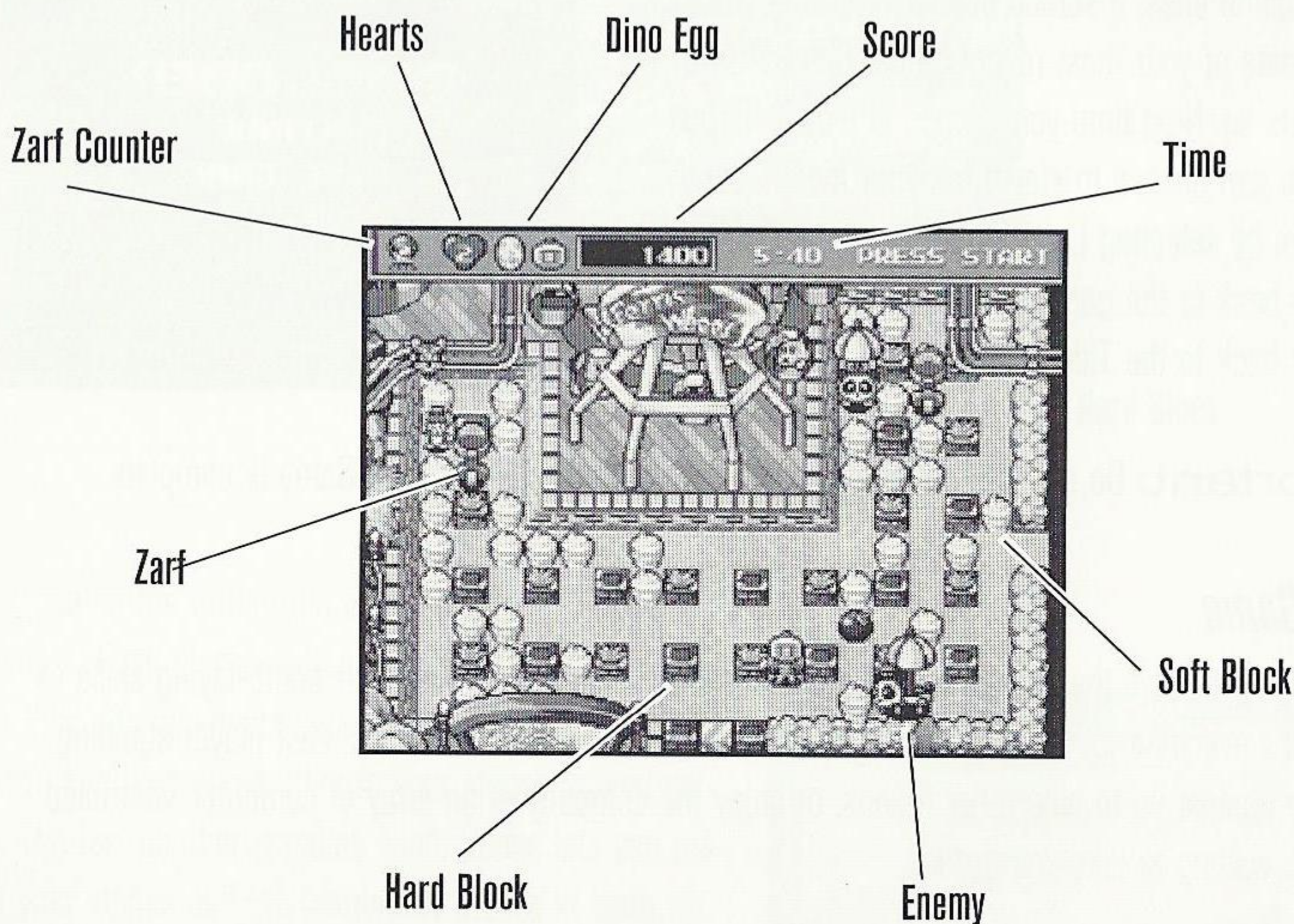
Zarf Counter: Indicates the number of Zarfs remaining to be destroyed.

Hearts: Shows how many chances you have left to wade through the mayhem.

Dino Egg: This gauge displays the growth of your dinosaur. As you gather points, the gauge slowly fills. When it tops off, your dinosaur will grow one level. See Dinosaur Help on page 14 for more information.

Score: Displays the number of points you've accumulated.

Time: Shows the time you have left to destroy all the Zarfs. If you haven't succeeded when the time runs out, you lose a heart. If you're riding a dinosaur, you also lose that dinosaur.

Soft Block: Plant bombs to get these out of your way as you search for the Zarfs. Some blocks contain Power-Ups (see pages 15-18)

Enemy: These jokers do their best to stop your quest. Be sure to stop them before they stop you.

Zarf: Destroy all of these to open the exit door to the next stage.

Hard Block: These barriers can't be destroyed by your bombs.

A Note on Saves and Continues

After the game ends, a screen appears allowing you to save the data of your most recent game. Choose Save Game to do so. Next time you choose to play a Normal Game, you can choose to start from your most recently saved level by selecting Load Game. Choosing Continue takes you back to the game where you just left off. Quit takes you back to the Title screen.

Important: Do not turn off your Sega Saturn system until the Save Game is complete.

Battle Game

Tired of trying to save the world? Take a break and play a game that puts your bomb-laying skills to the test. It's everyone for themselves as you lay bombs in a variety of courses. Last player standing wins. Play against up to nine other friends, or enjoy the company of an array of computer-controlled opponents waiting to take you to task.

Time: Displays the time remaining before the game is over. As time nears the end, the screen starts to fill with blocks which force you and your opponent to the center of the screen where you battle it out. Don't get hit by the blocks — that's a sure way to hand your opponent an easy victory.

Characters: Displays the characters in play and the number of games they've won.

Soft Block: Plant bombs to get these out of your way. Some Soft Blocks contain Power-Up items which give your character special powers. See pages 15-18 for item descriptions.

Hard Block: These barriers can't be destroyed by your bombs.

Note: Saturn Bomberman can be played by up to 10 players using the Sega 6 Player™ Multiplayer Adapter (sold separately). When using one multi-tap, plug it into Control Port 2.

Time   Characters

Soft Block

Hard Block
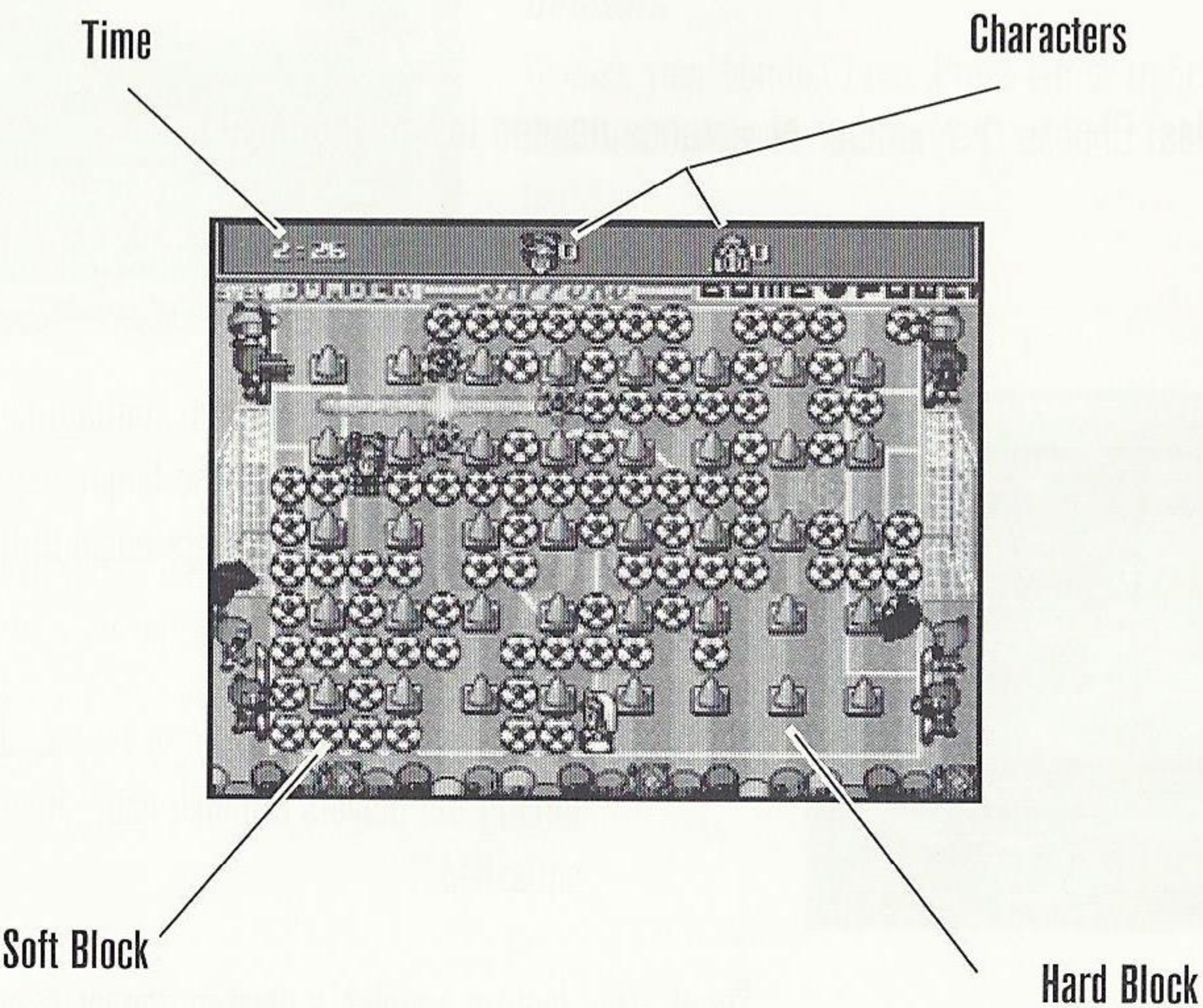
After selecting the Battle Game, several Options screens will appear. First, choose either Match Play or Series. Match Play pits opponents against each other in an explosive bombing spree. Choose your stages as you go along. The last bomber standing wins. Series lets you pre-select your stages and the number of games in each stage. Each mode has a variety of custom settings which let you fine-tune your fun. Choose settings by scrolling UP, DOWN, RIGHT and LEFT with the D-Pad. Make selections by pressing Button A, C or Start. Cancel a selection by pressing Button B.
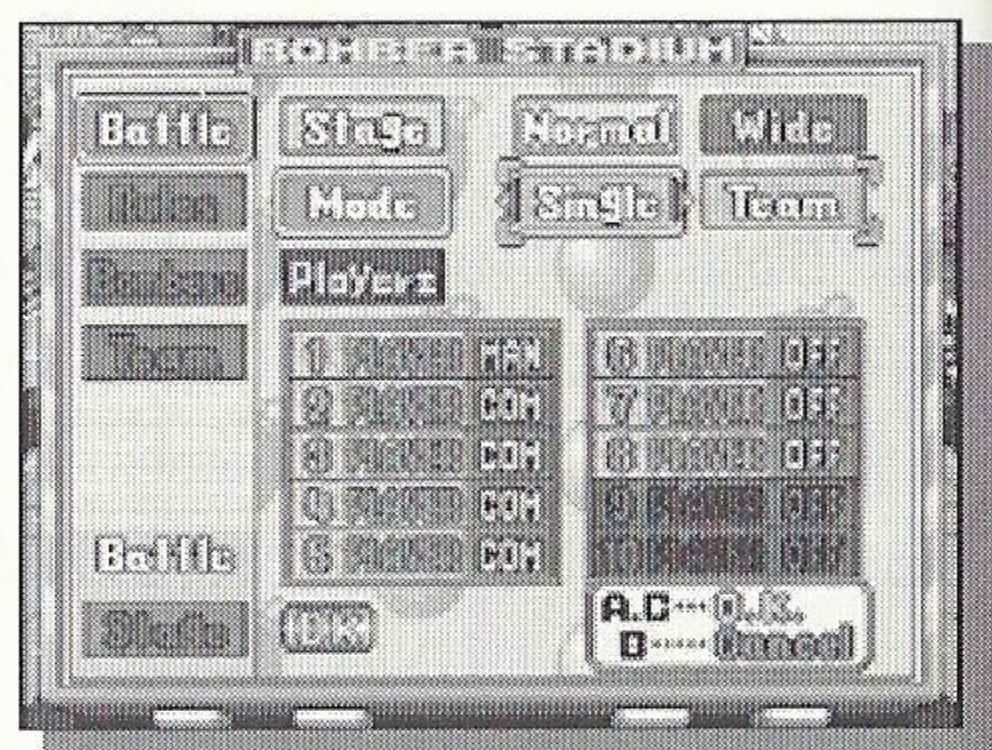
9
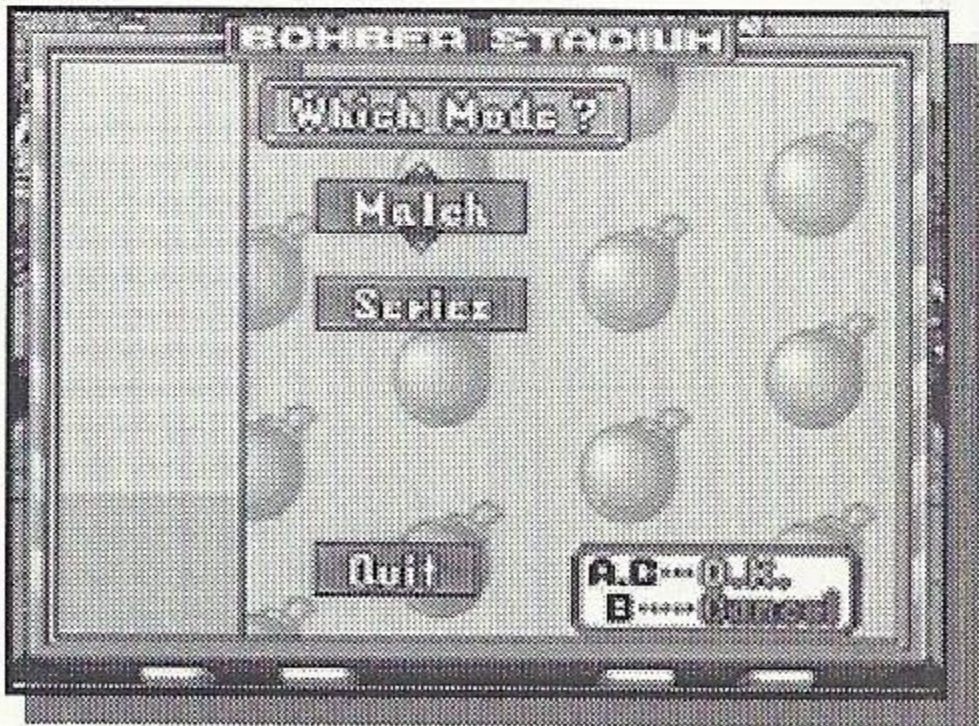
Match Play
Battle Options

Stage: First decide on your playing field size. Normal allows up to eight players, while Wide allows a battle royale of up to ten players.

Mode: Single means every person for himself. Team lets you work in teams.

Players: Choose your opponents. Play against up to seven other opponents (nine in Wide mode), human or computer-controlled.

Rules

Number of Battles: Choose the number of victories needed to win the match.

Time: How long your battles last.

Shuffle: With Shuffle on, the players' starting points in the field change randomly at the beginning of each battle. With it off, the players begin in the same place every time.
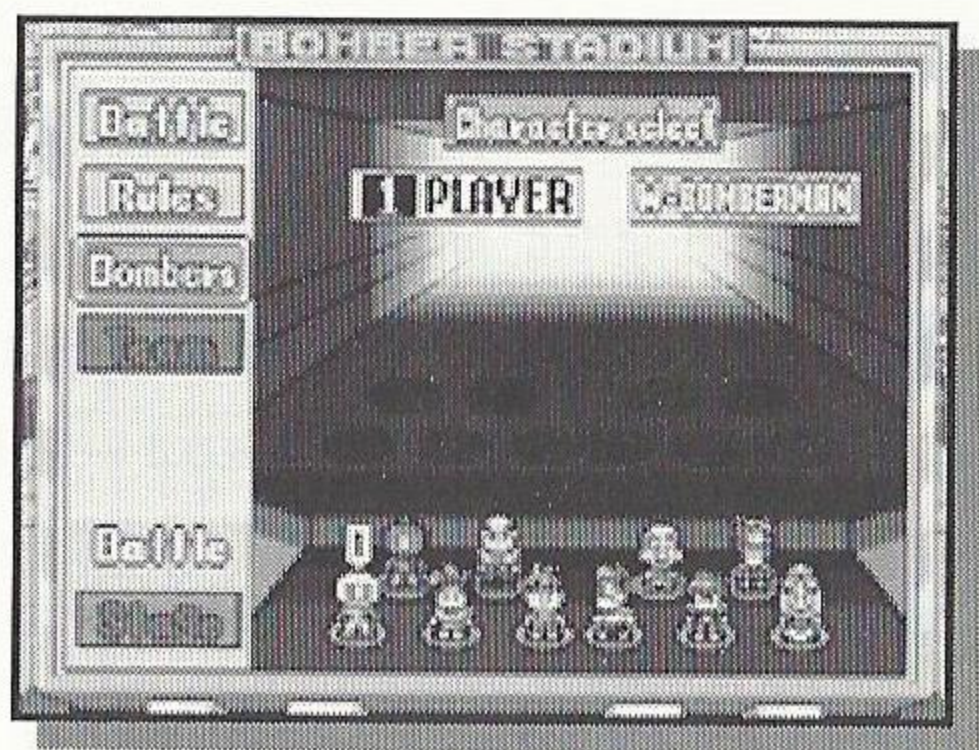
No Draw: Heavy weights come down to fill the play field, forcing the players to finish each other off or get squashed.

Devil: This feature enables a devil to appear as a Power-Up and wreak havoc on all characters and temporarily inflicts all characters with a random illness (see pages 15-16)

Mad Bomber: Even after getting blown up, you or your opponents can re-enter the fracas by cruising along the perimeter of the play area in a special jet aircraft. Take potshots at the other players still remaining. The game continues until only one player is remaining in the game area. Press Button C to throw a bomb into the playfield. Hold down Button C to throw further.

Bonus Game: Adds a bonus game Bomber Catcher. Awarded to the winner of the match, the game is a prize catcher which lets you snag additional power-ups. First move the crane to the right by pressing and holding Button B until the crane is over the longitude you want it to drop over. Then press and hold Button C until the crane is over the latitude you want it to drop over. The crane will then descend. Did you get it in the right place?

Computer Level: Choose the strength of your computer opponents. The higher the number, the smarter they are.

Bombers

Choose your bomber here. Press left or right with the D-Pad and then press button A, C, or Start to select the bomber.
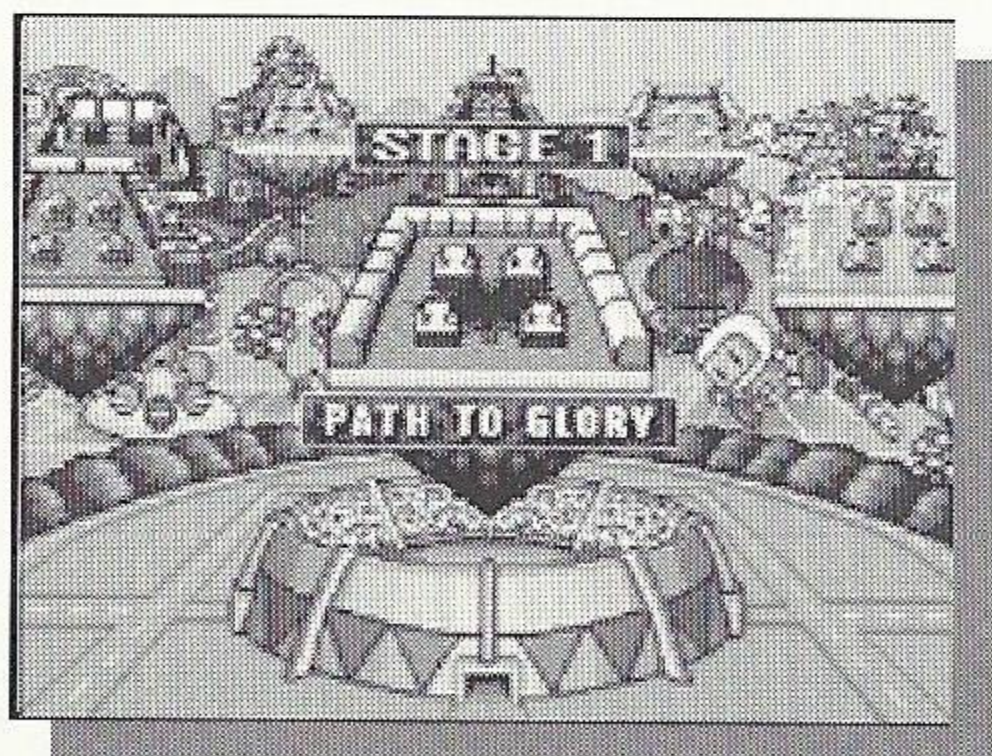

Team

Divide your players into teams here when in the Team Mode. Select the team on which to place the selected character by pressing the D-Pad LEFT or RIGHT. Press Button A, C or Start to choose. Button B cancels your selections.

Stage

Choose from eight stages on which to do battle. Scroll LEFT or RIGHT with the D-Pad.

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Series

First choose whether you want to start a new game or resume from a previously saved game.

Battle Options

Stage: First decide the playing field size. Normal allows up to eight players, while Wide allows a battle royale of up to ten players.

Mode: Single means every man for himself. Team lets you work in teams.

Players: Choose your opponents. Play against up to nine other opponents, human or computer-contolled.

Schedule

This battle setting allows you to choose the number of battles to play in each Stage. A total of 100 battles can be played in any combination of stages.

Rules

Time: How long do you want your battles to last?

Shuffle: With Shuffle on, the players' starting points in the field change randomly at the beginning of each battle. With it off, the players begin in the same place every time.

No Draw: Heavy weights come down to fill the play field, forcing the players to finish each other off or get squashed.

Devil: This feature enables a devil to appear as a Power-Up and wreak havoc on all characters and temporarily inflicts all characters with a random illness (see pages 15-16).

Bombers

Choose your bombers here.

Mad Bomber: Even after getting blown up, you or your opponents can re-enter the fracas by cruising along the perimeter of the play area in a special jet aircraft. Take potshots at the other players still remaining. The game continues until only one player is remaining in the game area. Press button C to throw a bomb into the playfield. Hold down the C button to throw further. Press left or right on the D-Pad to move along the perimeter.

Bonus Game: Adds a bonus game Bomber Catcher. Awarded to the winner of the match, the game is a prize catcher which lets you snag additional power-ups. First move the crane to the right by pressing and holding Button B until the crane is over the longitude you want it to drop over. Then press and hold Button C until the crane is over the latitude you want it to drop over. The crane will then descend. Did you get it in the right place?

Computer Level: Choose the strength of your computer opponents. The higher the number, the smarter they are.

Master Game

This is a solitaire game that tests your ability to work through the mazes which lead to the evil Mr. Meanie. But just clearing the mazes isn't enough; you have to get past the Bosses Mr. Meanie has posted along the way. To clear a maze, you must squelch the enemies that roam the corridors. Bump them off and look for the descending ladder which takes you to the next area.
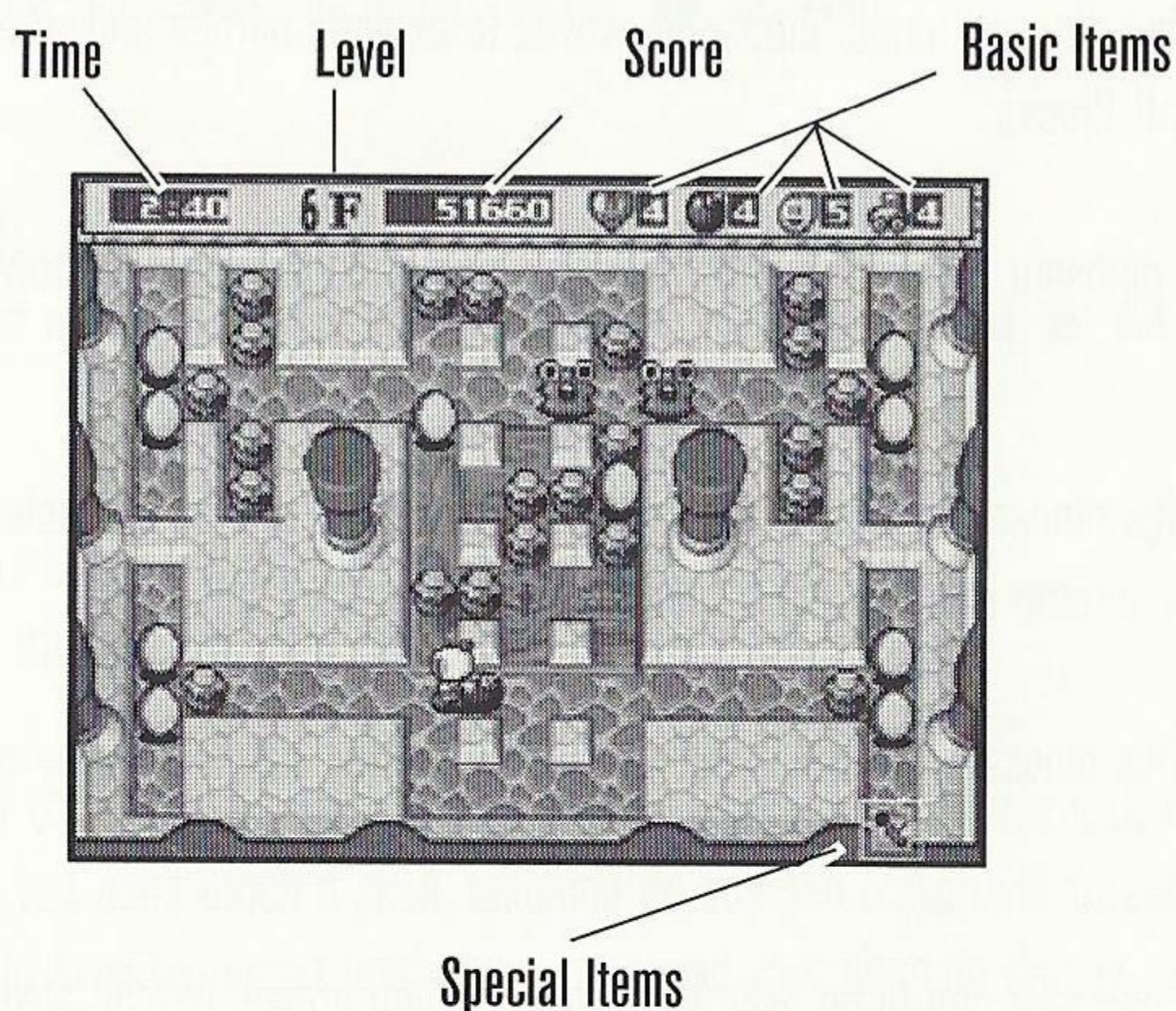
Time: Displays the amount of time remaining for the maze. Keep an eye on the clock so your's doesn't get cleaned.

Level: Shows the level you are currently on.

Score: Displays the points you've currently racked up.

Basic Items: Shows how many items you currently have in your arsenal (see pages 15-18 for an explanation). These items are carried with you from maze to maze.

Special Items: You can collect other items along the way, but these can't be taken with you.

Dinosaur
Help

In his quest to unravel the plans of the evil Mr. Meanie, Bomberman comes across big, spotted eggs. By cracking these open, he hatches one of a variety of dinosaurs. Bomberman can jump on its back and take advantage of its special power. There are five different dinosaurs that turn up to help Bomberman, each having a different special power. Activate these powers by pressing Button A (in the default Control Pad settings). When riding a dinosaur, if Bomberman is touched by an enemy (except in Battle game) or blown up by a bomb, the dinosaur will take the fall, leaving Bomberman behind to continue. Bomberman can jump off a dinosaur at any time by pressing Buttons L and R at the same time. Just walk back to the dinosaur to hop back on.

There are two ways to make your dinosaur grow. In the Normal Game, gather points and watch the egg gauge fill. Once it runneth over, your dinosaur grows a level. In the Battle Game, uncover additional eggs and get them to make your dino grow. The dinosaurs can only grow three times, however.

Purple Dinosaur: This dinosaur emits ultrasonic waves to explode bombs and reveal whether or not there is anything in the Soft Blocks.

Blue Dinosaur: This dinosaur can kick bombs over objects. His kicking ability grows stronger as he grows bigger.

Green Dinosaur: This dinosaur sprints down the line until stopped by an obstacle. As he gets bigger, he gains the ability to stop running and to make turns while running.

Yellow Dinosaur: This dinosaur can stop your opponents in their tracks with his roar. His roar range grows with his size.

Pink Dinosaur: This dinosaur can jump over Soft Blocks. When grown, he can also jump over Hard Blocks.

Power-Up Items

Throughout his journeys, Bomberman comes across a variety of items which are uncovered by blasting through Soft Blocks. Most items go far to help you, but others only hinder you. After each description, a letter designates which games feature the item; **N**=Normal, **B**=Battle, **M**=Master.
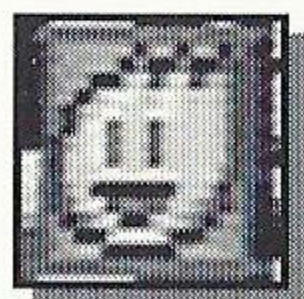
Firepower: Extends the length of your bomb blast in one block increments (up to 16 blocks). **N**, **B**, **M**
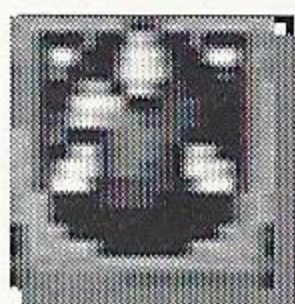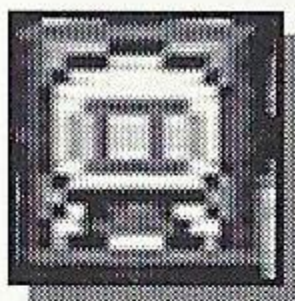
Penetrator: This device will destroy a whole cluster of Soft Blocks, not just one. **N**

Roller Skates: Strap these on to help speed you up. The more you collect, the faster you run. **N**, **B**, **M**

Bomb: Find these so you can lay more than one bomb at a time. You can collect and lay up to 10 bombs. **N**, **B**, **M**

1-Up: Gives you an extra chance at getting through the game. **N**

Skull: Stumble onto one of these and fall victim to the illness it posseses. Look out though! Even if you don't touch a skull, touching an infected player will spread the disease to you. Although illnesses aren't fatal, they can speed your ultimate demise. **B**

Skull Illnesses

Hyper Speed Sickness: Speeds your character out of control.

Speed Retardation: Slows your character's movement to the point of lethargy.

Bomberrhea: Your character sets bombs uncontrollably.

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Skull Illnesses (cont.)

Bombaralysis: Your character is unable to set bombs.

Shriveling Fire Disease: Your bomb's fire power is reduced to its original strength.

Spasmodic Motion Sickness: Your character shoots down the line and can only be stopped by running into an obstacle.

Directional Instability: Your character moves in the direction opposite that pressed on the D-Pad.

Premature Detonation: Bombs explode almost immediately after being set.

*Slow Fuseitis:* Bomb detonation is delayed.

*Involuntary Transplantation:* Your infected character suddenly changes places with another character.

Bomb Kick: Gives you the ability to kick a bomb down the line. Plant a bomb and then walk toward it before it explodes. This will kick the bomb in that direction. **N, B, M**
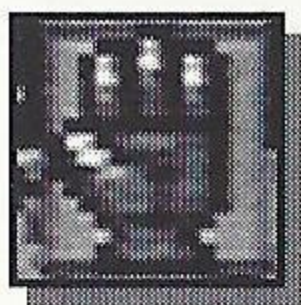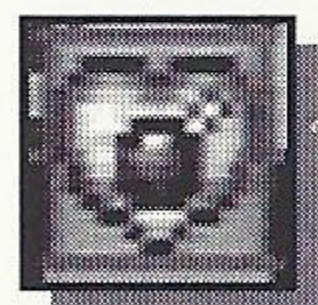
Power Glove: Put this on to throw bombs. First, plant a bomb by pressing Button C, then pick it up by pressing Button A. You can hold the bomb as long as you want. Throw it by pressing Button A again. **N, B, M**
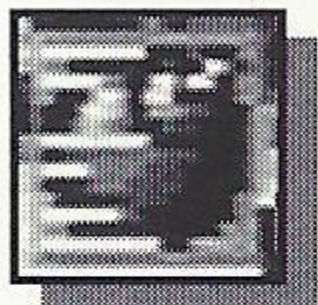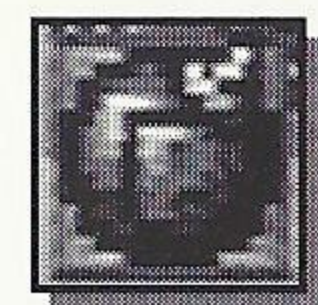
Bomb Pass: Lets you walk right through planted bombs, uninjured. **N**
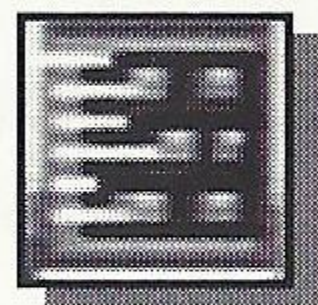
Block: Lets your character pass through soft blocks. **N**
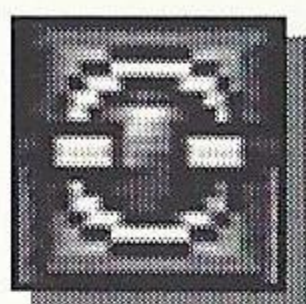
Remote Control: Lets you detonate your bomb when you want. Just press Button B. **N, M**

Power Bomb: Lets you lay a whopper of a bomb. The first bomb you lay in a sequence will always be the Power Bomb. **N, B**
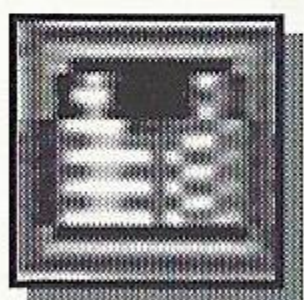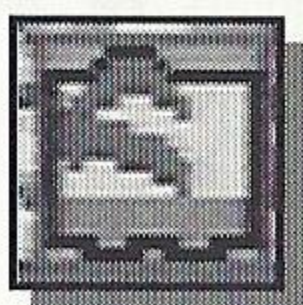
Bead Bomb: Hold down Button C until your character turns yellow. When you release the button, your bomb flies off and explodes. **N**, **B**

Line Bomb: When you press button C twice, all of the bombs that you have are planted in a row. **N**, **B**
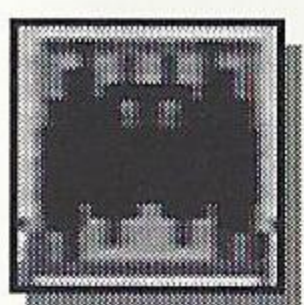
Fire Suit: Grab this item for 10 seconds of invincibility. **N**, **M**

Sandals: Slow your character down. **N**, **B**, **M**

Heart: Pick this up and get a new lease on life by taking a hit with no damage. **N**, **B**, **M**

Devil: All players are afflicted with a skull illness. See pages 15-16 for a list of skull illnesses. **B**

Apple: A bonus item rewarding you with 1000 points. **N**, **M**
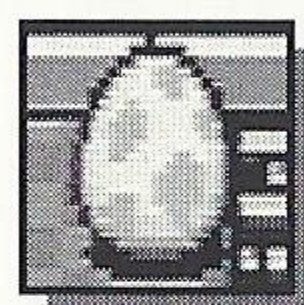
Egg: Hatches one of five types of dinosaur (see page 14 for details). **N**, **B**
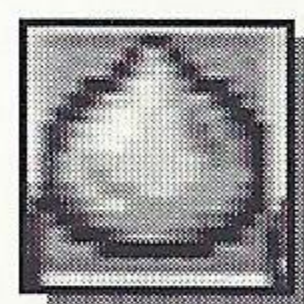
Rubber Bomb: This bomb is covered with a substance which makes the bomb bounce around when kicked or thrown. **N**, **B**

Mine: This land mine is planted like a bomb, but detonates the next time somebody walks over it. **B**

17
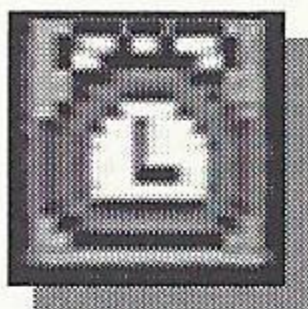
Clock: Freezes enemies for 10 seconds. **N**
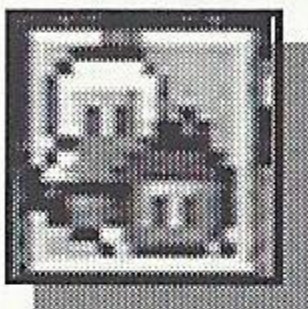
Merger: After grabbing this item, you can grab hold of another player for a short period of time. **B**
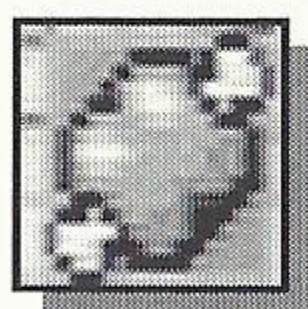
Meat: A bonus item rewarding you with 500 points. **N**
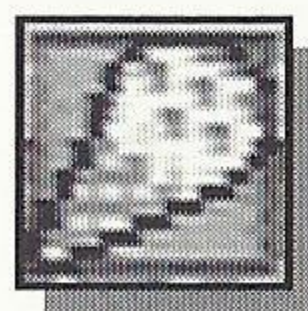
Ice Cream: A bonus item rewarding you with 4000 points. **N, M**

Bomberman

Situation Defusers

In stages 1-5 of the Normal Game, keep a look out for a bevy of cannons pointing off the ship. Plant a bomb behind them and the cannons fire into the ocean. Try to hit the fish or squid for extra points. Look for other opportunities like these along the way to snag more points!
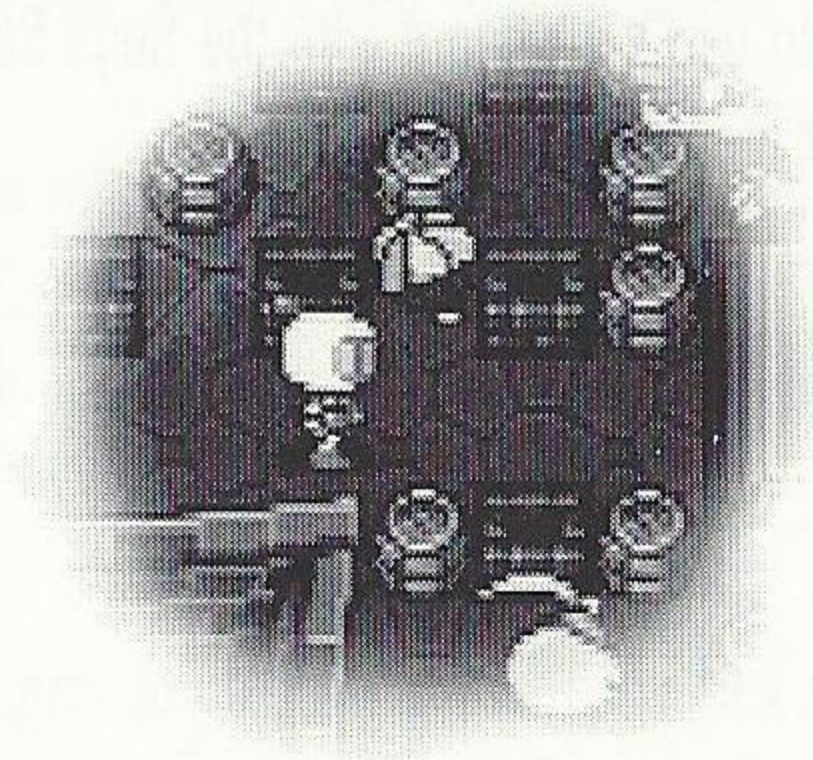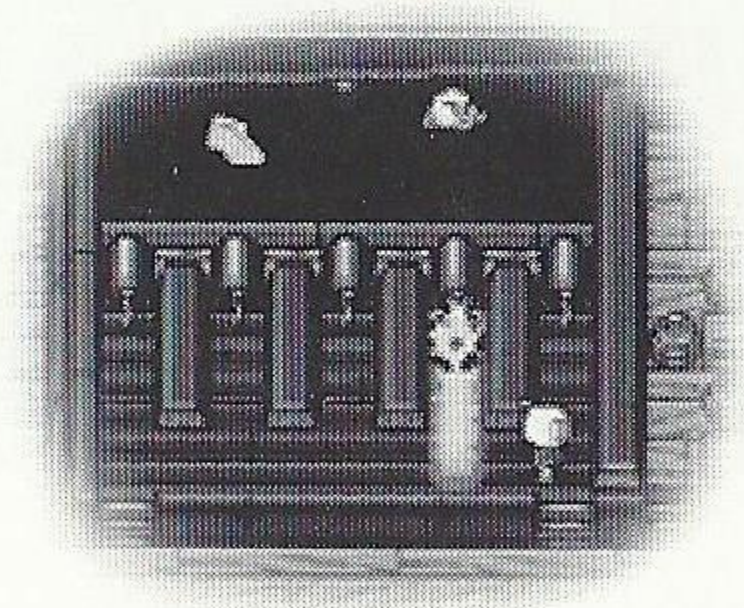
Some soft blocks in the Normal Game contain parachutes which are shot into the air upon your bomb's detonation. Catch the falling parachutes and be rewarded with bonus points. Don't worry if you can't grab them in time; when they hit the ground they become Power-Ups.

A quick way to blow up a bunch of soft blocks at once is to lay your bombs in the intersections between hard blocks. The blast from your bomb spreads in all directions, clearing a good swath.
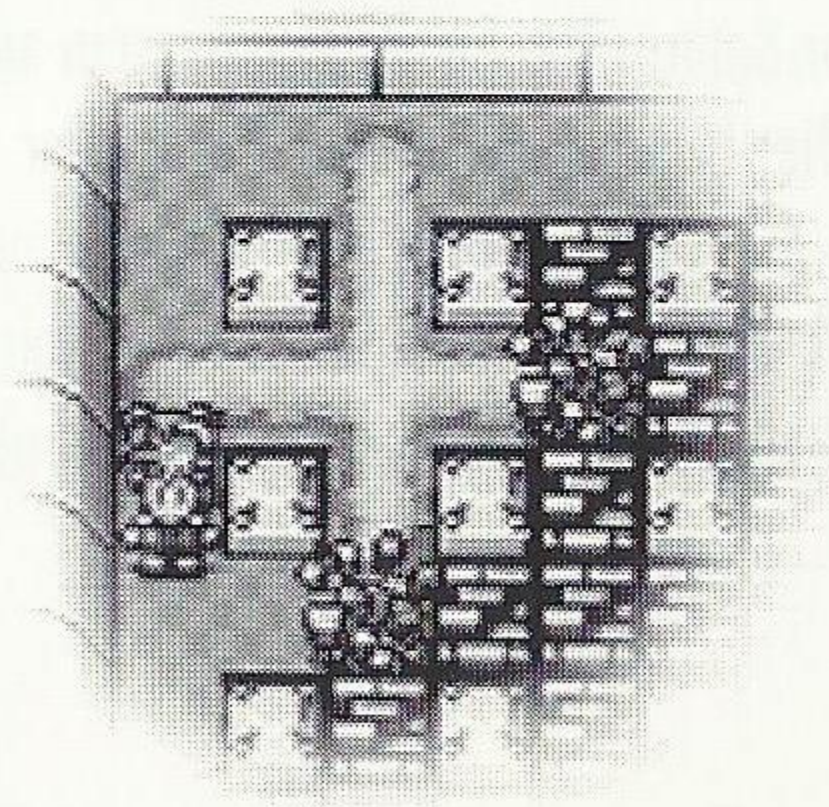
Net Link
Play

Saturn Bomberman and Net Link let you battle head to head against another player or team over telephone lines. You can dial a friend, or locate an opponent on-line, then connect directly for two-player, three-player, or four-player action! The three-player and four-player on-line gameplay will consist of two teams playing against each other, each team on a single Saturn. (If there are only three human players, the computer will control a fourth character so that each team has two players.)

To get on line with Saturn Bomberman, you will need:

Saturn Net Link

PPP compatible Internet account (see Net Link browser manual for more details). If you don't have an Internet account, simply insert your Saturn Bomberman disc in your Sega Saturn and click on the Net Link Zone when it appears. Follow the on-screen directions to establish an account with WebBullet™ Internet Service, the fastest connection you can get with Net Link.

To communicate easily with other players, you may also want to use a keyboard with the Sega Saturn Net Link Keyboard Adapter. See your Net Link Browser manual for more information.

Quick
Start

Place the game disc in the Sega Saturn and power on the system with a Net Link modem properly inserted into your Saturn. The Saturn Bomberman and Sega Saturn Net Link splash screens will appear. Next you will see the Saturn Bomberman Net Link main menu. (Note: these screens will appear only if you have a Net Link correctly inserted into your Saturn).

To setup your character:

Choose Quick Link to create a character and connect with an opponent. Press any button at the X-band splash screen to continue. Then choose Setup from the six icons on the Quick Link menu.
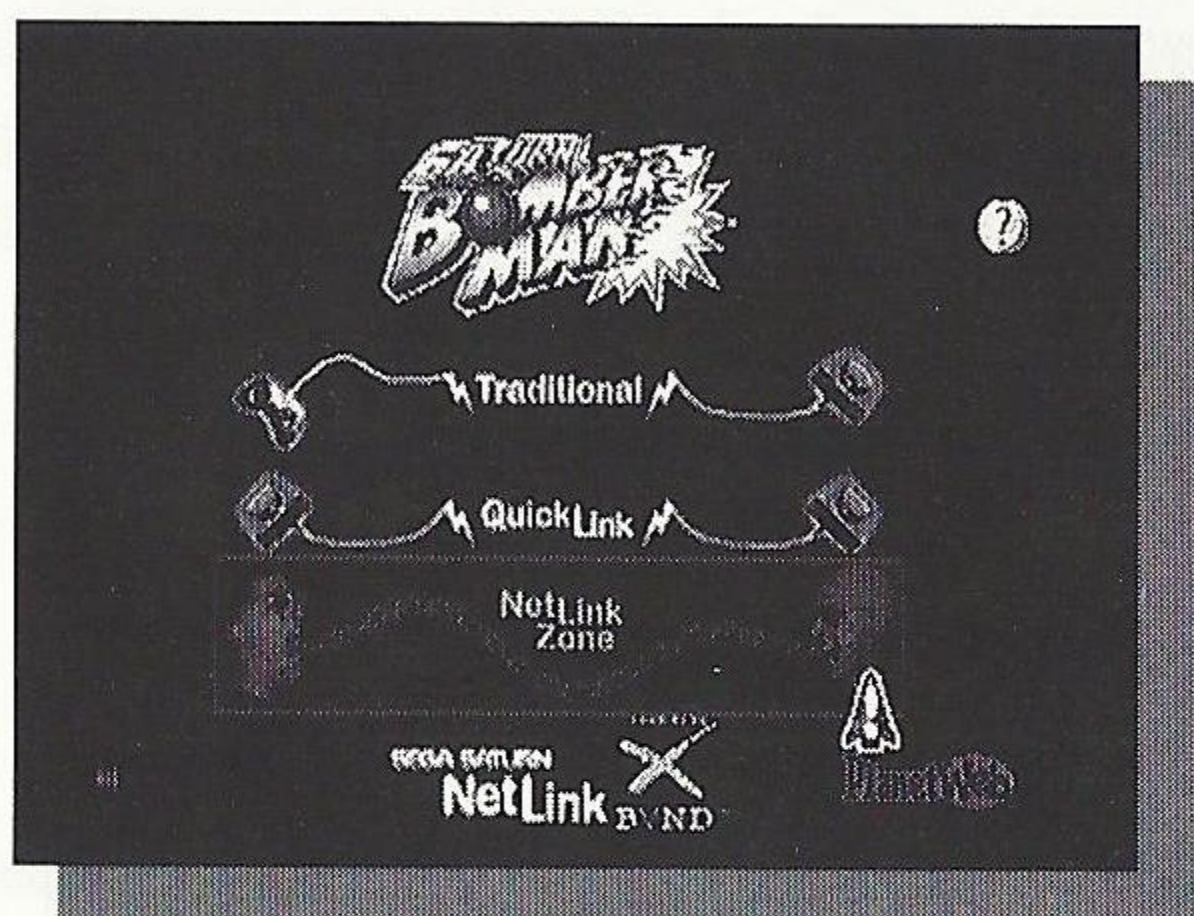
Choose "Character" to select a picture of your character persona. Press right or left with the D-pad to find a portrait you like and press "A" or "C" to select the character.

Choose "Code Name" and "Taunt" to input your character nickname as well as a taunt to challenge your opponent. Use the on-screen keyboard or a keyboard attached to your Sega Saturn with the optional Net Link Keyboard Adapter. Choose "Done" whenfinished. Your character's portrait, nickname and taunt will appear when you connect with your opponent, before the game begins.

Thse settings will be saved to the Saturn's internal memory and will remain there until you change them. Your portrait, nickname and taunt will be displayed each time you connect with an opponent for any Net Link game. If you decide that you want to change them, return to the Setup menu and repeat the selection steps.

Click on "Return" to go back to the Quick Link main menu.

To dial an opponent:

Click on "Phone Setup" to select pulse or touchtone dialing, or if you need to dial a prefix before placing a call (such as "9"). You will only need to do this once (unless you change your telephone service or move your Saturn to a different phone number); the information you enter will be saved to the Saturn's internal memory.

Click on "Dial" from the Quick Link main menu. Type in a phone number with the on-screen keyboard, or a keyboard attached to your Sega Saturn. Click on "Dial" (right lower corner of the on-screen keyboard) to connect.

Important: The player who dials pays for the call. Net Link calls are like any other phone call; you are responsible for any toll or long distance charges and any metered rates for local calls. Also, be aware that not all calls within the same area code are local calls. If you would normally have to pay to make a normal phone call to the number you entered to dial an opponent, you will pay the same rate for a Quick Link call. NEITHER SEGA NOR WEBBULLET ARE RESPONSIBLE FOR ANY TELEPHONE CHARGES YOU INCUR BY USING NET LINK.

To receive a call:

Click on "Wait" from the Quick Link main menu. Your Net Link will go into standby mode while it waits to receive a call from your opponent. When your opponent calls, the Net Link will automatically answer the call and establish a connection so you can begin to play head-to-head.

You can practice the game while waiting for an incoming call. If you choose to practice, Net Link will automatically interrupt your practice game when your opponent calls so you don't need to worry about missing your on-line game.

When you connect with an opponent, you will see a screen showing both characters' portraits, nicknames and taunts.

Then Saturn Bomberman will display the Net Link connection screen and indicate whether you are on the Red Team or the Blue Team. If you have two controllers plugged into your Saturn, the game will create two characters for your team; the controller plugged into controller port 1 will control the Bomberman character on the left. If you only have one controller plugged into your Saturn, the game will create one character for your team. However, if the opposing team has two players, then the game will create two characters for your team; the second player on your team will be controlled by the computer.

The game will last until one team wins three rounds; each round will last three minutes. The game will automatically select a different battlefield for each round. Bombs away!

When you play over Net Link, Saturn Bomberman adds one fun feature that is not available during normal gameplay. Press the X, Y, or Z button on the Saturn controller for an audio taunt that is spoken by your character. Each button has a different taunt and each player has unique taunts. If you get killed, you can still taunt the other players as several of your taunts will change. To avoid confusion, only one player's taunts will be spoken at any given time and only one player on a team can taunt at once. If your taunts aren't getting through, wait until everyone else is quiet and then press X, Y or Z.

Note: When playing a Quick Link game, one player must choose "Dial" and the other player must choose "Wait". Make sure you and your opponent agree on who dials and who waits, otherwise you may never get connected!

How to use the Internet with

Saturn Bomberman

If you would like to use the Net Link Zone to locate other players and chat live on-line you will need a PPP dial-up account with an Internet Service provider (ISP). See your Net Link Browser manual for more information.

If you have already set up an ISP account using the Net Link Browser or another Net Link game, your account information is already stored in your Saturn. All you need to do is load the game disc with your Net Link properly inserted into your Saturn and choose "Net Link Zone" from the main menu.

If you already have an ISP account set up for your computer, and would like to use it with your Saturn, see the Net Link Browser manual for instructions on how to enter your account information into your Saturn.

If you don't currently have an Internet account and would like to sign up for an Internet account with WebBullet, the fastest connection available for Net Link games, load the game disc with a Net Link properly inserted into your Saturn, click on the Net Link Zone and the software will step you through the registration process.

Registration is a one-time process to set-up an Internet account. You will need a valid credit card to register with WebBullet.
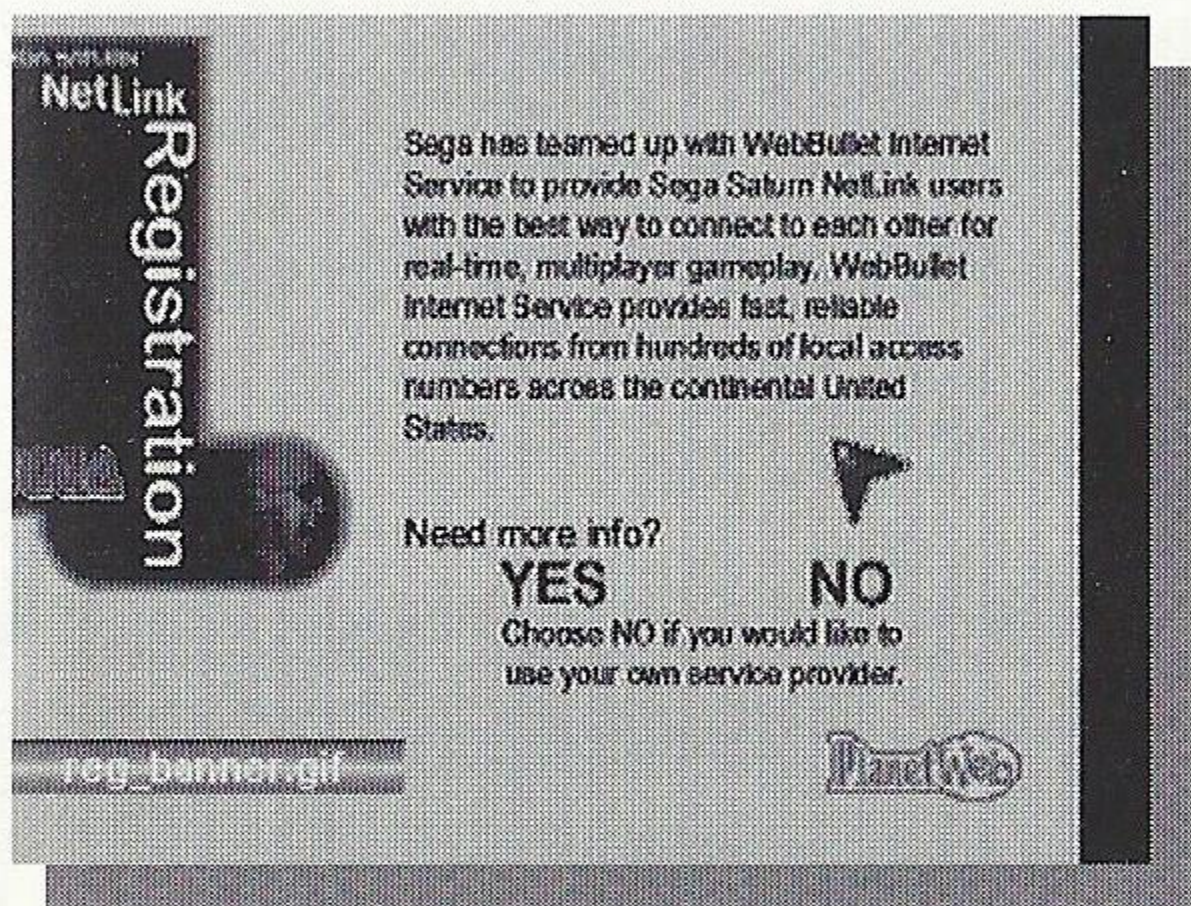
Choose "Yes" when asked if you would like to sign up with WebBullet. To enter information, move the pointer with the D-pad on the SEGA Saturn controller over the desired entry space and press the A button. An on-screen keyboard will appear. To use the on-screen keyboard, move the pointer and click on desired characters with the A button on the controller, or use a PC keyboard attached to your Sega Saturn with the optional Net Link Keyboard Adapter.

See the Net Link Browser 3.0 instruction manual for detailed instructions on how to establish an account with WebBullet.

Choose "Submit" when finished.

You will be connected automatically to WebBullet's toll-free registration line. Fill in the requested information on the registration screen.

Please make sure that you select a dial-up phone number that is a local call for you. If you would normally have to pay to make a normal phone call to the dial-up phone number you selected during the registration process, you will pay the same rate when dialing with Net Link. NEITHER SEGA NOR WEBBULLET ARE RESPONSIBLE FOR ANY TELEPHONE CHARGES YOU INCUR BY USING NET LINK TO CONNECT TO WEBBULLET OR ANY OTHER INTERNET SERVICE PROVIDER.

If WebBullet does not have a local phone number in your area, please call their customer service department at (415) 429 - 3131 for assistance. You may also want to investigate alternate ISPs with local dial-up access in your area—local computer users groups or computer retailers might be able to make recommendations for you.

When you are finished creating an account, your account information will be stored in the Sega Saturn's internal memory. Make sure to write down your account information in the space provided in your Net Link Browser manual. In case somebody accidentally erases your Sega Saturn's internal memory, you will be able to re-enter the necessary information and keep using your account.

To view your account information, press the START button on the controller and choose "Options" from the Command Cluster. View the "General Preferences," "Network Preferences," and "Mail Preferences" screens to see your account information. Note that all passwords will be displayed as asterisks for security purposes; write down the original password you selected in the Net Link Browser 3.0 manual so you don't forget it. See the Net Link Browser 3.0 manual for more information. Remember, never give out your account information and passwords so that nobody misuses your account.

Your credit card will be billed monthly once you've established your account. If you have questions about your WebBullet service or wish to cancel your account, call WebBullet customer support at (415) 429-3131 or send an e-mail to support@webbullet.com.

When your Net Link modem dials, a box labeled "Modem Messages" will appear on screen. This is normal, the characters that appear in the box are standard modem commands. Once connected the "Modem Messages" box will disappear.

Important note: Once you have completed the registration process to establish a WebBullet account, you will have to disconnect, reset your Saturn and wait for approximately 15 minutes for WebBullet to process your credit card information and create your account. After waiting approximately 15 minutes, you should be able to connect successfully. If you have problems, call WebBullet's customer service department at (415) 429 - 3131.

Note: Once you have established an Internet account, you can use it for all Net Link games as well as exploring the Internet with the Net Link Browser.

Game
Interface

With Net Link, Saturn Bomberman has several special menus and options for on-line play.

Selecting play options

The Saturn Bomberman Net Link main menu has three options:

Traditional - This is the standard Saturn Bomberman game for one to ten players with no on-line gameplay. This option does not require an Internet account.

Quick Link - This option lets you dial an opponent or wait for an incoming call from another Saturn Bomberman Net Link player. This option does not require an Internet account but does require that the person with whom you connect have Saturn Bomberman loaded on his/her Saturn.

Net Link Zone - This option connects you to the Internet to contact other Saturn Bomberman players on line via chat and e-mail. This option requires an Internet account.

Click on the question mark button at the upper right corner of the screen to display a brief description of each option.
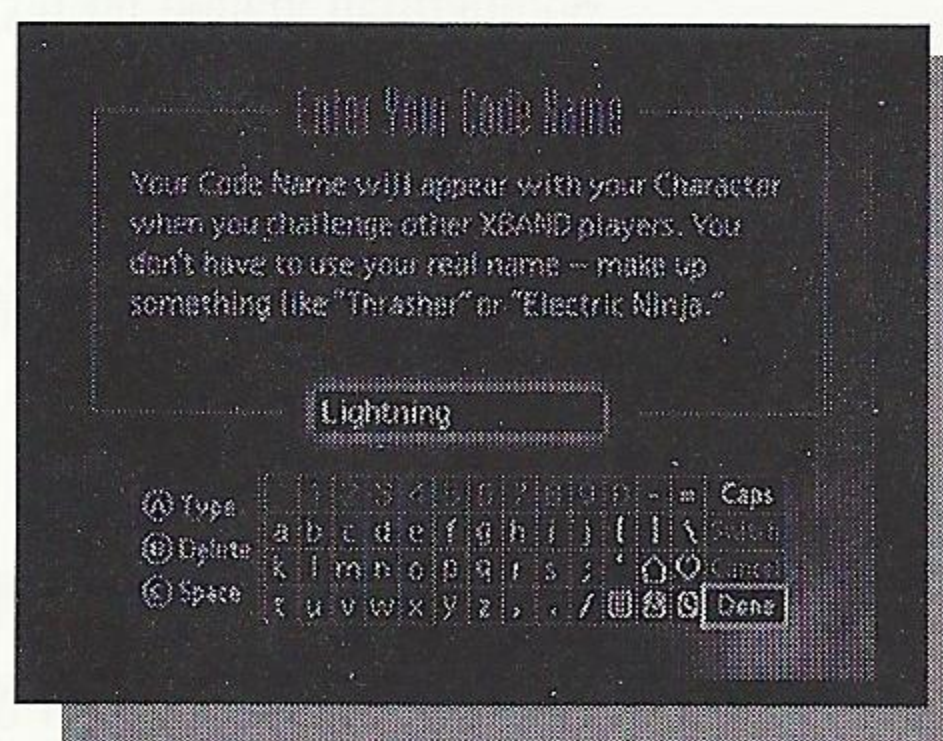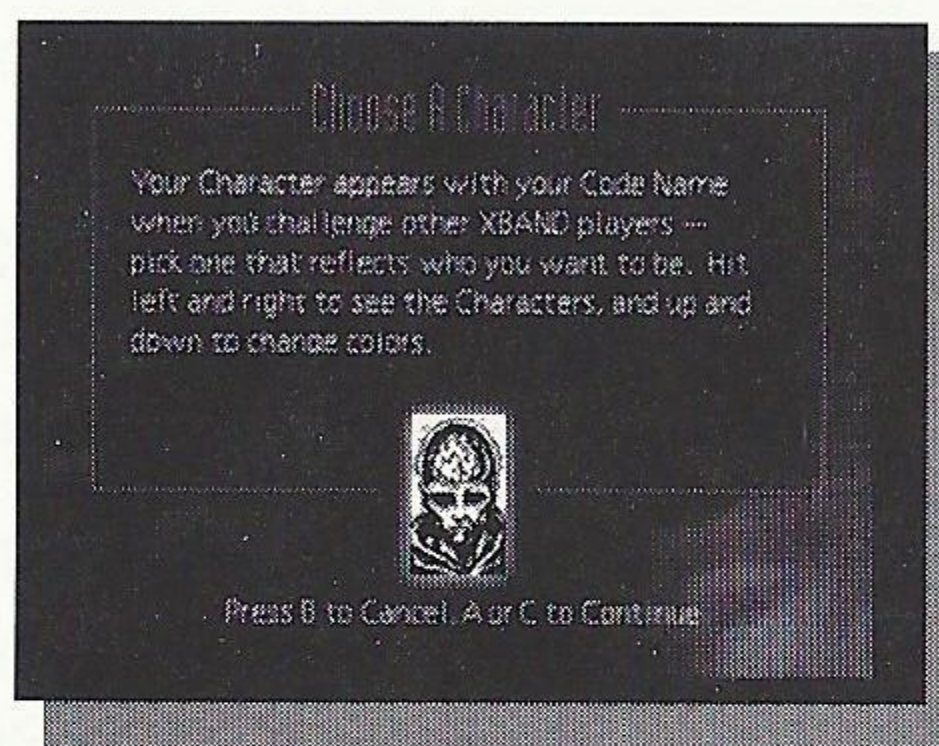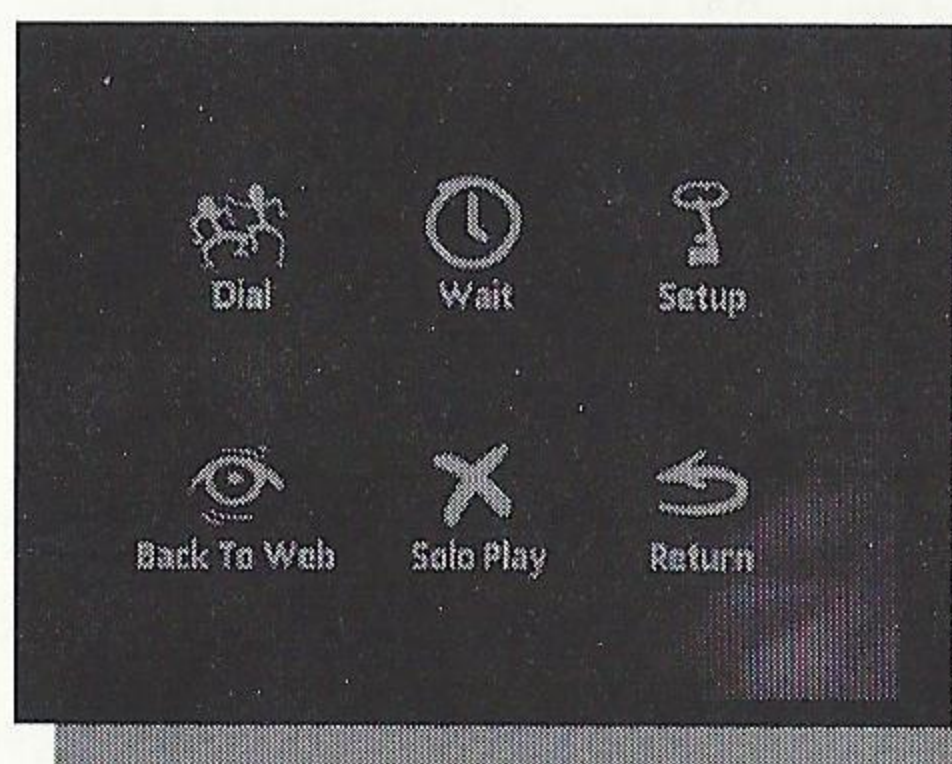
Creating
a Character

Before you connect with another player in Quick Link mode, you'll want to create a character to be your on-screen persona. You can choose a nickname, select, a portrait, and enter a taunt to challenge your opponent.

Choose Quick Link from the Saturn Bomberman Net Link main menu. Press any button at the X-band splash screen to continue. Click on Setup from the six icons on the Quick Link menu.

Click on "Character" to select a picture of your character. Press right or left on the D-pad to find a portrait you like and when you are satisfied with your portrait, press the "A" or "C" button.

Click on "Code Name" to enter a gameplay nickname. Use the on-screen keyboard or a keyboard attached to your Net Link Keyboard Adapter. Click on "Done" when finished.
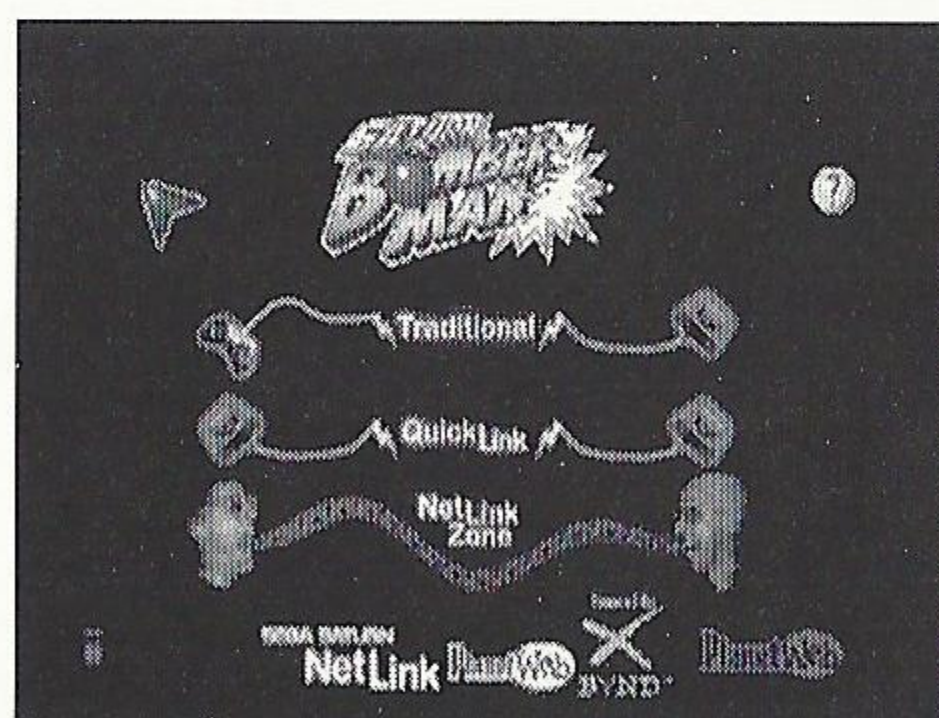
Click on "Taunt" to enter a challenge to your opponent. Be creative, but keep it clean, nobody likes a rude player! This taunt will be displayed when you connect to an opponent via Net Link. Click on "Done" when finished.

Your character's portrait, nickname and taunt are saved to your Saturn's internal memory and are used each time you connect for any Quick Link game. You can change your character's settings by returning to Setup and follow the same steps listed above.

Using the
Command Cluster

The Command Cluster allows you to navigate in the Net Link Zone, check and send email and change the network setup.

To display the Command Cluster at the Saturn Bomberman Net Link main menu and in the Net Link Zone, press the START button on the controller.

Select an option with the D-pad and then press the "A" button.

The options on the Command Cluster are:

Address book: Select an addressee for an email message.

Mail: Check your email box for new messages.

Back/Forward: Navigate through places you've already been in the Net Link Zone.

Home: Return to the Net Link Zone Main menu.

Options: Change network options and settings.

See the Net Link Browser manual for more information on Command Cluster options.

Note: The Command Cluster for Net Link games does not include all the options shown in the Net Link Browser Command Cluster. It has been specially customized for Net Link games.
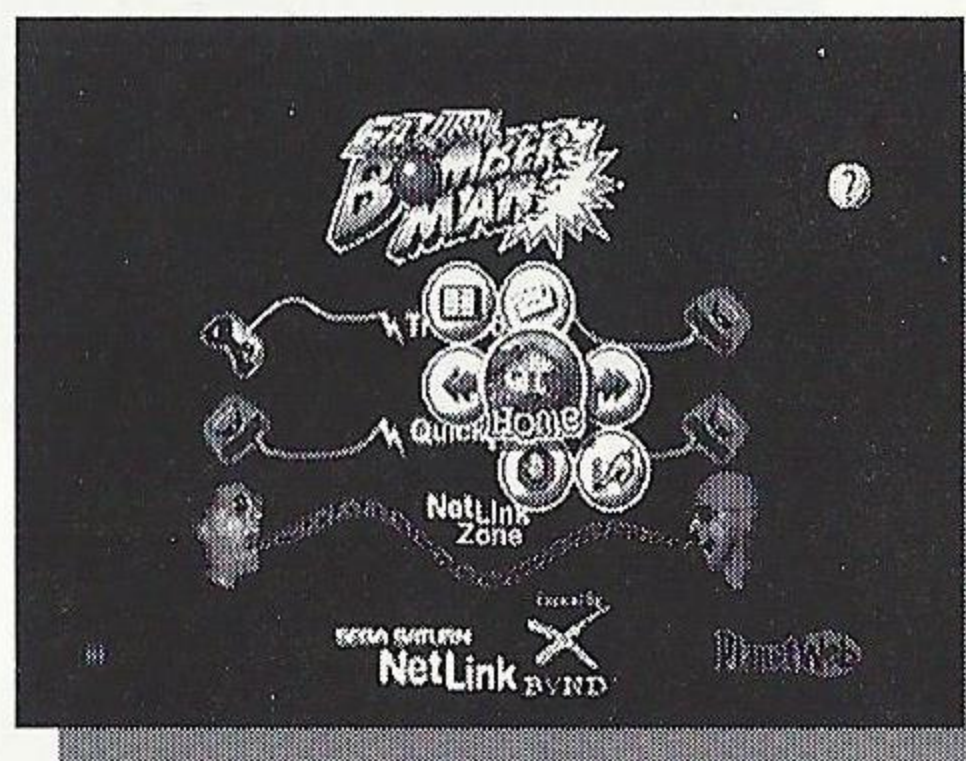
Quick Link
Mode

Select Quick Link from the Saturn Bomberman Net Link main menu to connect directly with another player. Press any button at the X-band splash screen to continue. The Quick Link menu screen appears with the following six options:

Dial: Enter and dial an opponent's phone number

Wait: Wait to receive an incoming call from another player

Setup: Change character and phone settings

Back to Web: Return to the Saturn Bomberman Net Link main menu

Solo Play: Start Saturn Bomberman in regular, non network mode

Return: Return to X-Band splash screen

How to setup phone settings

If you need to change the phone setup to pulse dialing or to dial a prefix such as "9" to reach an outside line, click on "Setup" from the Quick Link main menu, then click on "Phone Setup" and make any needed changes. Click on the "Return" icon when finished. Click on "Return" again to go back to the Quick Link main menu. These settings are stored in your Sega Saturn's internal memory; you only need to enter them once.

How to dial an opponent

Important: The player who dials pays for the call. Net Link calls are like any other phone call; you are responsible for any toll or long distance charges and any metered rates for local calls. Also, be aware that not all calls within the same area code are local calls. If you would normally have to pay to make a normal phone call to the number you entered to dial an opponent, you will pay the same rate for a Net Link call. NEITHER SEGA NOR WEBBULLET ARE RESPONSIBLE FOR ANY TELEPHONE CHARGES YOU INCUR BY USING NET LINK.

Choose "Dial" from the Quick Link main menu. Type in a phone number with the on-screen keyboard or a keyboard attached to your Sega Saturn. Then click on "Dial" to connect. The Dialing Opponent screen will appear while dialing and connecting. Make sure that you have entered the phone number correctly before you click on "Dial."
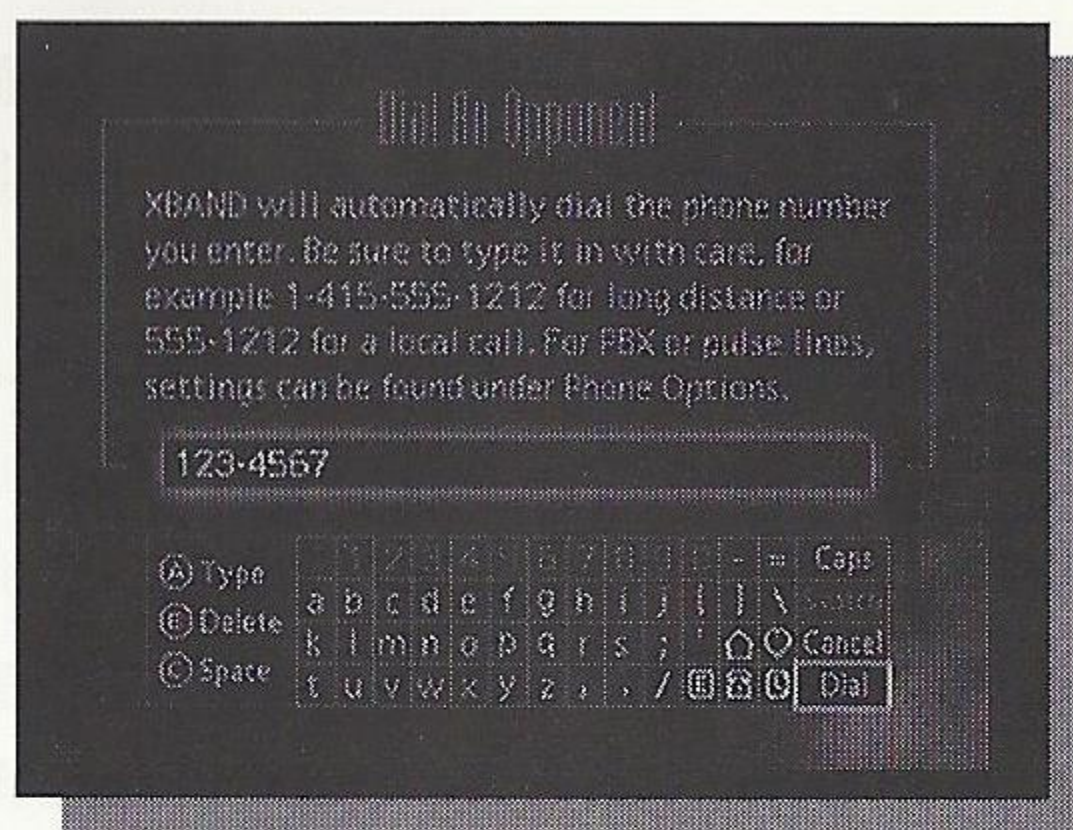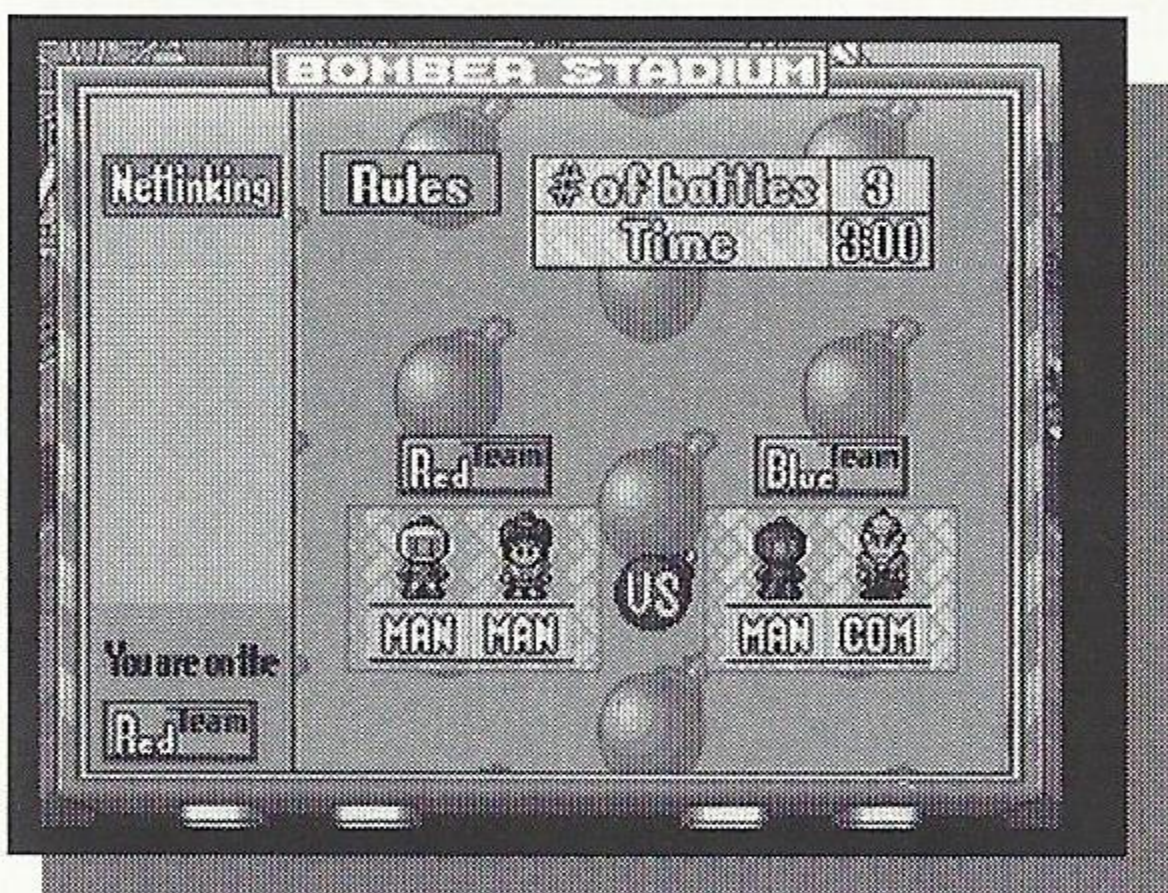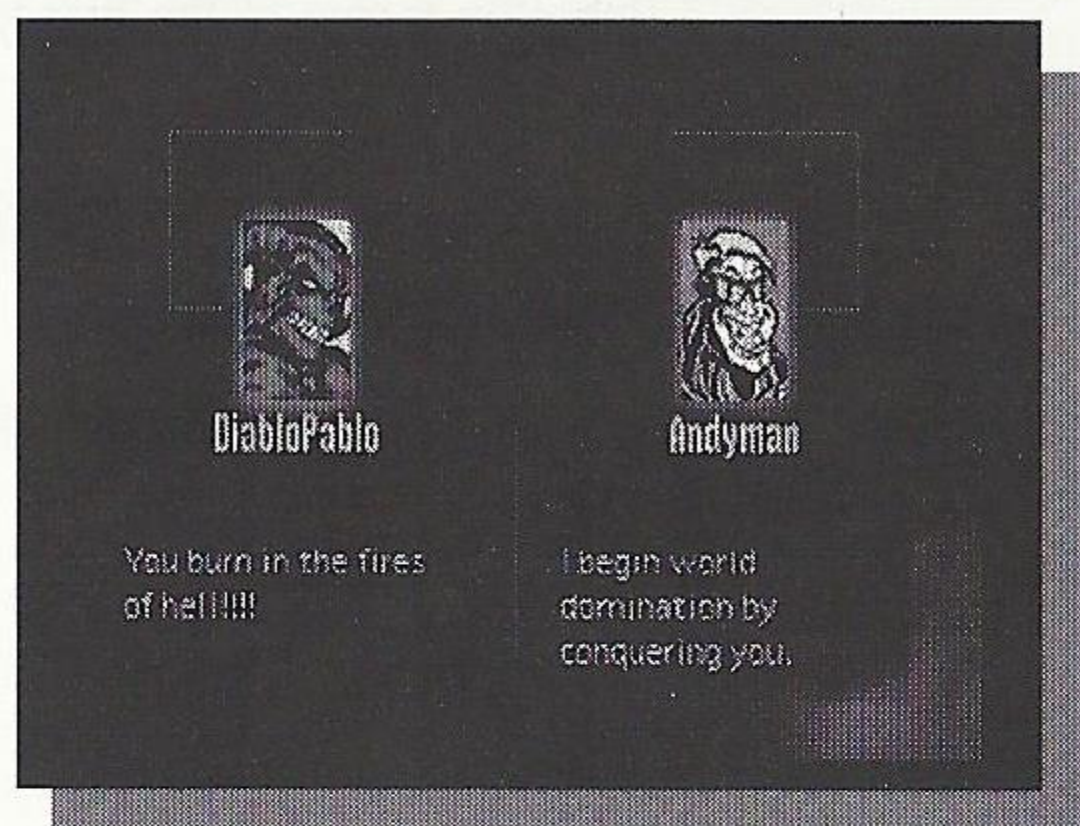
How to receive a call

Choose "Wait" from the Quick Link main menu.

Your Net Link will enter standby mode and will automatically answer when another Net Link owner dials your number. You will have the option of practicing Saturn Bomberman while you wait for your opponent's call. If you select "Yes" to practice, your Net Link will still wait for your opponent's call and interrupt your game when the call is received so you don't need to worry about missing your on-line challenge.

Remember: One player must choose "Dial" and the other player must choose "Wait." Make sure you and your opponent agree on who dials and who waits, otherwise you may never get connected!

Once you are connected

When you connect with an opponent, you will see a screen showing both characters' portraits, nicknames and taunts.

Then Saturn Bomberman will display the Net Link connection screen and indicate whether you are on the Red Team or the Blue Team. If you have two controllers plugged into your Saturn, the game will create two characters for your team; the controller plugged into controller port 1 will control the Bomberman character on the left. If you only have one controller plugged into your Saturn, the game will create one character for your team. However, if the opposing team has two players, then the game will create two characters for your team; the second player on your team will be controlled by the computer.

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The game will last until one team wins three rounds; each round will last three minutes. The game will automatically select a different battlefield for each round and start the match. Bombs away!

When you play over Net Link, Saturn Bomberman adds one fun feature that is not available during normal gameplay. Press the X, Y, or Z button on the Saturn controller for an audio taunt that is spoken by your character. Each button has a different taunt and each player has unique taunts. If you get killed, you can still taunt the other players as several of your taunts will change. To avoid confusion, only one player's taunts will be spoken at any given time and only one player on a team can taunt at once. If your taunts aren't getting through, wait until everyone else is quiet and then press X, Y or Z.
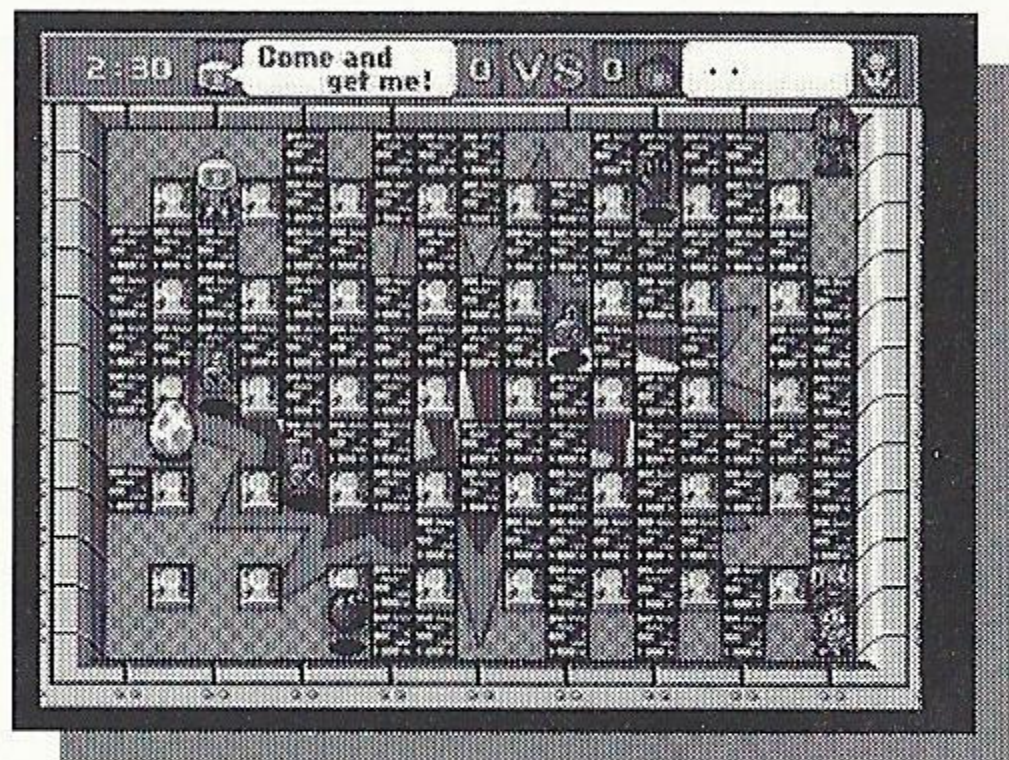
When a Battle is complete

When the battle is complete, you and your opponent(s) have the option to play again.

> Both players must select "Yes" to play again. The game will start a new match and take the teams to the first battlefield.

> If both players select "No" then the game switches to Quick Link chat mode.

> If one player selects "No" and the other selects "Yes" then the game switches to Quick Link chat mode.

Quick Link Chat Mode

In Quick Link chat mode you can communicate with your opponent by typing messages on the screen. Messages appear on both players' screens as they are typed. You can use the chat mode to schedule a rematch, congratulate the winner, or taunt the loser.
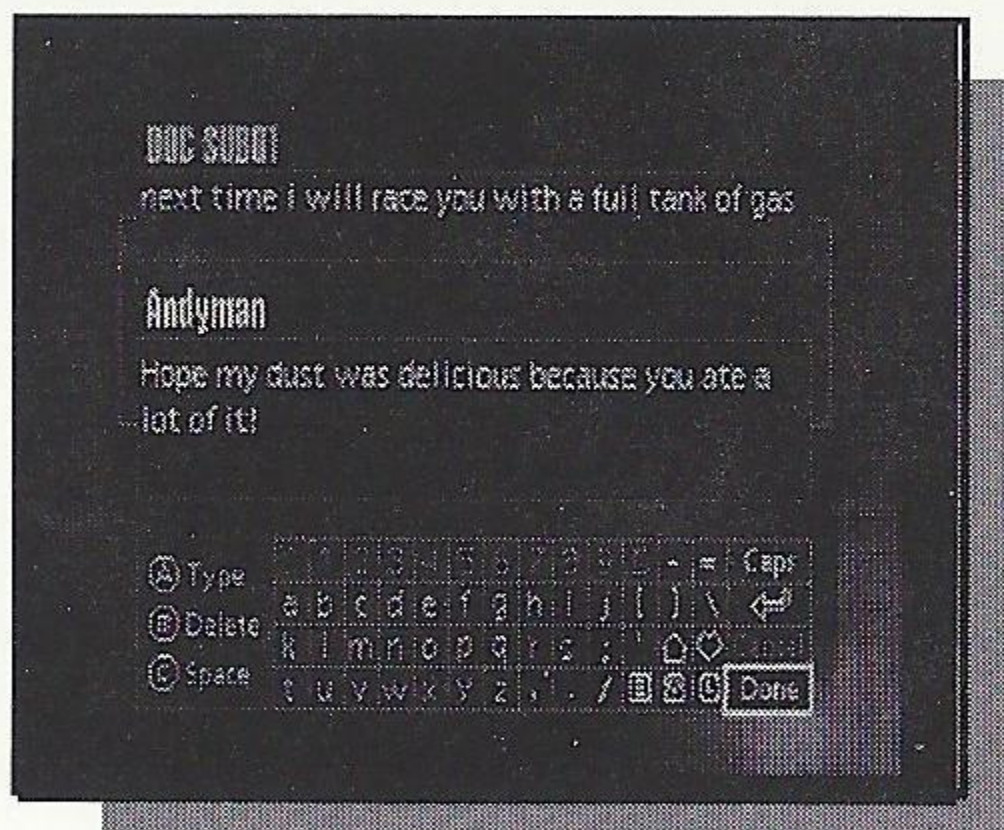
Remember, even though you can't see or hear the other player, be polite. Treat your opponent as you would like to be treated. Don't use bad language – who wants to play with a sore loser?

Please note: Neither Sega nor WebBullet take responsibility for the content of the after-game chat. This is a direct connection with your opponent and Sega cannot control the content, language, or anything else about the conversation. If you become offended by the content of the chat, choose "Done" to disconnect.

When you are finished chatting, click on "Done" to return to the Quick Link main menu where you can dial another opponent or wait for a call.

Net Link
Zone

Select Net Link Zone from the Saturn Bomberman Net Link main menu to connect to the Internet and enter the Saturn Bomberman Net Link Zone and meet other players on line.

Note: You must have an Internet account programmed into your Saturn for your Net Link to access the Net Link Zone.

The Net Link Zone is a special Web page that contains links designed to help you locate other Saturn Bomberman players in your area. See your Net Link Browser manual for more information on the Internet and the World Wide Web. The Net Link Zone main page contains the following options:

Register Now: Enter your name in the Net Link Zone Guestbook so other players can contact you by e-mail to play a game.

Quick Link: Takes you to the Quick Link main menu. See the Quick Link section in this manual for more details.

Guestbook: Search the Guestbook for Saturn Bomberman players in your area.

Chat: Enter the on line chat area, communicate with other players in real time to set up Quick Link games and trade tips and tricks.

E-Mail: Check your e-mail box for new messages or to send a message to another player.

Help: View on-line help.

Main Menu: Return to the Saturn Bomberman Net Link Main menu.

Guestbook

The Guestbook is an on-line database of players who have registered in the Net Link Zone in order to find opponents for Quick Link games. You can use the register option to add your name and information to the database. You can also search the database for Saturn Bomberman players in your area. Any information you enter in the database is used only to help other players contact you to set up Quick Link games.

The Guestbook includes the following information:

> Code Name
> Area Code
> City
> State
> Country
> Skill Level
> Preferred Gaming Time
> Net Link Games Owned

Please note: Sega provides the Guestbook as a service to facilitate player matching only. Furthermore, Sega makes no guarantees concerning the accuracy of the information in the Guestbook and takes no responsibility for consequences resulting from the use of the Guestbook.

To register in the Guestbook:

Choose "Register Now" from the Net Link Zone main menu. Fill out the information boxes on the registration form that appears. Choose "Submit" to add your information to the Guestbook, or "Reset" to cancel.

Important: Don't give out your real name to strangers on the Internet. Enter your character nickname in the Name area on the Guestbook registration form.
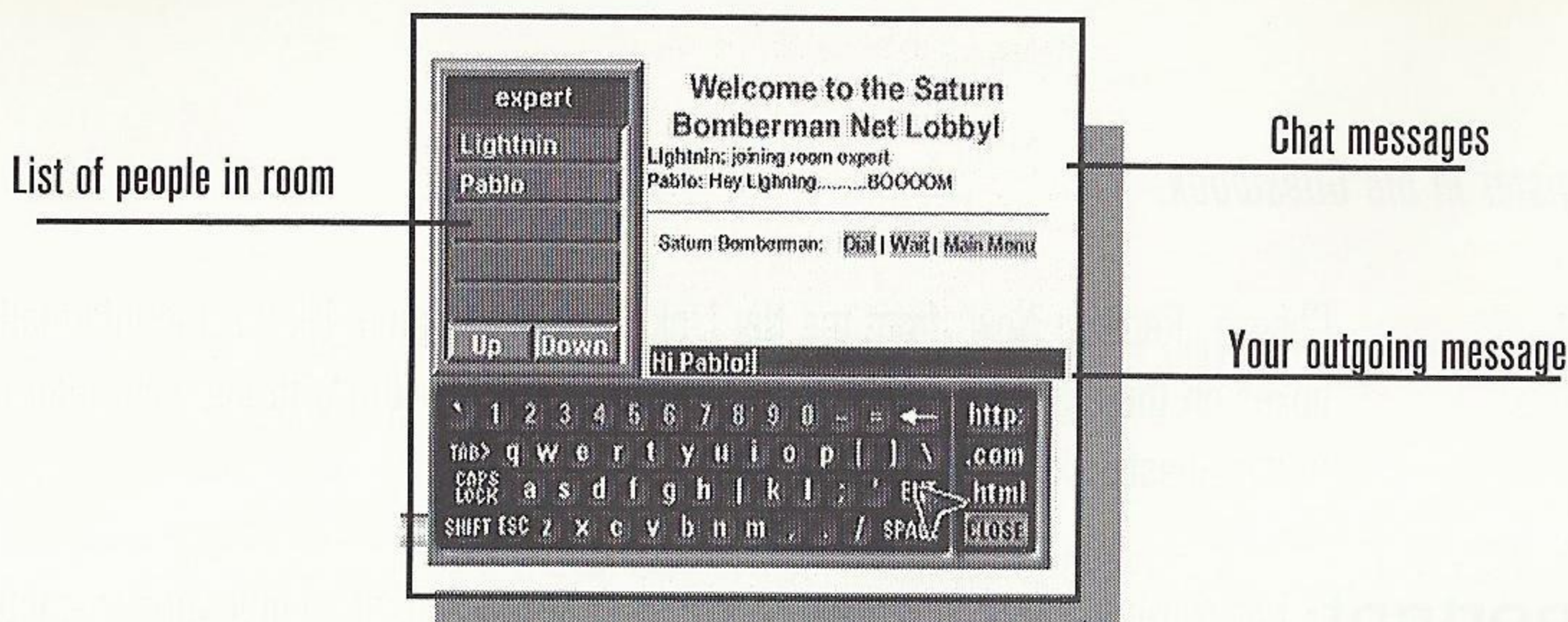
To Search the Guestbook:

Choose "Guestbook" from the Net Link Zone main menu. Enter the information you want to search for. Include more information for a more specific search. For example, enter your area code and a specific game (e.g. Saturn Bomberman) to find all Saturn Bomberman players in your area.

You will see the search results as a table on your screen. Each horizontal line represents one player. Click on a name to automatically open a new e-mail message addressed to that player. Click on any other information field to search the database and list all players who have that item in common. For example choosing an area code will list all players in that area code.

Chat

Please note: Neither Sega nor WebBullet are responsible for the contents of any on-line chat area; use at your own risk. NEVER give out your real name, home address, or Internet account information to strangers in a chat room. Use the same common sense rules that you would apply when talking to a stranger on the telephone. Sega has established the chat rooms as a service for Net Link users only. Furthermore, neither Sega nor WebBullet make any guarantees concerning the accuracy of the information shared in chat rooms and take no responsibility for consequences resulting from the use of the chat rooms. If you become offended by the content of the chat area, click on "Main Menu" to exit from the chat room.

List of people in room

Welcome to the Saturn
Bomberman Net Lobby!
Lightnin: joining room expert
Pablo: Hey Lightning.........BOOOOM

Saturn Bomberman: Dial | Wait | Main Menu

Up   Down   Hi Pablo!!

Chat messages

Your outgoing message

You can communicate in real time with other players in the Net Link Zone by using Internet Relay Chat (IRC). When you enter a chat room in the Net Link Zone, you will see a list of all the other players in the room, and a scrolling message area. We highly recommend that you use a keyboard with the Net Link Keyboard Adapter when using chat rooms. Typing messages on a keyboard is much faster and easier than using the on-screen keyboard. If you can't find a Keyboard Adapter at your local retailer, you can order one from Sega—just call 1-800-USA-SEGA.

Chat Etiquette

Entering a chat room is like joining a party already in progress. Be courteous and keep your messages brief. Don't be rude or use bad language. More people will want to play with you if you are friendly. Using uppercase letters in a chat room is like shouting so don't leave your caps lock key on.

When chatting, be careful about what you say. Since other people cannot see your body language and facial expressions, your comments can be easily misinterpreted. People on-line often use "smileys" or "emoticons" to clarify meaning. A smiley is a set of punctuation marks that resembles a smiley face when you turn your head sideways to the left, like this :-). Smileys let the people in the chat room know that your comments are meant to be good natured. Here are some popular smileys:

:-) Smile   ;-) Wink   :-(Frown   :-o Surprise

To use Net Link Zone Chat:

Choose "Chat" from the Net Link Zone main menu. A page will appear listing the Saturn Bomberman chat rooms.

Choose a chat room you'd like to join. Each chat room holds a limited number of people but when a room fills up, a new, similar room is created.

You'll see a page with a list of people in the room on the left and a scrolling message area on the right. You can scroll through the list of people to see all players in the room.

To chat:

Enter a message in the text box at the lower right and choose "Done" or press the return key on your keyboard. Your Message appears in the scrolling text area and is visible to everyone in the room. If you do not want to send a message to everybody in the chat room, use the special "Whisper" mode.

To send a Whisper (private message)

You can send a whisper message to a single person in the chat room if you have something private to say. This message will be seen only by the person you choose and will NOT be seen by anybody else in the chat room.

To send a whisper, first find the person to whom you would like to whisper from the list of people in the chat room and click on his/her name to choose that person. If you selected the person correctly, the box containing his/her name will change color. Now, whatever you type will appear in blue and will only be seen by the selected person; nobody else in the chat room will see your messages until you turn off Whisper Mode.

Turn off Whisper Mode by clicking on the selected person's name again. The highlight will disappear to show that you have exited Whisper Mode. Now whatever you type will be seen by everyone in the chat room. If you want to send a private message to a different person, choose his/her name from the list, and it will highlight as described above.

If a message in blue appears on your screen, it is a Whisper from somebody else. Look to see who sent you the Whisper, then click on his/her name from the Names list to enter Whisper Mode to respond. Be careful not to answer a private message by sending an answer to the entire chat room.

Please note: Make sure that you are in Whisper Mode with the correct person BEFORE you send any private messages. Otherwise, you may inadvertently share personal or private information with the wrong person or, worse, with everybody in the chat room!

Tips for matching up with another player in the chat room:

Send a message asking if there is anyone in your area code who would like to play against you, or wait for someone else to ask.

When you get a response, choose that player's name from the list on the left to enter Whisper Mode. When in Whisper Mode, you can exchange phone numbers and decide who dials and who waits without bothering the whole room. Don't share phone numbers or other personal information unless you have entered Whisper Mode.

Remember: If you dial you have to pay for the call (if necessary) but you don't have to give out your phone number.

Once you both decide who will wait and who will dial, click on the "Wait" or the "Dial" button as appropriate. See the Quick Link section in this manual for more information on dialing or waiting for a call.

Troubleshooting
Guide

Troubleshooting Guide for Net Link games

Q: My game disc boots up into the normal "standalone" game instead of allowing me to choose Net Link options.

> Your Net Link is not inserted properly. Turn off your Saturn, unplug the Net Link and then plug it back into your Saturn. Turn your Saturn back on.

Q: I can't connect to the Net Link Zone.

- Check to make sure that your phone cord is connected properly between your Net Link and your phone outlet.
- Check to make sure that the phone outlet that your Net Link is plugged into is active. If you do not get a dial tone with a normal telephone plugged into that outlet, the outlet is not active. Choose another phone outlet.
- Your ISP is not programmed properly. Try loading the Net Link Browser to see if you can connect to the Internet. If you can't, you may need to establish an account with an ISP. See manual for further information. If you have established an account, you may have accidentally changed or erased the data saved in your Saturn's internal memory. Check to make sure the data saved is the same as the original account information that you recorded in your manual.
- Your ISP phone connection may not be working. Try loading the Net Link Browser to see if you connect to the Internet. If you can't and you know that you have an ISP account programmed correctly into your Saturn, you may need to wait until your ISP connection comes back on-line. Call your ISP for assistance.
- Call waiting may be interfering with your connection. Try disabling call waiting.
- You may need to dial a special prefix to access an outside phone line if you are calling from a PBX.
- If you just established an account with WebBullet Internet Service, you may need to wait a few minutes before connecting. WebBullet takes approximately 15 minutes to process your account information. Wait for 15 minutes, reset your Saturn and you should be able to connect. If you are still having problems, please call WebBullet at (415) 429 - 3131.

Q: I can't connect to another player via the Quick Link option?

- You and your opponent may both have selected Dial or both have selected Wait. You need one player to select each option. Contact your opponent and make sure that you each know who is going to "Dial" and who is going to "Wait.."
- Check to make sure that you have entered your opponent's phone number correctly into the "Dial" menu.
- You may need to dial a special prefix to access an outside phone line if you are calling from a PBX. phone outlet.
- Your opponent may not have the same game loaded on his/her Saturn. Both players must use the same Net Link game to connect successfully.
- You may need to dial "1" or "1 + area code" to reach your opponent if he/she does not live in your local calling area. Remember that you may incur long-distance telephone charges to call someone outside your local calling area. NEITHER SEGA NOR WEBBULLET ARE RESPONSIBLE FOR ANY TELEPHONE CHARGES THAT YOU INCUR AS A RESULT OF YOUR USE OF NET LINK.
- Call waiting may be interfering with your game connection. Try disabling call waiting.

Q: Why do I keep losing the connection in the middle of game?

Call waiting may be interfering with your game connection. Try disabling call waiting.

Q: Why does my after-game chat end suddenly?

Your opponent probably clicked on "Done." Once one player exits the after-game chat, the Net Link automatically hangs up the phone line.

Q: How come I can't play another game after finishing a match?

Both players must select "Yes" to play again. Your opponent chose to not play again.

Q: Why can't I get into chat rooms in the Net Link Zone game lobby?

The chat room you selected may be full. Try selecting another room.

Q: Why can't I chat with everybody in a chat room?

You have "Whisper Mode" (private chat) selected. See the manual to deactivate Whisper Mode.

Q:. I can't share a private message with one other person in a chat room.

You need to activate "Whisper Mode" (private chat). See the manual to activate Whisper Mode.

Q: I can't select "Dial" or "Wait" to connect to another person.

You may have selected "Traditional Mode" instead of "Quick Link" or "Net Link Zone." Reboot your Saturn and make a new choice from the Net Link Selection Menu.

Q: My opponent has a character picture, nickname and taunt that displays when we connect via Net Link. Why don't I have these?

You need to set up your character, name and nickname. See manual for directions.

Q: How come other people seem to type so quickly in chat?

Try getting the optional Net Link Keyboard Adapter so you can connect a PC keyboard. You can order one from 1-800-USA-SEGA if you have trouble finding one at your local Sega retailer.

Q: I have searched the Guestbook in the Net Link Zone and I can't find anybody's e-mail address.

Position your pointer over a person's name in the Guestbook and press the "A" button on your Saturn control pad. This should open a new e-mail already addressed to that person.

Q: I'm using the WebBullet Internet Service and my e-mail does not work.

Your e-mail server address may be incorrect. Press the START button on the controller, choose "Options," and then choose "Mail Preferences." Your e-mail address should be "your logon name@mail.mplayer.com" and your POP3 server name should be "mail.mplayer.com" and your SMTP server name should be "mail.mplayer.com".

Q: I clicked on an ad banner and now I can't get back to the Net Link Zone.

Press START on the controller to bring up the Command Cluster and then click on the "Home" button. This will bring you back to the Net Link main menu.

Q: I didn't finish the ISP sign-up process and now I can't get back and finish it.

Use the Sega Saturn Memory Manager to delete the file "INTERNET.CFG". Be careful that you only delete this file so you don't accidentaly erase any of your saved games.

Q: I've read the manual carefully and looked through the troubleshooting tips but still can't figure out my problem.

Call Sega customer service at 1-800-USA-SEGA. If you feel that the problem may be related to your ISP, call your ISP customer service line.

Credits

Production

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Net Link Producer: Paul Stathacopoulos
Lead Tester: Lance Nelson
Asst. Lead Testers: Jeff Junio, Jason Bartholomew, Jeremy Wheat, Hamilton Baylon

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Product Manager: Andrew Stein
Product Specialist: Mark Subotnick
Packaging: Bob Schonfisch
Manual: Richard Walker

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Executive Producer
Hiroshi Igari

General Producer
Yuji Kudo

Notes

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LIMITED WARRANTY

Sega of America, Inc. warrants to the original consumer purchaser that the Sega Saturn compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at:
1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: 1-800-872-7342

DO NOT RETURN YOUR SEGA SATURN COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

REPAIRS AFTER EXPIRATION OF WARRANTY

If your Sega Saturn compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

LIMITATIONS ON WARRANTY

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