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**90 DAY LIMITED WARRANTY**

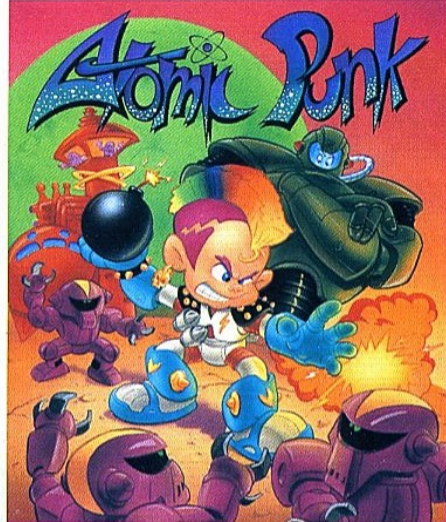
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Nintendo

GAMEBOY<sup>®</sup>



INSTRUCTION MANUAL

DMG-HB-USA





*Thank You! You've just made the perfect choice in purchasing this quality Hudson Soft product. To ensure your full enjoyment, we recommend that you read this manual carefully.*

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## WARNING

WARNING!

WARNING!

WARNING!

WARNING!

- Because this is a precision tooled device, do not use or store it in extreme temperature. Avoid hard shocks.
- Avoid soiling the connector terminals by handling or spilling liquids. Soiled connectors can cause system break down.
- Do not clean this device with alcohol, thinner, benzine, or other volatile substances.
- Always turn the power off before inserting or removing Game Pak from the main system.
- When engaged in prolonged periods of game playing, we recommend that you rest 10 or 20 minutes every two hours, to avoid strain in your vision.
- Store the Game Pak in its protective case when not in use.

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 **THE STORY**

The peaceful world of Atomica has been invaded by radiation thieves known only as Nukies. Seeking ultimate control, these wicked villains have captured everyone who stood in their way! The people of Atomica are doomed -- for there's no escape from the prison towers of the planet's nuclear factories.

Only Atomic Punk and his father, Bomberman have the speed and strength to overcome the Nukies' wrath. Now it's up to them to save their captive friends and Atomica!

The heroes split up and tackle the raiding army of mutants on their own turf. Atomic Punk travels the lands of Atomica, while Bomberman returns to the cavernous realm of the subterranean world. Each character has the power and resources available to blast the Nukies off Atomica and restore peace to the land.

## START UP and CONTROLS

Load the Game Pak into the Game Boy and turn the power on. The first option menu appears with the choices: Game A , Game B and Game C (Game A is the Atomic Punk, and B is Bomberman and Game C is the VS. Mode.) Use the select button to move the cursor to the desired game and press the Start button.

### Control Function:

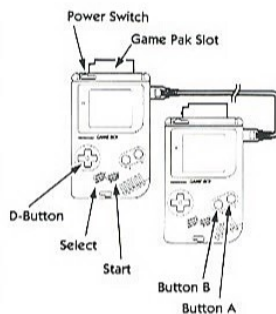
**Control Pad** - Moves character Up, Down, Left and Right.

**B button** - Detonates bombs when the remote control unit is obtained.

**A button** - Lays down a bomb.

**Select button** - Whenever a selection is necessary, this button moves the cursor to the available choices.

**Start button** - Use to begin a new game, to enter a selection and to pause the action in a game. Press the Start button again to continue the action.

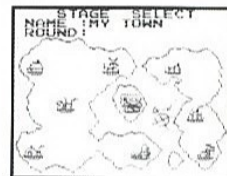


## GAME A – ATOMIC PUNK

After choosing Game A, (Atomic Punk), the next menu appears with the choices: New Game, Continue and Menu. Use the Select button to move the cursor to the desired selection and press the Start button. New Game begins a fresh adventure. Continue takes you to the password stage. If you have a password from a previous game, enter it here to continue at your last completed level. Menu returns to the original game select menu.

A map of Atomica appears as the Stage Select screen.

Atomic Punk is located at the center of the map in his home town. Press the Control Pad to move him to the various sections of the world. Each factory is listed at the top by its name, the number of rounds (levels) needed to complete that section, and a Power-Up panel that may be found within that factory.



## GAME A...continued

**NOTE:** The final stage does not have a Power-Up panel listed at the top of the Stage Select screen.

Press the Start button at the "My Town" stage and Atomic Punk is taken to the Panel Shop where he can buy or sell Power-Up panels. At the beginning of a new game, you have 100 pieces of gold and several panels to either use in the game, or sell for more gold. Choose your panels carefully to give Atomic Punk an edge in each land. Once you have made your selections, use the "exit" to return to the Stage Select screen.



## THE FACTORIES OF ATOMICA

There are eight different factories in Atomic Punk's world. Each factory has natural boundaries and hazards that differ from all the others. For example, strong and shifting winds buffet Atomic Punk in the factory of Windria. The factories are: Jagoraz, Wather, Grad, Hevol, Cuolece, Windria, Thulia and Faria. You must complete every floor in the factory before you can save your friends.

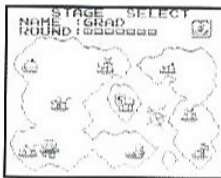
**NOTE:** Go to the Panel Shop to stock up on new Power-Up panels before setting out to a new factory.



## PLAYING THE GAME

Atomic Punk's goal is to clear the world of all the Nukies and free his friends from the captured factories. To do this you must use your skills of timing and strategy to launch a fiery bombardment throughout the land. But be careful, touching an enemy or getting caught in your own explosive fire will blast you into atoms.

**Panel Select Screen** - This screen appears before you begin each stage. Your available arsenal of panels are shown at the top of the screen. Use the Control Pad to move the cursor to the desired panel and press the A button to select it. Once a round panel is added to your selection, Atomic Punk retains it in action until he loses a life. Square panels disappear after each completed floor in the factory. Atomic Punk can use up to 10 panels at one time. Also listed on this screen is the name of the land you are in, which stage of that factory you are going to next, your score and gold pieces.



## PLAYING THE GAME...continued

**The Game Screen** - This screen is used in all the action stages of the game. An information bar is at the bottom of the screen. It shows the remaining time and current number of enemy characters that are hunting Atomic Punk. Special messages appear in this bar to assist the player by offering clues and hints. Pressing the Start button during the action of game play causes the game to pause and a new information bar is shown. It shows the above mentioned information, as well as the score, gold pieces earned and which Power-Up panels are currently being used.

**Bombs Away!** - At the beginning of the game, the bombs are at their lowest point of energy and make small explosions. With each "Fire-Up" panel that you add to your arsenal, the bomb's blast will reach farther and become more lethal. Use caution. Sometimes the bombs blast is faster than Atomic Punk!

**Power-Up Panels** - A variety of Power-Up panels await Atomic Punk throughout the game. The pictures shown on each panel show their various effects. Grab a panel every chance you get to build up your arsenal of attacks.

## PLAYING THE GAME...continued

**Blocks-** There are several blocks that need to be cleared out. Position bombs close enough to these blocks so the flames engulf them.

**NOTE:** Multiple hits may be necessary to clear a few of the blocks.

Hidden Power-Up panels and Exitways appear randomly as blocks are destroyed. Atomic Punk cannot leave a round until all of the enemy Nukies have been eliminated. Even if you clear all the enemies from a round, you may wish to stay to search for potentially hidden Power-Up panels!

**Continues-** A password feature is included. It will allow you to continue a game from your last level of completion. You only receive passwords after you lose your last life. Record all passwords for future reference. To input passwords, go to the Continue selection of the main menu and press the Start button. The Input Password screen appears. Using the Control Pad and the Start button, enter the appropriate code. Make sure you have entered the code correctly, for mistakes will register an error.

INPUT PASSWORD												
1	2	3	4	5	6	7	8					
B	C	D	F	G	H	J	K					
L	M	N	P	Q	R	S	T					
V	X	Z	?	!	.	=						
+ + END												
<input type="text" value="ZCDWERT1"/>												

## ENEMY CHARACTERS OF ATOMIC PUNK



Spid



Spoll



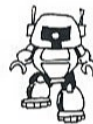
Klay



Flipi



Rocky



Robbi



Tuxey



Bad Bomber

## ITEMS



Elixir



Remote Control



Wall Pass



Bomb Pass



Timer



Fire Pass



Bomb Up



Fire Up

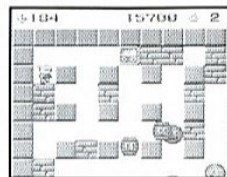


Speed Up

## GAME B - ATOMIC PUNK/BOMBERMAN

Deep under the surface of Atomica, Bomberman roots out the last of the Nukies. He starts with only one bomb (at its weakest setting, no less), but after a few stages, he gains Power-Up panels that increase the effectiveness of the bombs. Unlike the Atomic Punk portion of this game, Bomberman earns a Power-Up panel in every stage instead of purchasing them from a Panel shop.

Players familiar with the controls in Atomic Punk will feel right at home with Bomberman. The same basic rules apply and the playability is also similar. Players start each game with three lives and gain a new life for each stage completed.





## GAME B ...continued

**Notes on Bomberman**- A Bonus Level is awarded after every five levels are cleared. The objective is to take out as many of the Nukies as you can within a limited amount of time. Your bomb blasts cannot hurt you here, so fire away as rapidly as possible.

To advance to the next stage, you must destroy all the enemy characters and uncover the exitway! Be careful, multiple enemies will swarm out of the portal if you detonate a bomb at the exitway.

Bomberman has 50 levels of explosive excitement!

Study the movement patterns of the Nukies to determine the danger of each character. All have weaknesses that you can use to your advantage.

The password mode is slightly different than the Atomic Punk version, but is easily mastered. If you are continuing for the first time, just press the A button repeatedly and the password will automatically appear.

## ENEMY CHARACTERS OF BOMBERMAN



Valcom



O'Neal



Dahl



Minvo



Ovape



Doria



Pass

## GAME C - THE VS. MODE

For those who want to prove they're the most explosive kid in town, we offer this 2-player mode. The controls are similar to the Atomic Punk and Bomberman games, so you'll be right at home.

**Setting up** - Hook up two Game Boys with a Game Link cable. Place an Atomic Punk Game Pak in each system and turn the power on. Select the VS Mode and press the Start button. The VS. mode menu screen appears with the options for: Panel Mode, Powerful Mode and Menu (back to original menu).

**Panel Mode** - In this setting, you'll race against your opponent to uncover Power-Up panels hidden throughout the stage. The player that collects the most Power-Up panels has an edge over the other guy. Again, timing and strategy, play the vital roles in this game!

**Powerful Mode** - Start out in this stage fully loaded for action. Each player has a ready collection of Bomb-Ups, Fire-Ups and more. The player with the quickest reflexes and iron nerve will be victorious.

## LIMITED WARRANTY

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