

# Pocket Bomberman

**Release year:** 1998

**System:** Game Boy Color

Bomberman is a classic, debuted on the MSX in 1983. It probably don't need any introduction, but if you have never seen it, it is a game with a simple premise, you are in a maze like area with monsters, you can place bombs, which will explode after a few seconds, time it right to get the monster in the blast, destroy all enemies and you clear the stage.

Power ups will be available in the stages to help the player, which include blast range increase, additional player speed or even turning your timed bombs into "remote triggering" ones.

Most of Bomberman games are played in a top down perspective, where the player can only move in 4 directions, and this is one thing that makes Pocket Bomberman special, instead of the usual top down view, you play in a side view, with a platformer mechanics, walking right or left and jumping!

It consists in two game modes, an highscore chasing one called Jump Mode where the character keeps jumping automatically, and the player needs to climb a tower while avoiding/destroying enemies for the best score.

And a short campaign, consisting of 5 areas with 5 levels each, whereas the last level is always a boss fight!

Each area has a theme, like Forest, Wind or Evil, which introduces different tiles, a few different mechanics, and a beautiful pixel art portrait, like the one pictured on the side!

The campaign can be a bit short and repetitive, but is definitely worth playing, specially if you are a fan of Bomberman!



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