

SUNSOFTTM
for the Nintendo Entertainment System

<http://www.replacementdocs.com>

BLASTER MASTERTM

Instruction
Manual

Courtesy of:

NESfan.com

Game Story

This game is about a guy named Jason.

Jason had a pet frog named Fred. One day, Fred decided he had enough of being locked up in a fish bowl and made a dash for the door. As fate would have it, Jason was there when all this happened and he gave chase. Once outside, Jason was totally amazed to find Fred running toward a huge radioactive chest. As soon as Fred touched it, he grew to an enormous size, and the radioactive chest fell into the earth along with Fred. Jason tried to reach for Fred but fell into the hole along with him.

When Fred landed, he found himself alone next to a huge armoured vehicle. This was not just any vehicle, but one designed for the ultimate challenge against the radioactive mutants living under the Earth's crust. These mutants, created from escaped radioactive waste, are controlled by the Plutonium Boss.

Your mission is to fight your way and destroy the Plutonium Boss before he destroys you.

Along the way to your final encounter are many warlords of the underground you must destroy.

How to Play

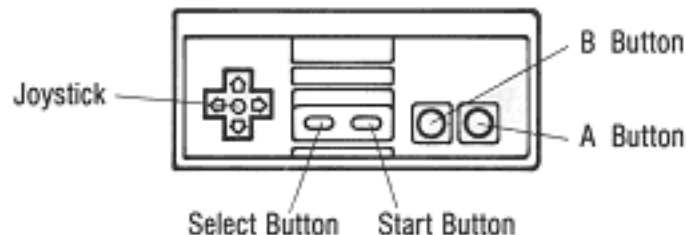
Blaster Master has eight levels in all. To complete some levels, you must return to lower levels — we've given you a map to help find your way (located on pages 10-15).

Blaster Master is a one player game. No scoring is provided. Your mission is to survive and destroy the mutants.

This game has two modes. One mode in which you are inside your vehicle, and a second in which you must venture out of your vehicle. Small doorways will indicate where you must leave your vehicle and fight on your own.

In the Menu screen (described on page 8), you can monitor and choose weapons earned for use against the mutants. To stay alive, you need to maintain your power gauge shown on screen at all times. You can increase power by catching power balls. **If you perish from lack of power, you can continue. To do this, use the select button to choose continue or end, then press start. However, you only have five chances to continue per game.**

Joystick Operation



Joystick - Maneuver Jason and Vehicle (Vehicle can shoot up or down, left or right)

Select Button - To jump out of/into Vehicle
*not used

Start Button - To begin new game
To enter menu screen/pause

A Button - Jump
*hand grenades

B Button - Guns

*indicates when Jason is out of vehicle.

On Screen Gauges

"Power" -

You need power to stay alive. When power runs out, you lose one life. There are 3 lives per game. To gain extra power, catch power capsules for one extra unit. Gain 4 extra units by catching a flashing power capsule.



"Hover Gauge" -

Thrust for the Hover feature can be monitored with the Hover gauge. Hover cannot be obtained until the "Mutant Boss" in stage 3 is defeated. You can earn more Hover thrust by shooting/catching Hover capsules. You can earn 4 units of thrust by catching a flashing Hover capsule.



"Gun Energy Gauge" -

Appears only when Jason is out of his vehicle. You can increase gun ammo by catching gun capsules. Your gun power will be decreased by hits from the mutants. You can earn 4 ammo units by catching a flashing capsule.



Menu Screen

Press start to enter Menu Screen.

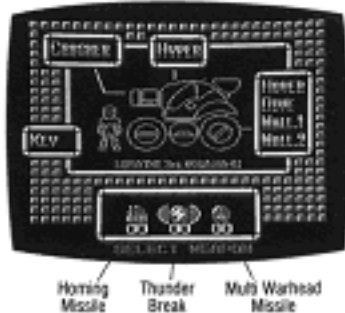
The Menu Screen can help you to confirm what weapons you have and to choose your weapon options.

Weapons and Vehicle Functions will appear in the Menu Screen after they have been earned. A new weapon or function will be earned after destroying the "Mutant Boss" in each level.

Weapons/Vehicle Functions Chart

Boss Destroyed In...	Weapon	Function
Stage 1	Crusher	Super Cannon
Stage 2	Hyper	Wall Crushing
Stage 3	Hover	Can Hover
Stage 4	Key	Can open a certain door
Stage 5	Dive	Free swimming under water
Stage 6	Wall I	Can climb walls
Stage 7	Wall II	Can climb ceilings

Special Weapons:



There are 3 special weapons that can be earned by catching certain objects during game play. The amount of these weapons you have is shown under each weapon. To use a special weapon, press down on the joystick and "B" simultaneously. Move the joystick left or right to choose a special weapon.

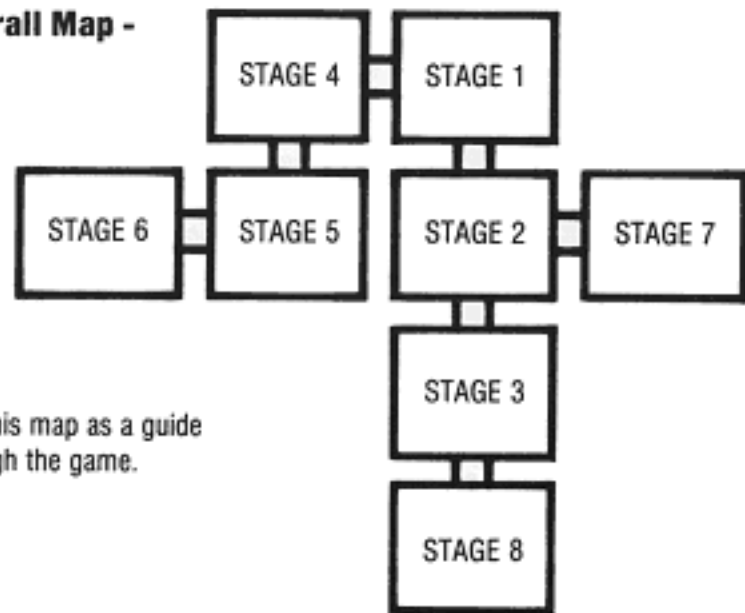
Homing Missile - This heat seeker homes in on target.

Thunder Break - An electromagnetic lightning wave destroys enemies.

Multi Warhead Missile - Destroys enemies with 3 missiles at one time.

Stage Maps

Overall Map -

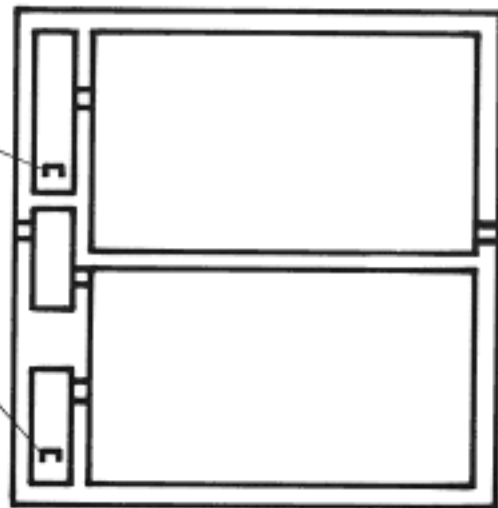


Use this map as a guide through the game.

Stage 1

Door to Stage 4

Door to Stage 2



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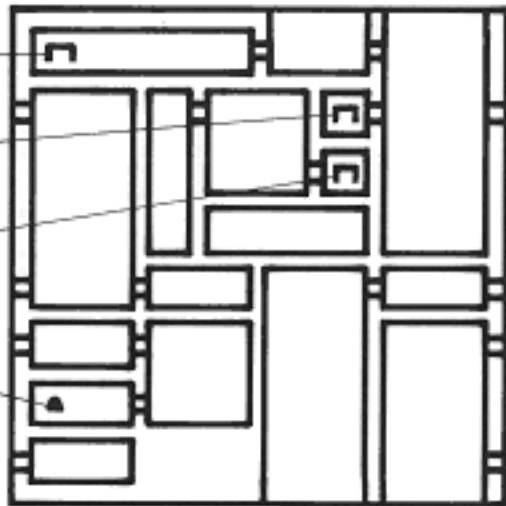
Stage 2

Door to
Stage 1

Door to
Stage 3

Door to
Stage 7

Mutant Boss



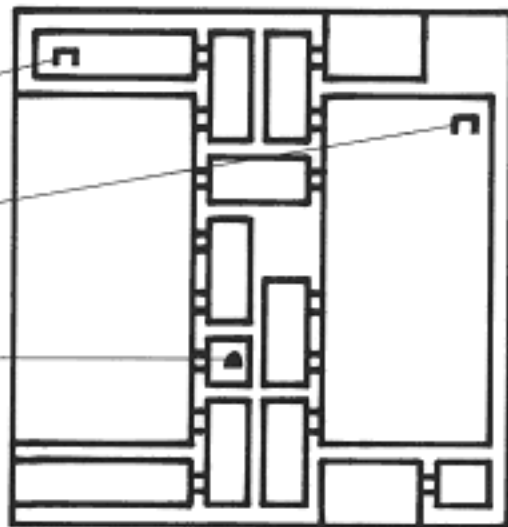
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Stage 3

Door to
Stage 2

Door to
Stage 8

Mutant Boss



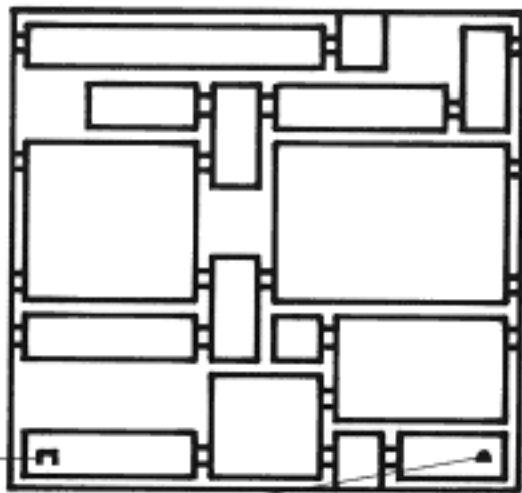
To reach stage 4, you must return to stage 2, then go to stage 1. The door to stage 4 is in stage 1.

Stage 6

To reach stage 7, you must go back to stage 5, then stage 4, then stage 1, and finally stage 2. The door to stage 7 is in stage 2.

Door to
Stage 5

Mutant Boss

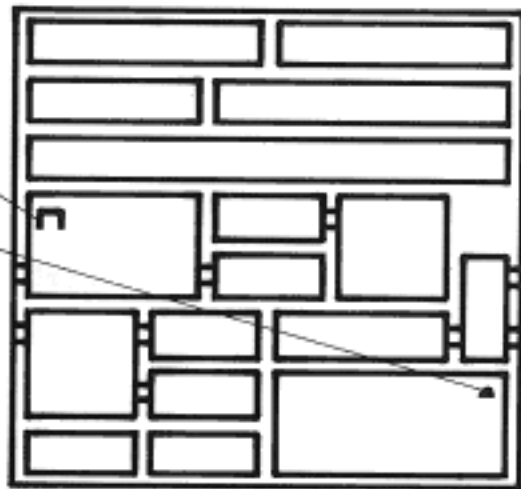


Stage 7

Door to
Stage 2

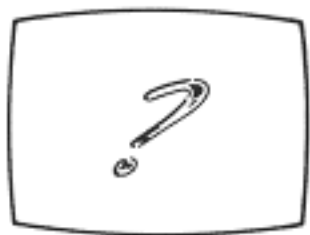
Mutant Boss

To reach stage 8, you must return to stage 2, then go to stage 3. The door to stage 8 is in stage 3.




Mutant Bosses

You must discover, on your own, where these "Mutant Bosses" are. But we cannot show you the "Master Boss" in stage 8. He is most powerful of all.



Special Hint Chart

To Clear...	Hint
Stage 1	Earn the "Hyper" by destroying the "Mutant Boss" in stage 1. The Crusher will fortify your cannon for beating the enemy blocking the exit to stage 2.
Stage 2	Earn "Crusher" by destroying the "Mutant Boss" in stage 2. "Hyper" will fortify your cannon for blasting through the barrier to stage 3.
Stage 3	Earn "Hover" by destroying the "Mutant Boss" in stage 3 and returning to scene 1 — the gate to stage 4 is at the start of stage 1.
Stage 4	Earn the "Key" by destroying the "Mutant Boss" in stage 4. The first door to stage 5 is easy to open — to get to the other door, you must climb up and down 2 ladders to reach it.



To Clear...	Hint
Stage 5	Earn "Dive" by destroying the "Mutant Boss" in stage 5. You can clear stage 5 with "Dive".
Stage 6	Earn "Wall I" by destroying the "Mutant Boss" in stage 6. This will allow you to enter stage 7. The entrance to stage 7 is located in stage 2 — you must return to stage 2.
Stage 7	Earn "Wall II" by destroying the "Mutant Boss" in stage 7. The entrance to stage 8 is in stage 3. But first, you must return to stage 2, then go to stage 3.

Vehicle Specs

Dimensions of Vehicle:

Height: 4.0 m

Length: 6.5 m

Width: 6.0 m

Horsepower: 16,000

Weight: 150 tons

Construction: Titanium



side view



front view



rear view