

V-Note's Chronicle

A GUIDE TO:

**BLASTER
MASTER**

v.5



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Blaster Master

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ENDING: ANIMATED

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This game, for the NES, is a true original. Platform and aerial. Action and adventure. The fun increases from beginning to end, as your abilities expand. The power-ups are exciting. The music and graphics were of Sunsoft's finest works at the time, and the ending is well worth the time it takes to get there. This title definitely tops the list of the best 8-Bit games of all time.

AREA 1 (Jason's Back Yard)

Boss: Mutant Mass

Recover: Hyper Cannon



Homing Missile



Thunder Break



Multi Warhead Missile



Power



Sidearm



Hover



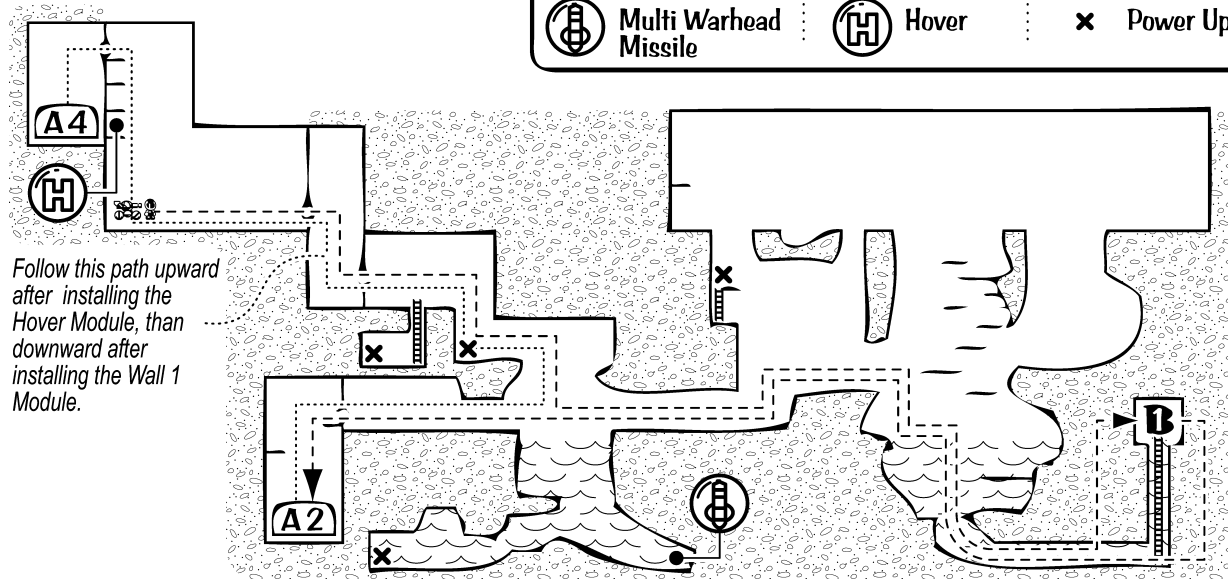
Area Portal



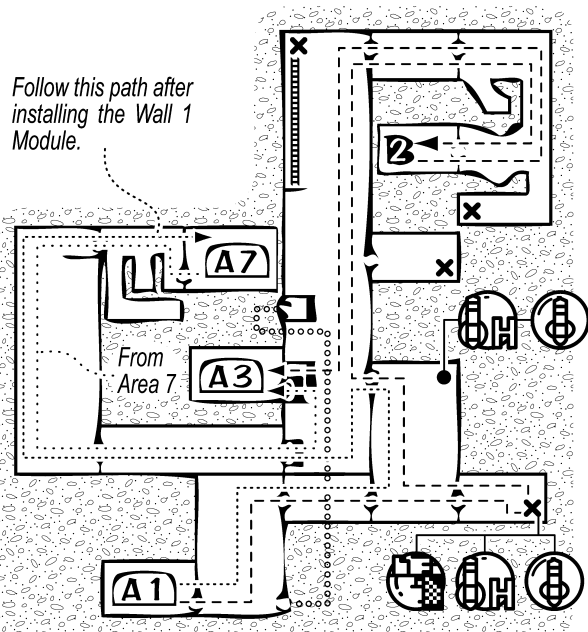
Boss



Power Ups



Follow this path after installing the Wall 1 Module.



AREA 2 (The Fortress)

Boss: Mutant Bug

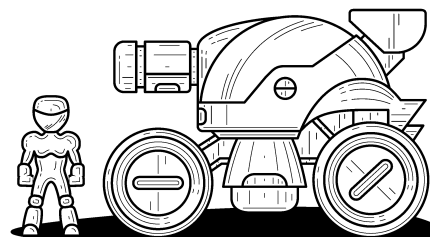
Recover: Crusher Cannon



Power-ups such as Homing Missile, Thunder Break and Multi Warhead Missile can be built up inside the doors marked with an "X". Push down while firing to activate.

Bosses are located at the doors shaped like a "B". Area doors are marked with an "A", plus the areas number.

If you are having trouble with a Boss, enter the battle with the coveted "Rainbow Blaster" (when Jason's gun is at full charge). Also, if you can, set your gun and grenade to auto-fire and blast away!



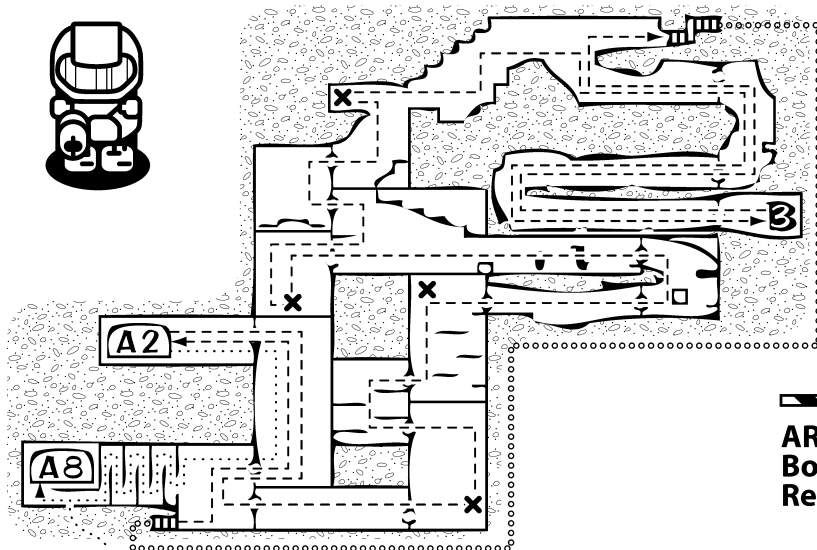
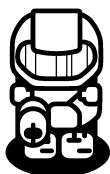
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AREA 3 (Factory)

Boss: Constructor

Recover: Hover Module



Follow this path after installing the Wall 2 Module from Area 7.

To use auxiliary weapons, fire the main weapon while pressing down.

To activate hover, press jump twice.



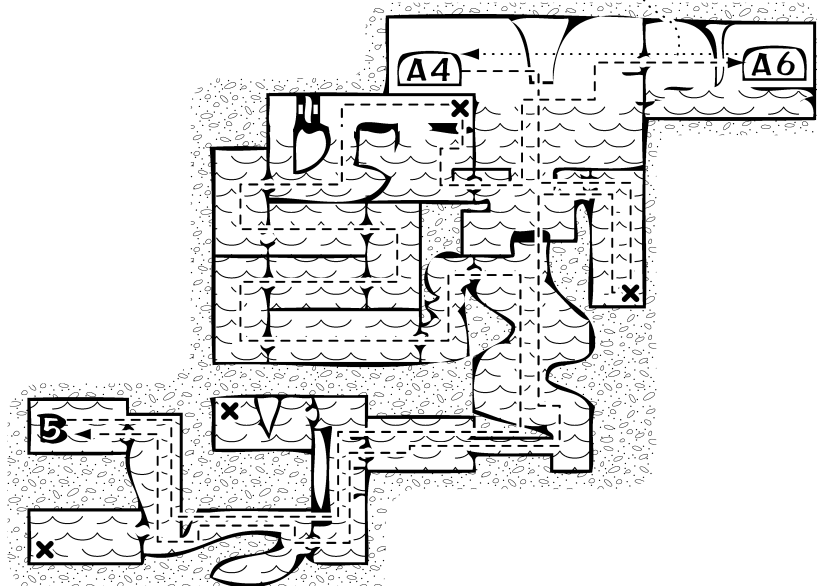
AREA 5 (Water Supply)

Boss: Mutant Crab

Recover: Dive Module



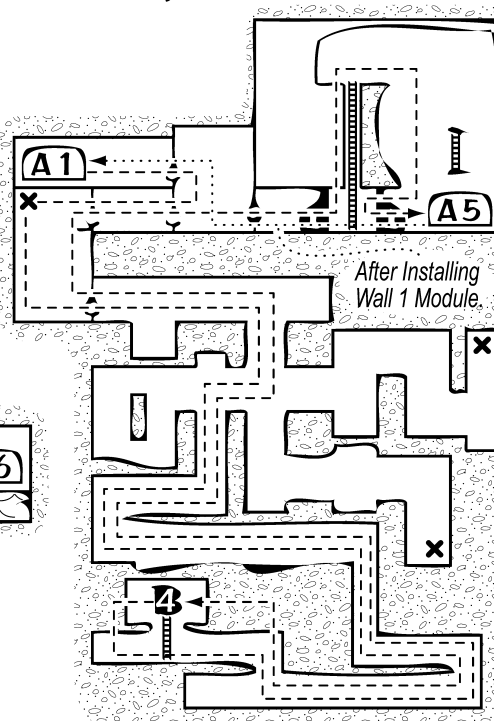
Follow this path after installing the Wall 1 Module.



AREA 4 (Sewer System)

Boss: Mutant Frog

Recover: Key



After Installing Wall 1 Module.

For additional control, while firing your gun in the overhead view scenes, hold down the grenade button with auto-fire off. You will be able to fire in one direction while maneuvering.

USE A
RED
PEN

Blaster Master

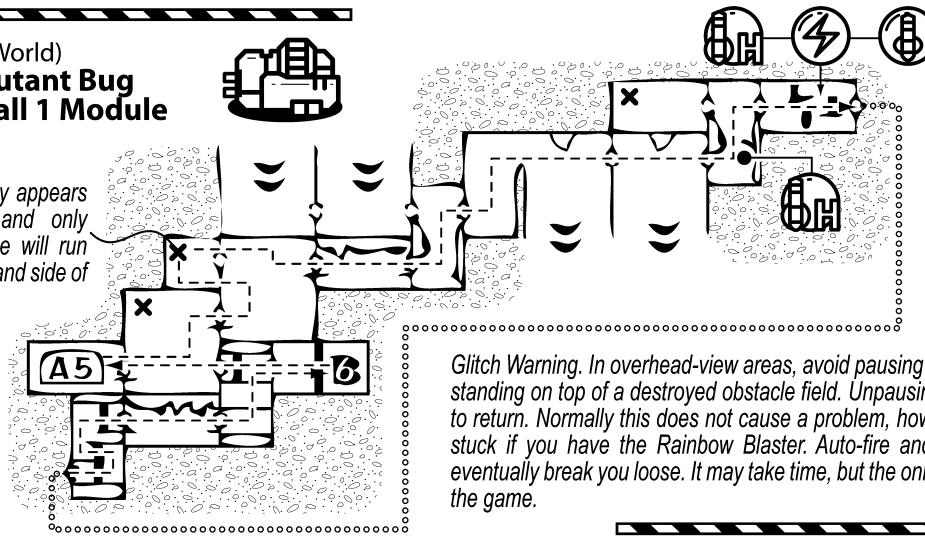
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AREA 6 (Ice World)

Boss: Mutant Bug

Recover: Wall 1 Module

A mystery enemy appears in this room, and only attacks once. He will run down the right-hand side of the screen.



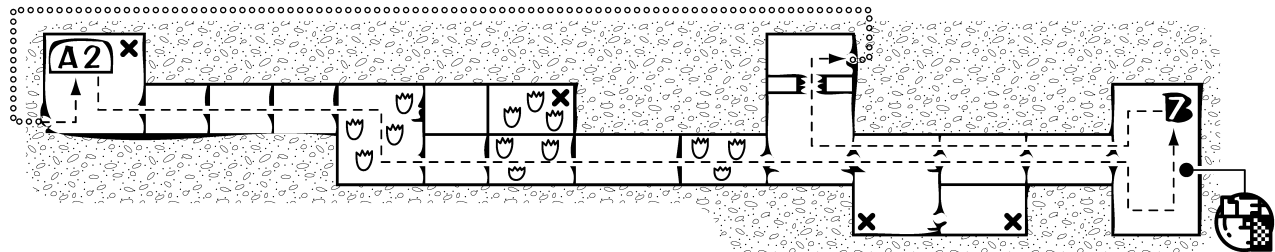
Glitch Warning. In overhead-view areas, avoid pausing the game when you are standing on top of a destroyed obstacle field. Unpausing causes the obstacles to return. Normally this does not cause a problem, however, you may become stuck if you have the Rainbow Blaster. Auto-fire and rapid pausing should eventually break you loose. It may take time, but the only other option is to reset the game.

You can exit a boss chamber if you retreat before the warning siren stops.

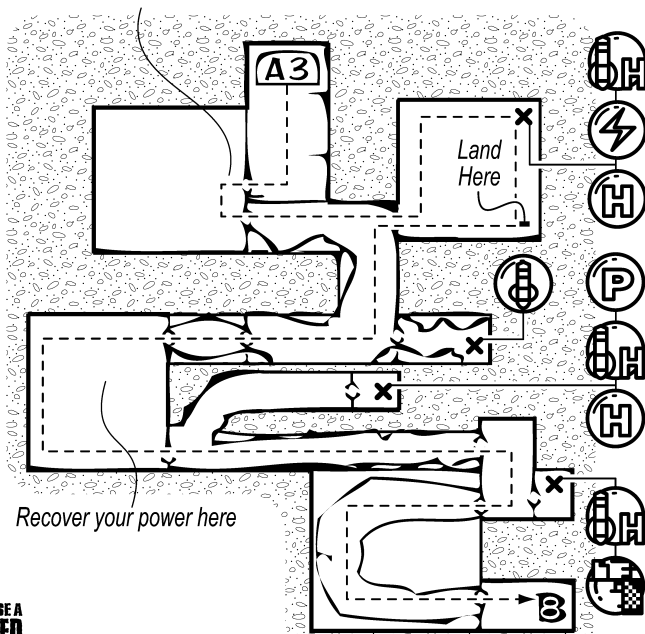
AREA 7 (Core)

Boss: Mutant Frog

Recover: Wall 2 Module



Drop down through the first set of briars.



Recover your power here

AREA 8 (Mutant Base)

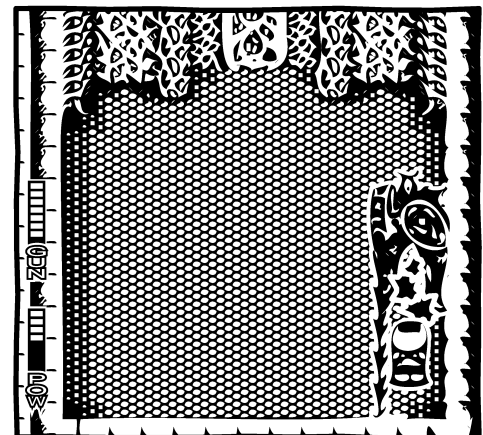
Boss: Plutonium Boss

Recover: ?



Enter the final battle with the Rainbow Blaster. Use it to shield yourself by juggling the mutants stones.

The secret to beating the boss is standing just inside of the lower-right corner. His whip will not be able to hit you once you are in the correct position.



USE A
RED
PEN