

# SUNSOFT®

SEGA  
**GENESIS™**  
16-BIT CARTRIDGE

# BLASTER MASTER™ 2

## INSTRUCTION MANUAL





## **WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.**

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, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

## **SUNSOFT® Limited Warranty**

SUNSOFT® warrants to the original purchaser only that the Game Pak provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the Game Pak to SUNSOFT® or its authorized dealer along with a dated proof of purchase. Replacement of the Game Pak, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

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This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.

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# Thank You . . .

for purchasing the SUNSOFT Blaster Master 2™ game cartridge for the Sega Genesis Game System.

Please read this instruction booklet carefully before starting to play the game. In doing so, you will be able to play the game better and enjoy it more. Be sure to keep these instructions in a safe place. Jason is counting on you.

## Precautions

- The Sega Genesis Cartridge is intended for use exclusively for the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

**Warning to owners of projection televisions: 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.**

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# Game Story

It has been four years since Jason's encounter with the Plutonium Boss and the radioactive mutants under the Earth. His only reminder of the incident is S.O.P.H.I.A., the vehicle he used to stop them, which he has hidden in an abandoned barn.

During a ferocious thunder storm late one night, Jason was awakened to find lightning bolts striking the ground near the barn. After watching the lightning for some time he saw it transform into a horrible being. Another bolt of lightning struck the house and caused the ceiling to crumble, knocking Jason unconscious.

When Jason woke up, S.O.P.H.I.A. was in pieces and the parts he had collected from his first dealings with the Mutant Bosses were missing.

Little does Jason know that there are more lightning beings where the first one came from and they are planning to destroy the Earth. The beings started digging towards the Earth's core in order to shift the planet's weight off its axis, leading to total annihilation. The parts from S.O.P.H.I.A. are being used to create a robotic army to assist the beings in accomplishing their mission.

Now, Jason must stop them, but he won't make it without the help of S.O.P.H.I.A. Since he can't recover the parts, he decided to redesign it to better prepare himself for the ordeal facing him. After 29 days, S.O.P.H.I.A. was completely rebuilt and ready for battle. Remembering where he saw the being's footsteps, Jason jumped in his vehicle and headed towards the mountains where the challenge begins.



# How To Start The Game

Insert the Blaster Master 2 game cartridge then turn on the system. You will see the title screen. Then press the Start Button to display the Option Screen. You will choose how many credits (lives) Jason will have. You may choose 2, 4 or 6.

## START SCREEN DIRECTIONS

### CREDITS —

Choose 2, 4 or 6 by moving left or right

### SIDE VIEW CONTROL —

A - Special Fire

B - Jump

C - Normal Fire

### OVERHEAD CONTROL —

A - Turret Left

B - Turret Right

C - Fire

### SOUND TEST



# How To Play

This game is based on the 1988 NES game Blaster Master. Once again, Jason must fight his way through eight levels of radioactive mutants.

You must accomplish five tasks in the following order to complete each level:

1. Find the lair of the Mini Boss.
2. Defeat the Mini Boss in its lair.

The Mini Boss will leave behind an option or weapon for Jason to pick up.

3. Use the newly attained option or weapon to locate the Main Boss.
4. Defeat the Main Boss in its lair.

The Main Boss will leave behind an option or weapon for Jason to pick up.

5. Use the newly attained option or weapon to locate the level exit.

All the while you will encounter radioactive mutants that will attempt to destroy you.

There are four types of game play. At times, Jason will be inside the vehicle, seen from the side-view or an overhead view. In the overhead view mode, there may be hidden passages which the vehicle can pass through. Small doorways and ladders indicate where Jason must leave the vehicle and is seen on foot from a side-view. When Jason enters inner rooms he is seen in a larger side-view. Not all of the doorways can be entered.

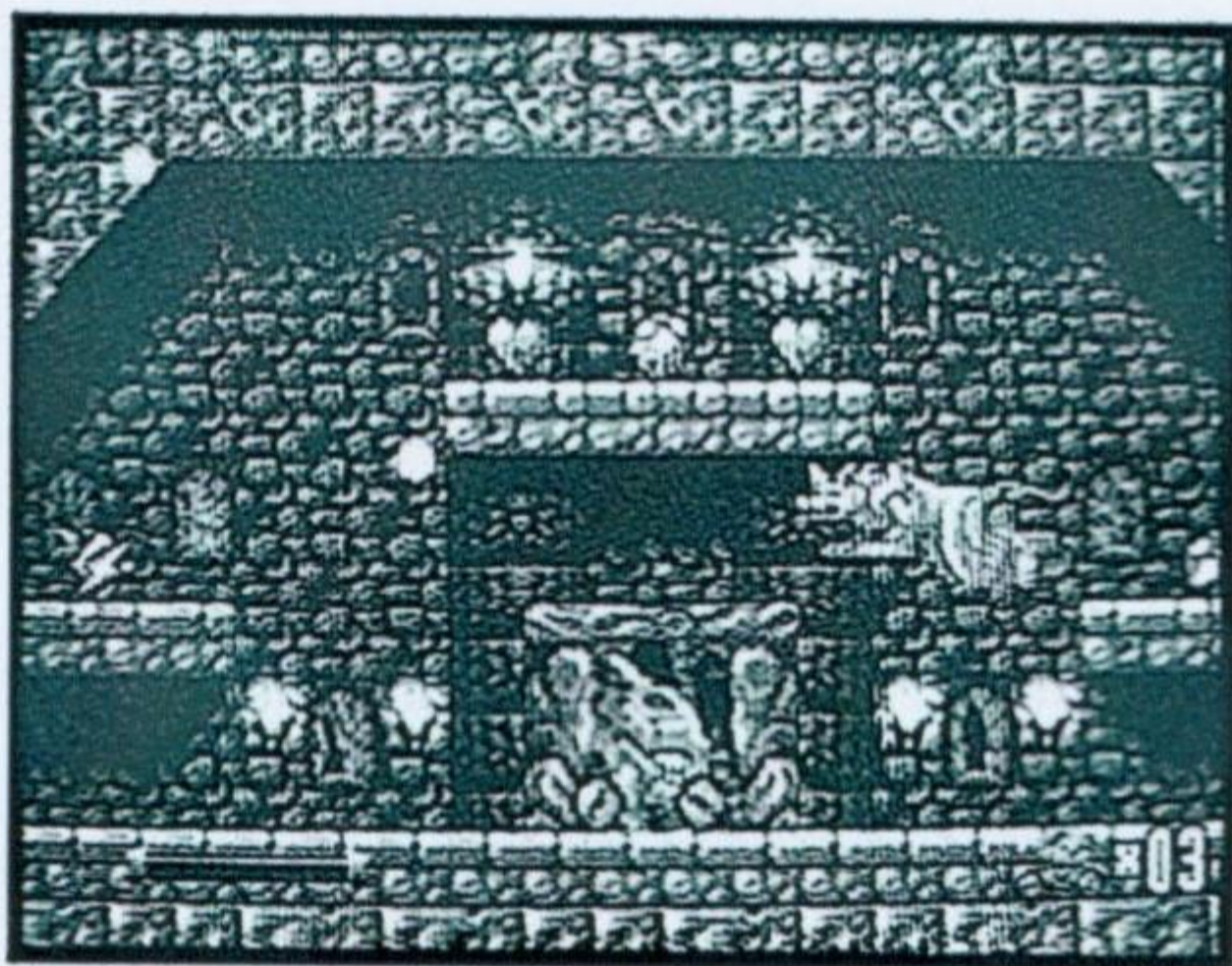


# How To Play *(continued)*

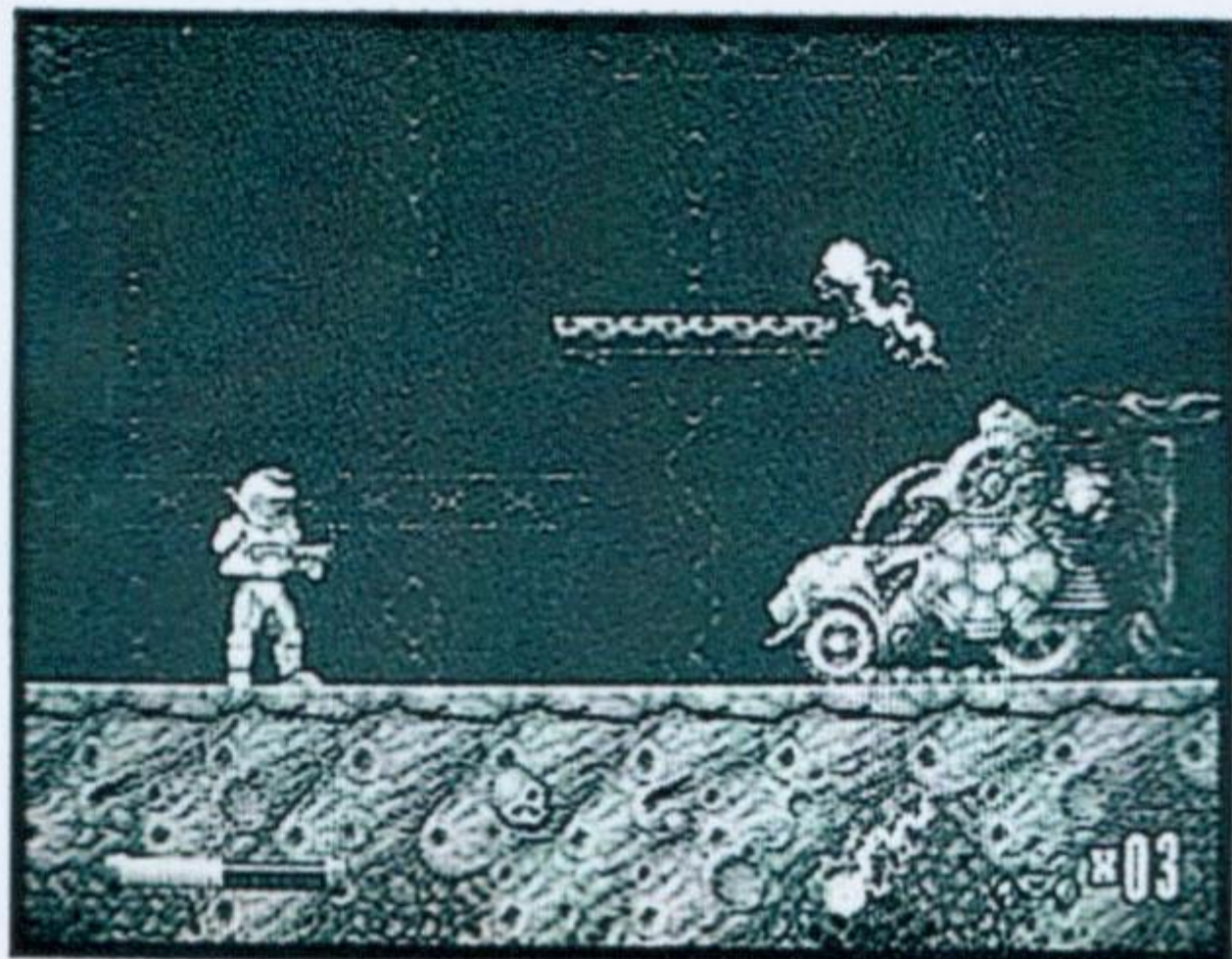
The Menu Screen allows you to monitor how many weapons you have earned and used. You will also choose the weapon to use against the mutants in this screen.

In order to stay alive, you must maintain your energy gauge, shown at the bottom of the screen. Catching hearts will increase your energy and sustain your life.

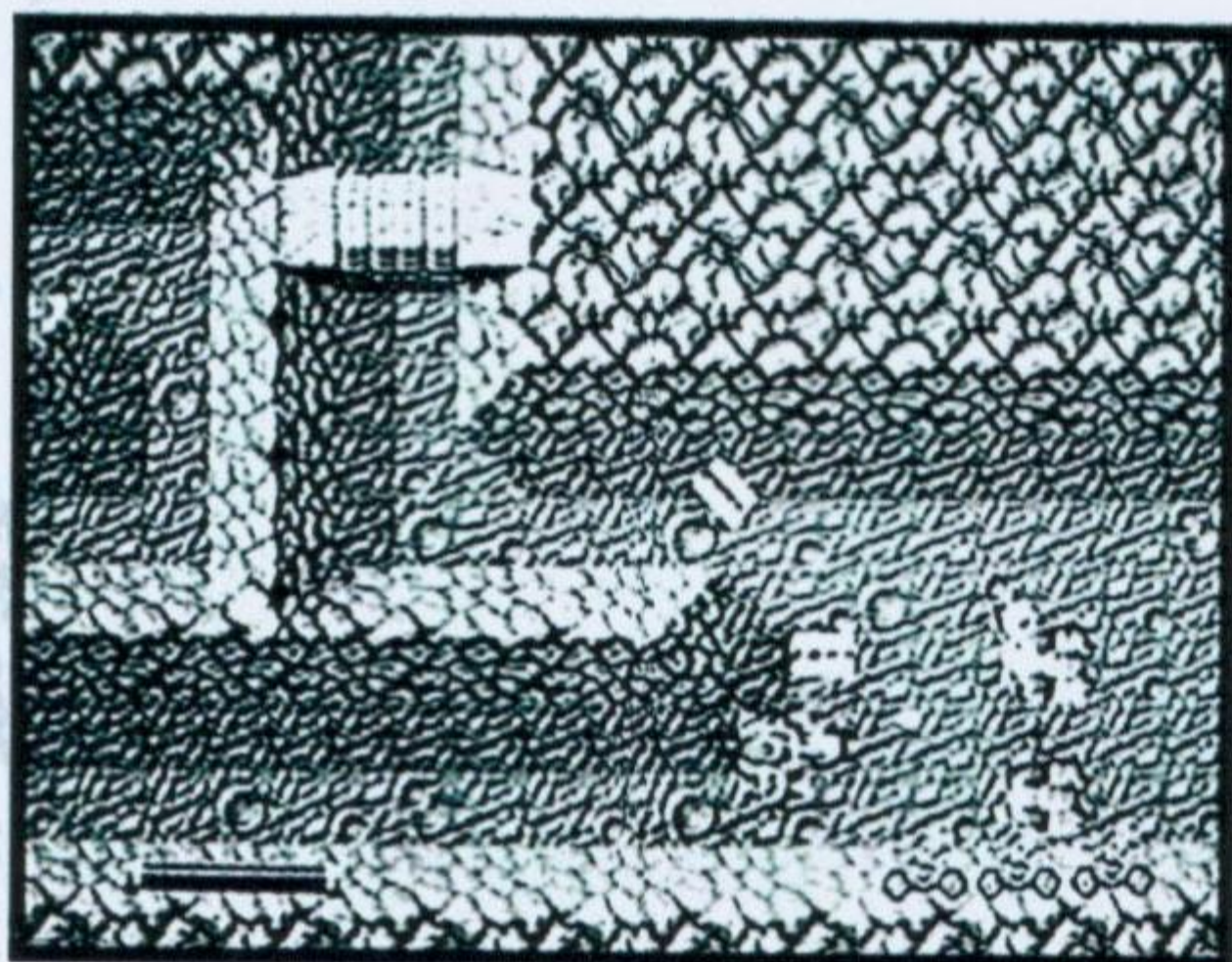
Blaster Master 2 is a one player game. No scoring is provided.



*Side-View Small*



*Jason Large Side-View*

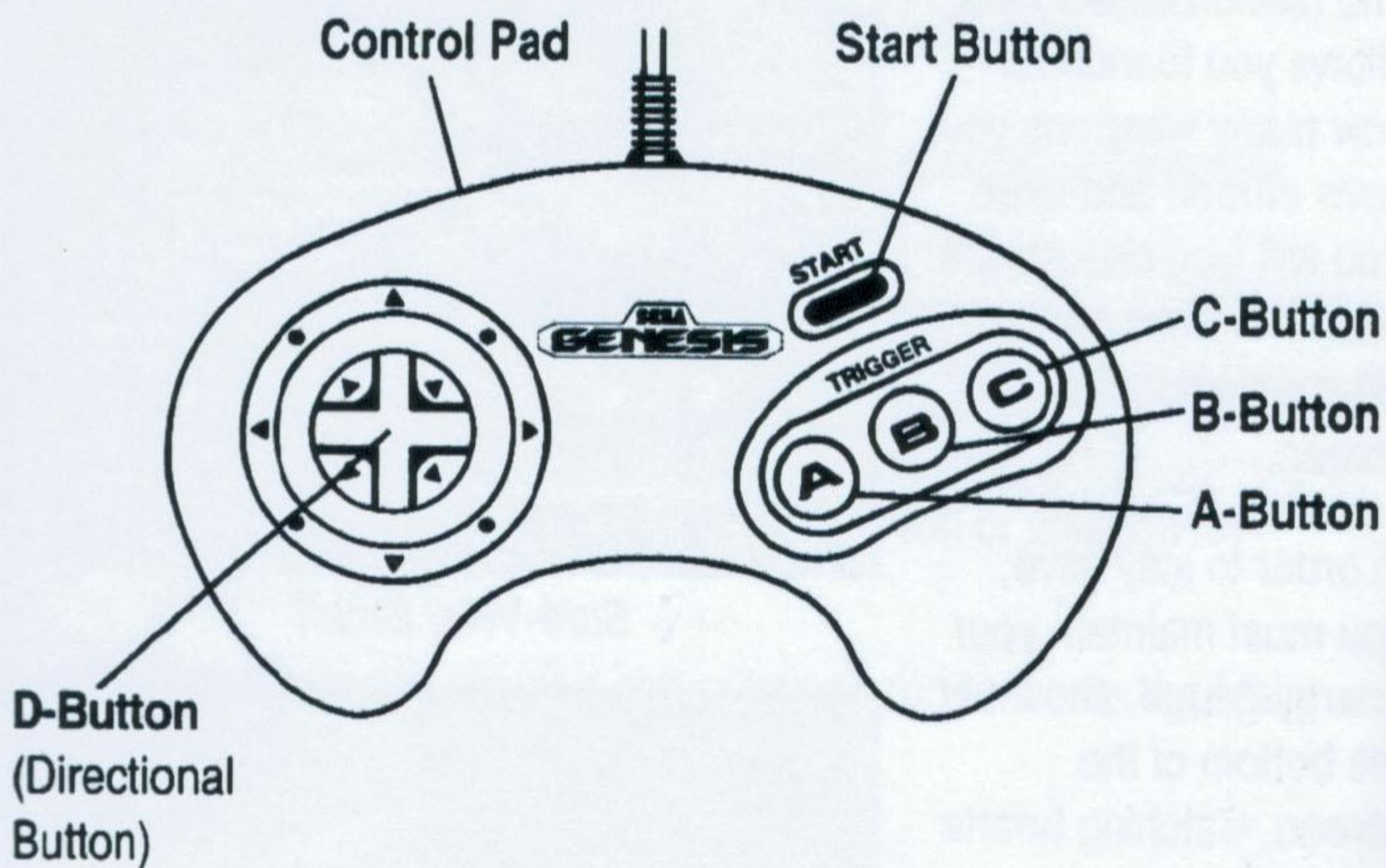


*Overhead View*

Your mission is to defeat the mutants and recover the missing vehicle parts.



# Control Pad Operation



**D-Button** — Maneuver Jason and Vehicle, Gun Turret (Up, Down, Left, Right, Diagonally)

In Menu Screen — select weapon

**Start Button** — Begin new game

Enter Menu Screen (pause game)

**A-Button** — Fire special weapons

**A-Button + Down** — Jason jumps out of/into the Vehicle

**B-Button** — Jump, Hover (when available)

**C-Button** — Fire weapons

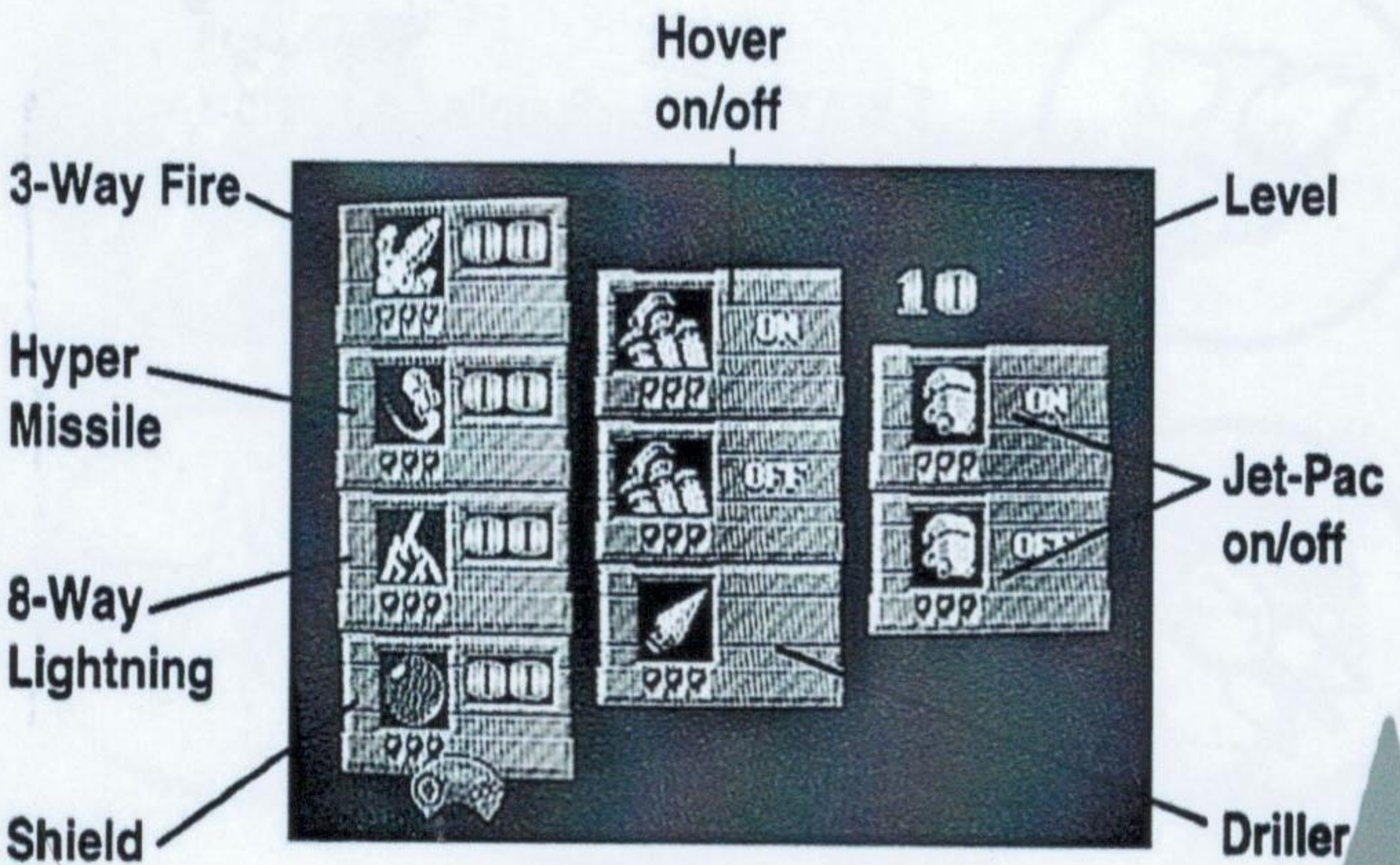
**A-Button + Up** — Enter/exit a doorway



# Inventory Menu Screen

The Inventory Menu Screen indicates how many weapons you have collected and used. You can choose special weapons for Jason or the Vehicle to use against the mutants in the Inventory Menu Screen.

When Jason acquires an option that he can use outside the vehicle, a small head will appear next to that option on the inventory screen.





# Power-Up Icons



**ENERGY** — Sustains Jason's energy gauge



**3-WAY FIRE** — Supplies gun with 3-way fire power



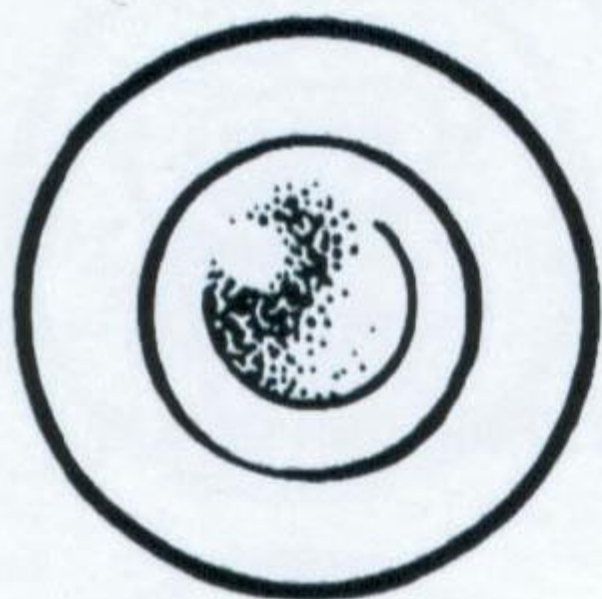
**MISSILE** — Fills missile inventory



**FUEL** — Provides fuel for Hover option (Jason and Vehicle)



# Power-Up Icons (continued)



**SHIELD** — Powers up shield option



**LIGHTNING** — Fuels 8-way lightning weapon



**STAR** — Extra life



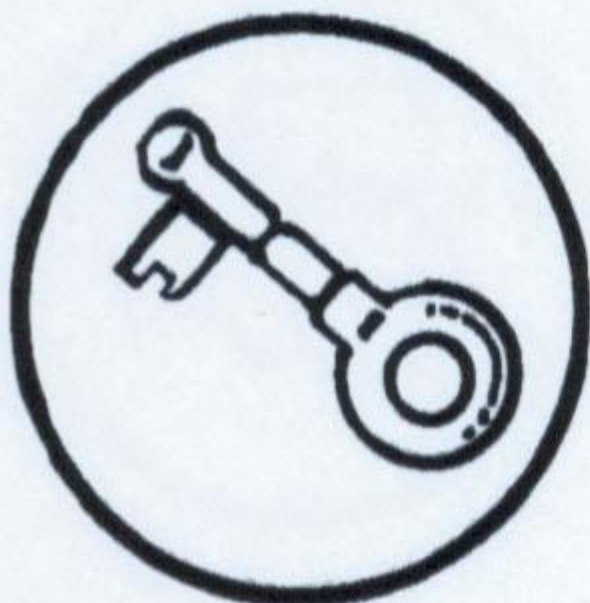
# Jason Options

All options must be won from Mini Bosses. Some options are used automatically and will not show up on the inventory menu screen.



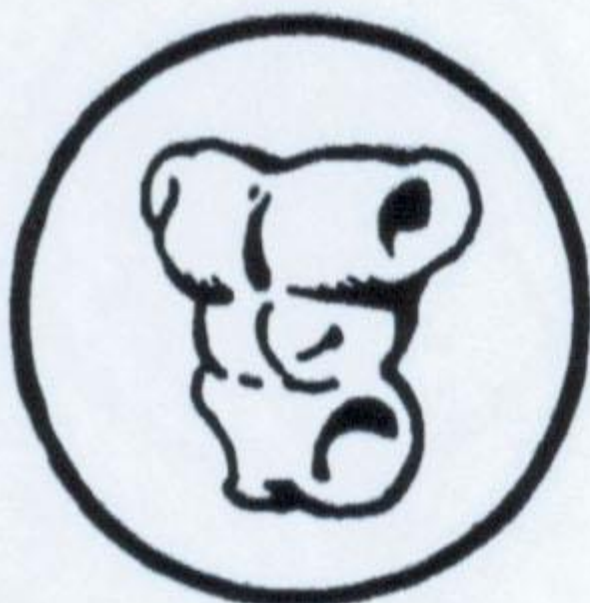
## **CRUSHER** — 1st level

This will attach to Jason's small gun and is more powerful.



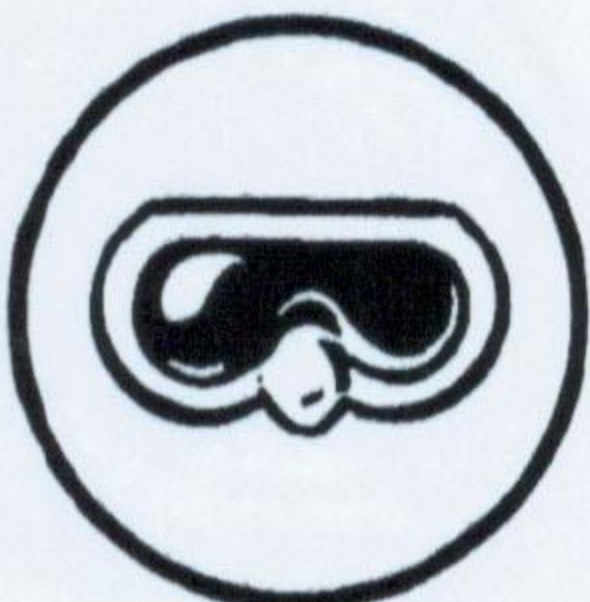
## **SILVER KEY** — 1st level

Allows Jason access to next level.



## **INSULATED ARMOR** — 2nd level

This armor only works for a limited time. It surrounds Jason with a field of electricity, protecting him from getting hit by enemy weapons.



## **POLARIZED VISOR** — 3rd level

The Polarized Visor will attach to Jason's armor and will enable Jason to see in the harsh brightness of the volcanic caverns.



# Jason Options (continued)



## **FIREPROOF ARMOR** — 3rd level

This armor allows Jason to walk through glowing hot spots.



## **3-WAY WEAPON** — 4th level

This weapon must be activated from Jason's inventory screen. Jason must collect 3-Way Fire Icons to supply his inventory. Gun will fire three ways simultaneously.



## **HYPER MISSILE** — 5th level

Once attained, Hyper Missiles can be activated from Jason's inventory menu screen. Jason must collect Missile Icons to keep his inventory filled. When fired, missiles will follow the enemy until destroyed.



## **LIGHTNING GUN** — 6th level

Like the Hyper Missile, the Lightning Gun must be activated from Jason's inventory menu screen. Jason must collect 8-Way Lightning Icons to keep his inventory filled. This gun shoots out 8 streams of lightning simultaneously.





# Jason Options (continued)



## **JET-PAC — 6th level**

The Jet-Pac option must be selected from the inventory menu and attaches to Jason's back. Fuel icons must be collected to maintain the Hover power.



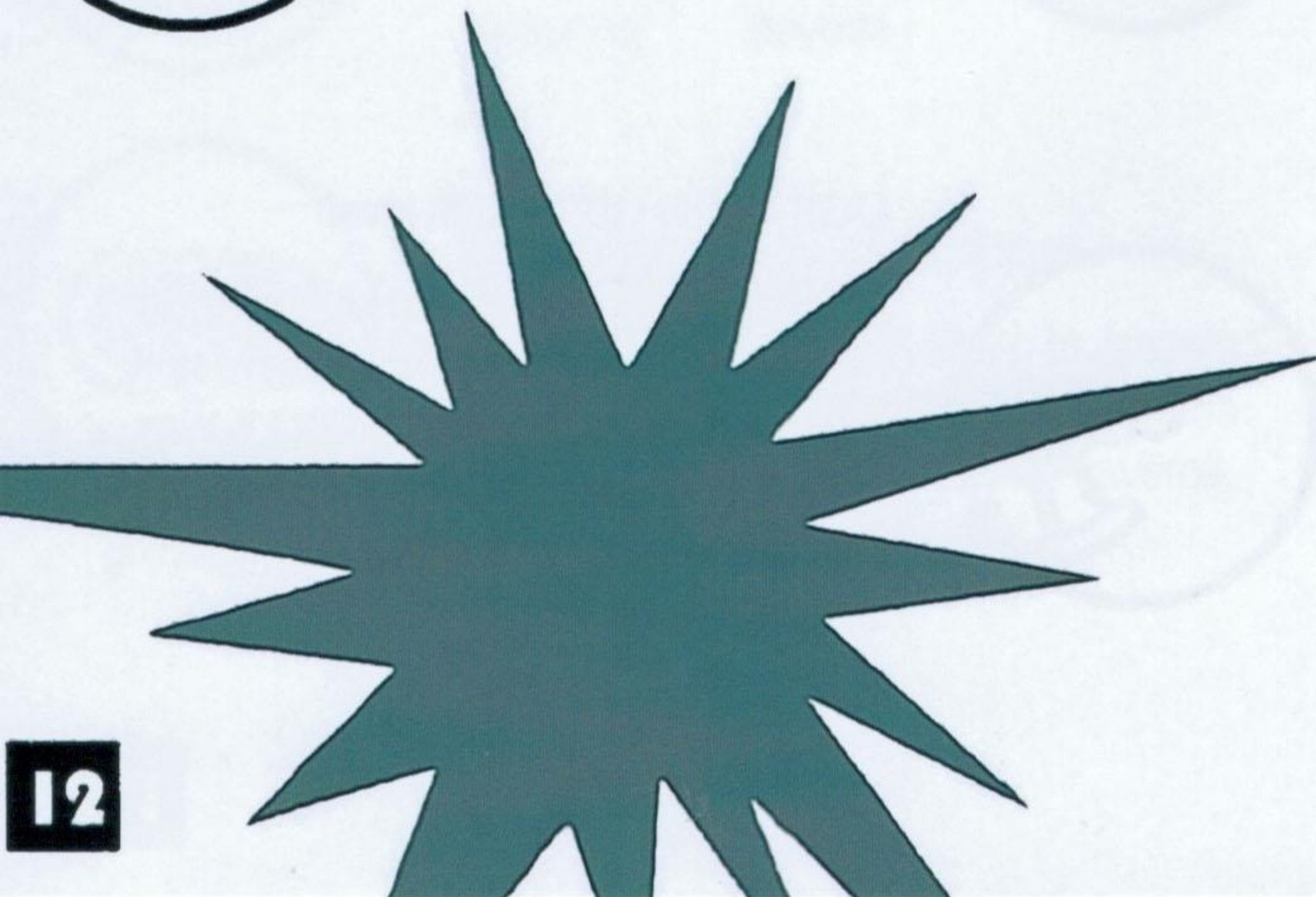
## **JASON SHIELD — 7th level**

Jason's Shield protects Jason from enemy fire when used.



## **GOLD KEY — 7th level**

Allows access to final level.



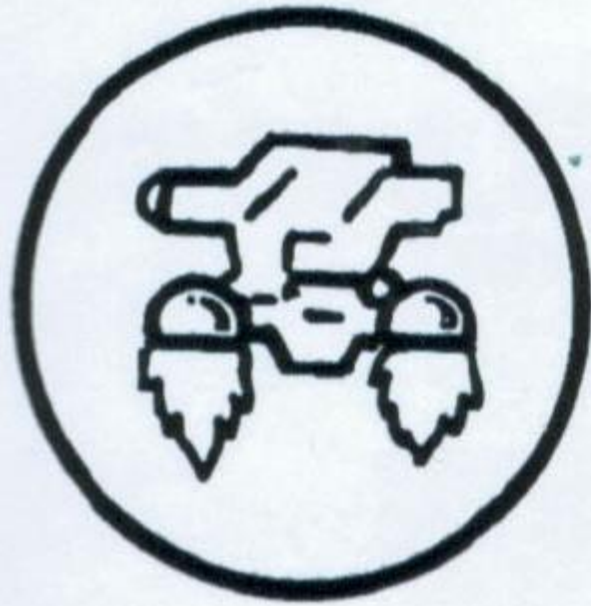


# Vehicle Options



## **DRILLER** — 2nd level

The Driller allows the vehicle to dig through soft earth and caved in areas. It is selected in the Vehicle menu.



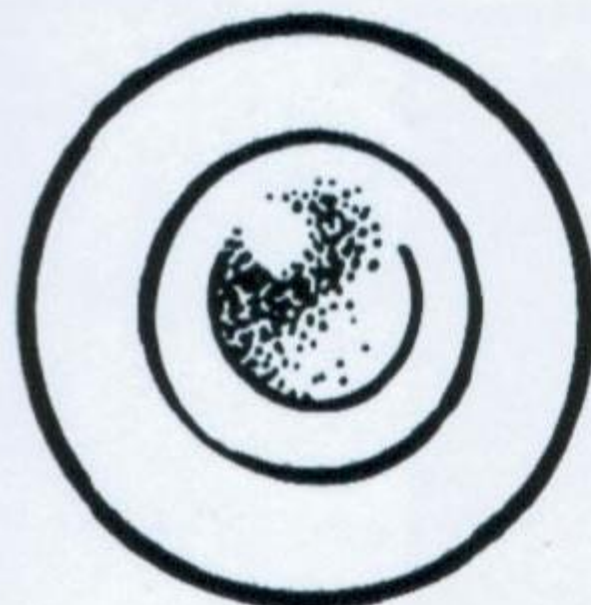
## **HOVER** — 4th level

Similar to Jason's Jet-Pac, fuel is consumed and must be collected to maintain power.



## **DIVE**—5th level

This allows the vehicle to move freely under water.



## **SHIELD**

The Shield is automatically fitted to the Vehicle and is activated through the inventory screen. It protects the Vehicle from enemy fire. You must collect Shield Icons to use the Shield and maintain its power.



# Overhead View Icons



Vehicle speeds up



Vehicle slows down



Increase fire power



Bomb — Detonates everything on screen



Invincible for a brief time



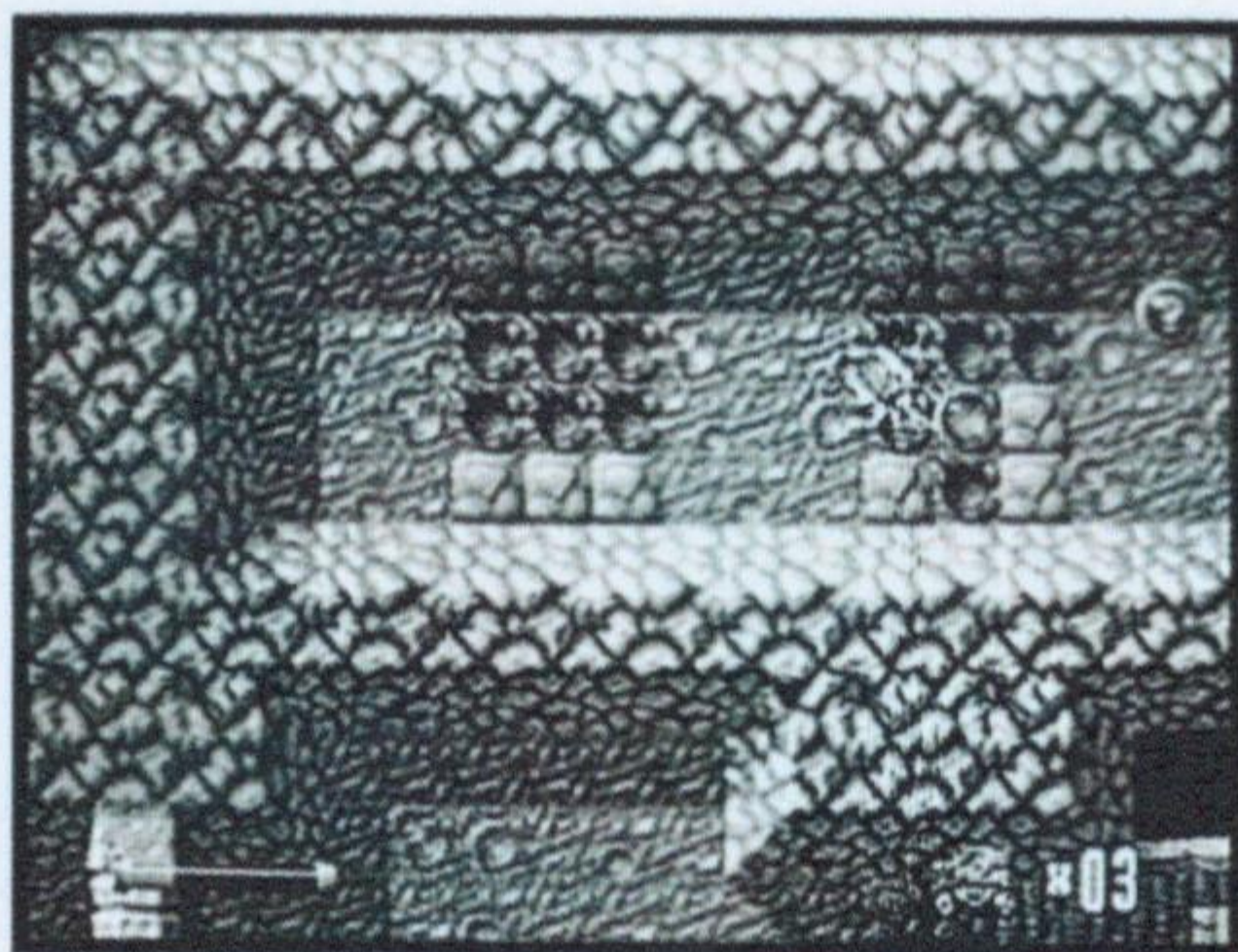
Energy addition



Icon selection at random



Decreases fire power

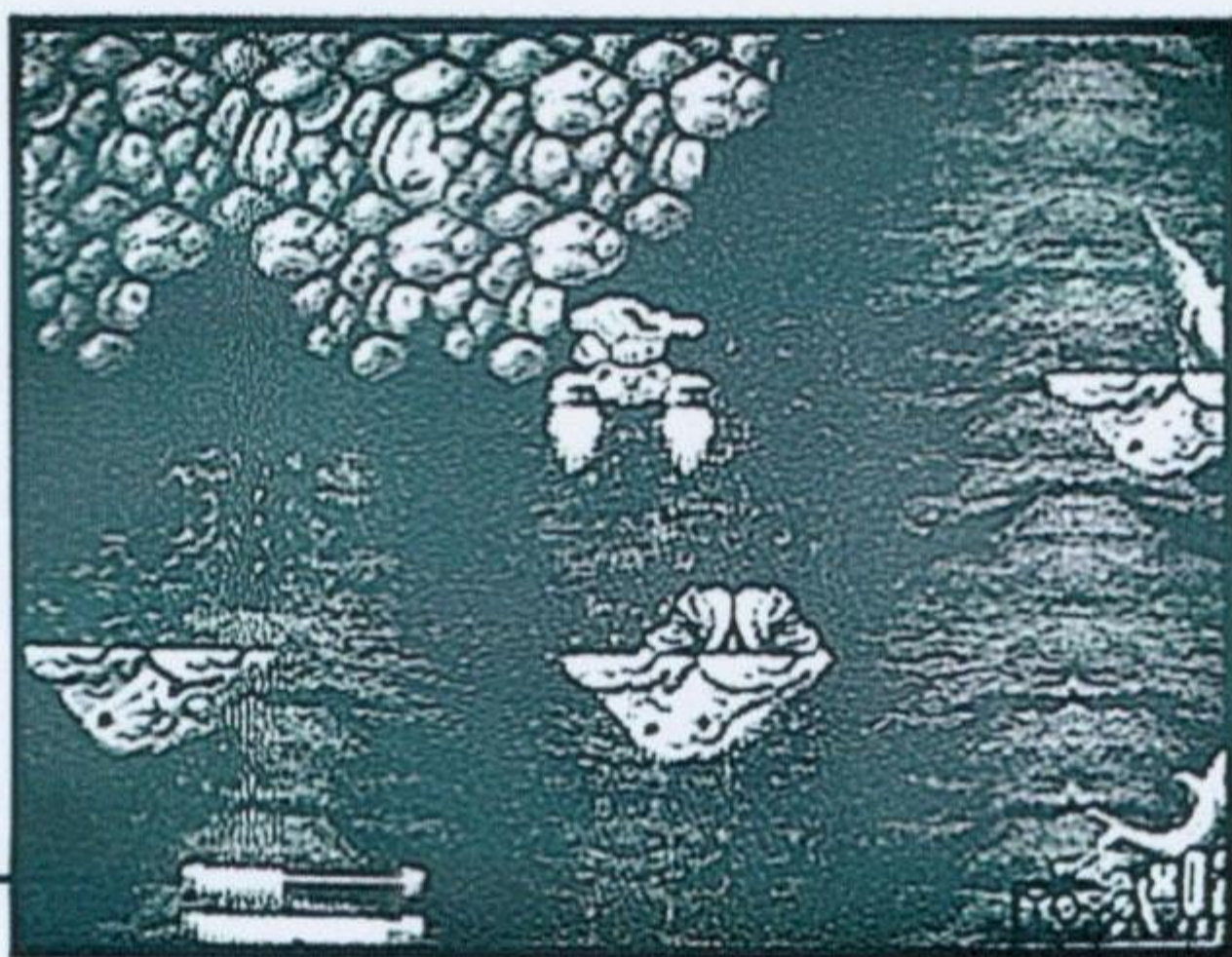




# Turbo Joystick Users

When Jason is out of the Vehicle, he has the ability to shoot straight downward. In order to do this, the turbo must be "off" on your Turbo Joystick. If the turbo is "on" then Jason cannot shoot downward. You will need this ability to complete level 5.

## Game Play Screen

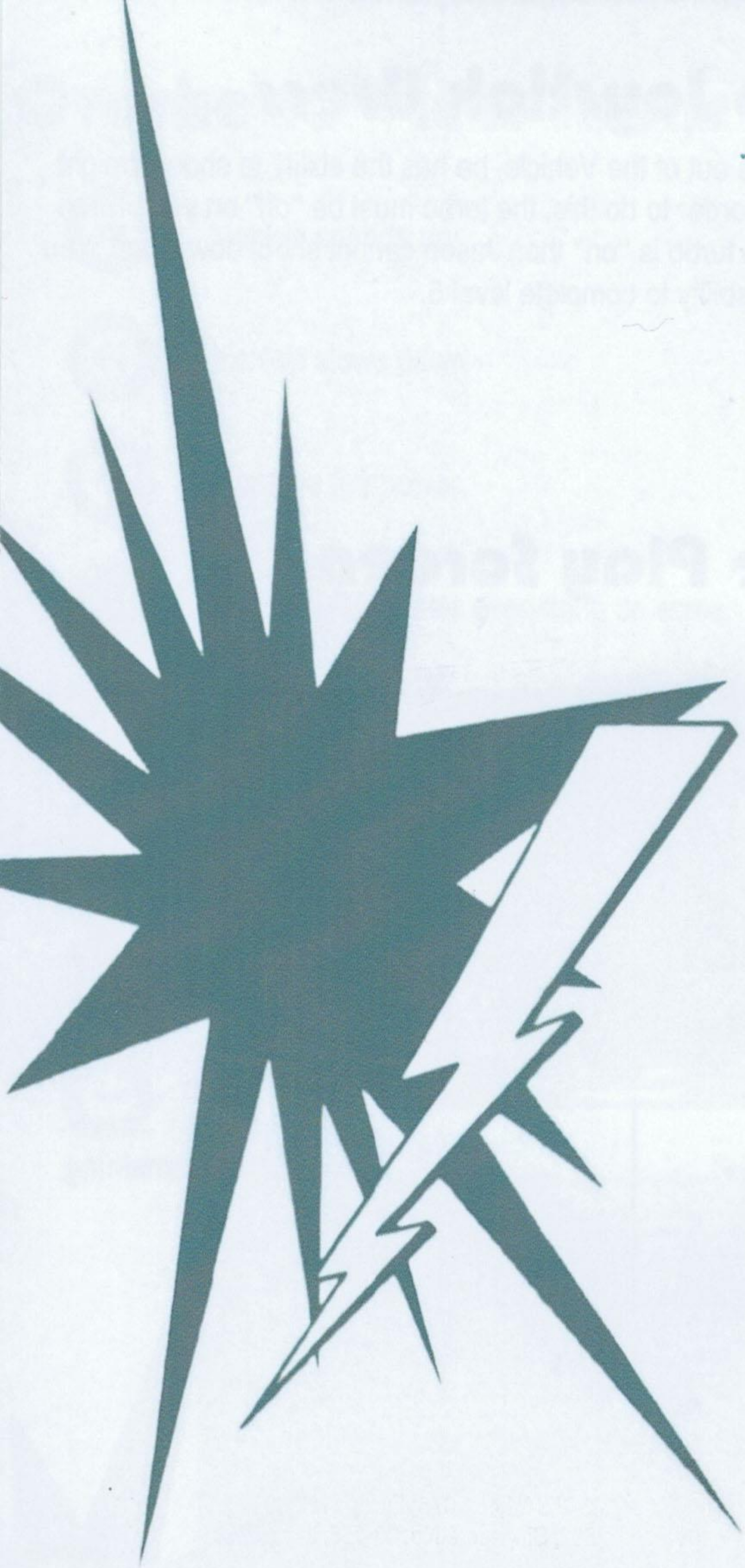


Energy Gauge

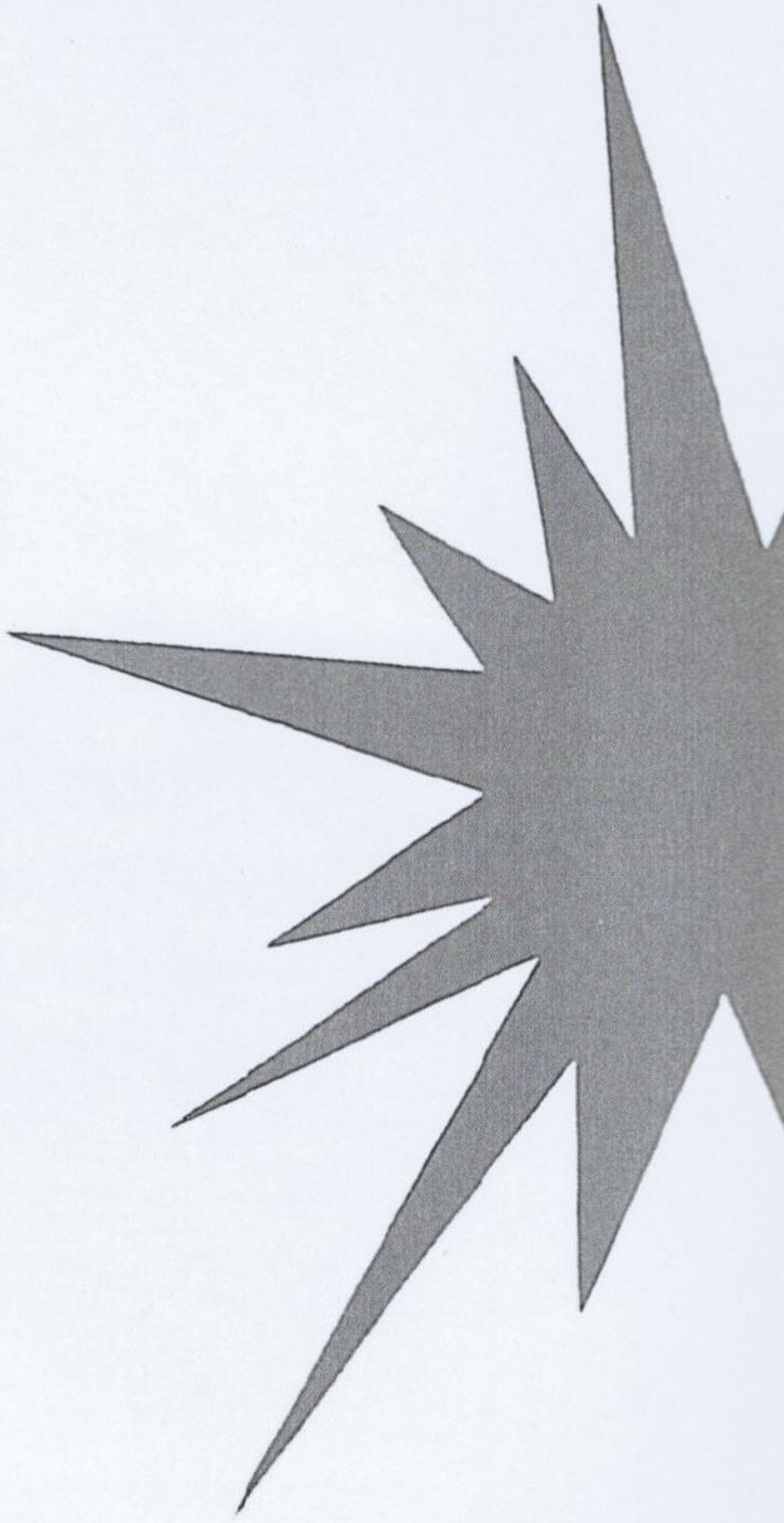
Hover Meter

Lives Remaining









Patents: U.S. Nos 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)



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