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INSTRUCTION BOOKLET

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THANK YOU

... for purchasing the SUNSOFT "Blaster Master Boy" Game Boy pak. Read these instructions thoroughly before starting to play the game. In doing so, you will understand the game better and enjoy it even more. Also, keep these instructions in a safe place.

PRECAUTIONS

Be sure to turn the power OFF before inserting the cartridge or removing it from the unit.

This is a high-tech instrument. Do not store it in an area subject to extreme hot or cold temperatures.

Do not bend, crush, submerge in liquids or attempt to take it apart.

Avoid touching the connectors and be sure to keep them clean and dry.

Take an occasional recess during extended game play.

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GAME OVERVIEW

This game is based on the 1988 NES game Blaster Master in a Game Boy version. It has 9 levels of power packed action. Blaster Master Boy is a maze action game. At the end of each level you must destroy a "Mutant Boss" before you can continue to the next level. You must find your way through the maze level first. The hero, Jason, must rely on his bomb arsenal and gun power pak to overcome all the enemies and save the world from the radioactive waste eating away at the core of the earth.



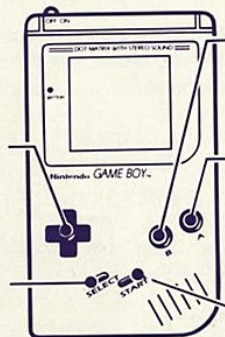
GAME STORY

It seems that radioactive energy is generating from deep within the earth's crust and has begun to destroy plant life on the surface world. Jason knows that the Plutonium Boss has gained control and is wreaking havoc underground. In a fury, Jason rushes to his armored transport only to find that the entrance to the underworld has shrunk and is not large enough to allow his vehicle to pass through. Jason collects as many bombs as he can carry and powers up his gun and climbs down the dark passage alone. On his journey he must blow up petrified pieces of rock to uncover more powerful bombs and extra power paks for his gun so that he can be ensured victory over the mutated creatures underground. He must defeat all the Mutant Bosses to stop the emission of radioactive energy to the earth's surface.

GAME PLAY CONSOLE

- D Button**
 - Controls character movement
 - Select offensive items

- Select Button**
 - Select bombs on play screen
 - Select bombs on sub-screen



- B Button**
 - Drop bombs

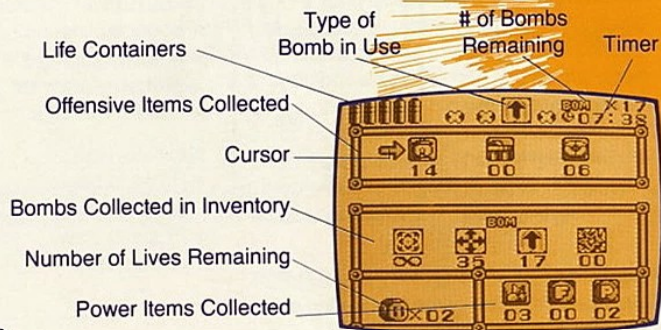
- A Button**
 - Shoot bullets
 - Activate selected offensive items on sub-screen only

- Start Button**
 - Press to begin game play
 - Press to view sub-screen

Reset: Press A + B + START and SELECT
Continue: After the game has ended select CONTINUE and then press START

SUB-SCREEN

The Sub-Screen will tell you how many items you have collected for use. You can select the weapons you need to use by moving the cursor to that item. Only items that are "selectable" can be chosen.



OFFENSIVE ITEMS

NON-SELECT ITEMS



Power Up

Adds 1 life container



Shield

Protects Jason from enemy



Full Power Up

Fills up Life Gauge

SELECT ITEMS



Life Preserver

When selected, allows Jason to safely cross water



Power Boot

When selected, Jason can safely walk over spikes



Key

Shows exit to next level



Lantern

When selected, lights up darkened areas



Lightning

Destroys all enemies on screen



1 Up

Gain 1 extra life (occurs automatically)

WEAPONS



BOMB — Jason is equipped with an unlimited amount of this type. It will explode and destroy within a small radius.



DIRECTIONAL BOMB — This type must be collected throughout the game. It will explode and destroy a larger amount of items in the direction you set it.



HYPER BOMB — This type must be collected throughout the game. It will explode and destroy a larger radius in all directions.



SUPER BOMB — This type must be collected throughout the game. It is very powerful and will explode and destroy in all directions.

(Bombs for use may be selected on the sub-screen or the game play screen.)

POWER UPS



TURBO BOOTS — With these boots Jason can walk up to 4 times faster.



SHOT SPEED — By picking up this item, Jason's gun can fire up to 8 times farther than normal distance.



FORCE — Power up Jason up to 3 times.



POWER LIVES

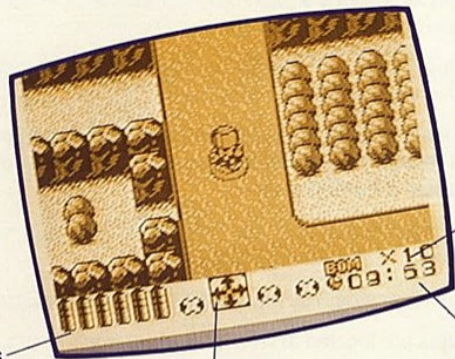
At the start of the game, you are equipped with 3 power lives. Each life consists of 6 life containers. Life containers are lost when you are injured by the enemy. When all 3 power lives are lost, the game is over. You have the option to continue. To continue, simply select the option CONTINUE on the screen.



GAME PLAY HINTS

- Items are hidden under the rocks. Destroy the rocks with the BOMB to collect various items.
- Get out of the way of your bombs. Just as they can destroy enemies, they can also injure Jason. So step back!
- Stairways lead to hidden rooms. Sometimes these rooms contain collectable items. They may be dark, so use your lantern sparingly — it only lasts about a minute or so.
- Lanterns, Power Boots and Life Preservers only last for a limited amount of time.
- 10:00 to finish the stage. You have only 10 minutes to finish each stage.
- Hidden rooms are located at the top of the screen.

GAME PLAY SCREEN



Life
Containers

Bomb
in Use

No. of
Bombs
Remaining

Time
Remaining

12

SCORES

11206