PlayStation

NTSC U/C

PlayStation

BLASTER MASTER®

BLASTING AGAIN



CRAVE ENTERTAINMENT

EVERYONE

E

CONTENT RATED BY ESRB

SLUS-01031

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- 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 rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

BLASTER MASTER®

BLASTING AGAIN

CONTENTS

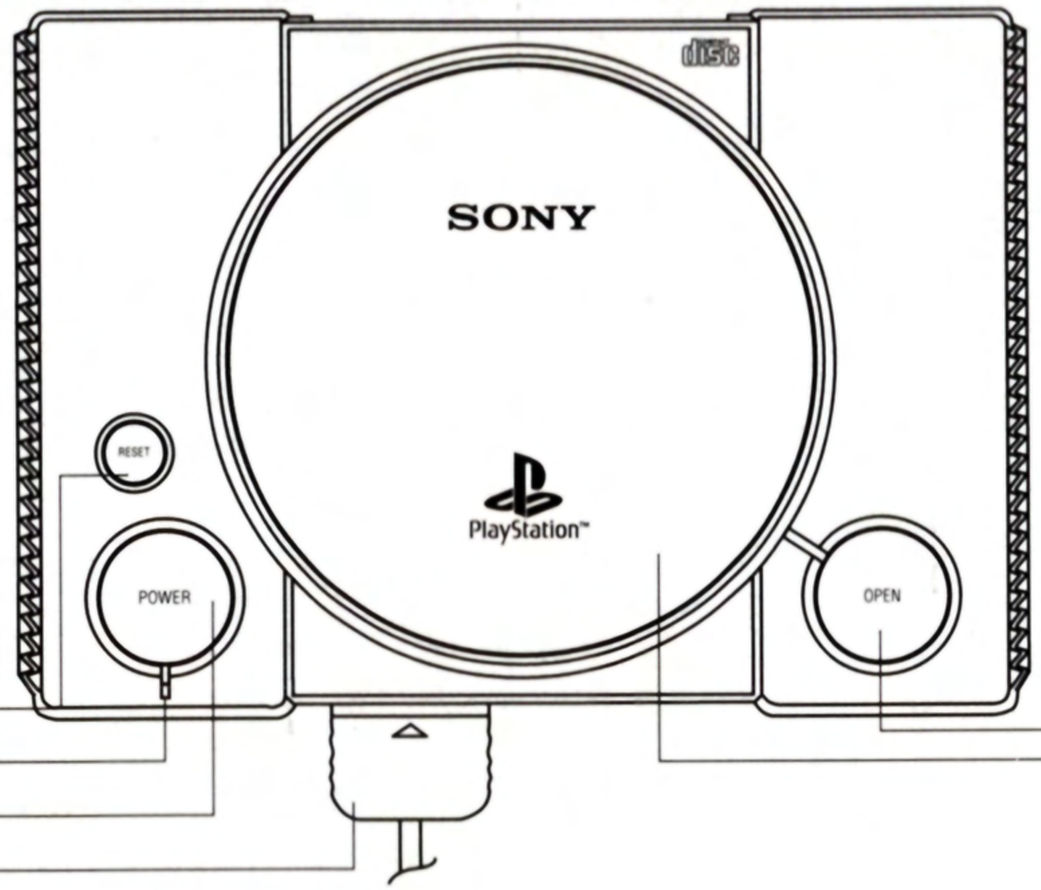
Setting up 2
Controls 3
Starting the Game 5
Story 8
Game Screens 10
The Map 13
Movement 14
Attack 16
Tips 19
Items 20
Save Points 22
Characters 23
Area Maps 26

SETTING UP

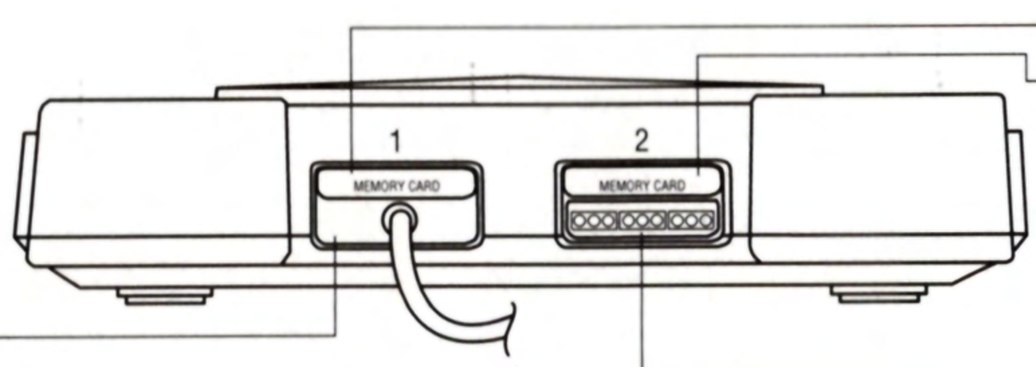
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the BLASTER MASTER disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

CONSOLE

Top View

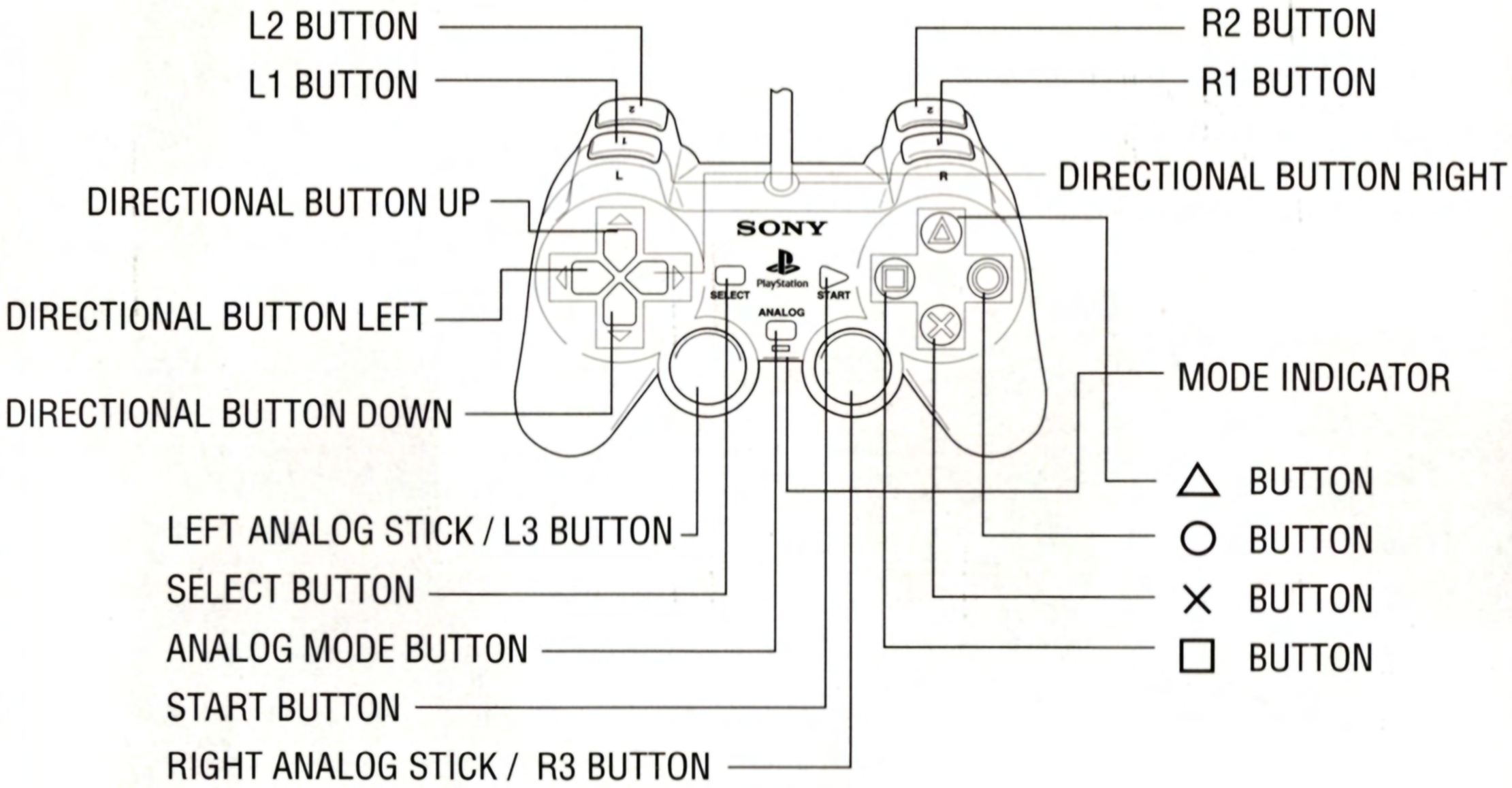


Front View

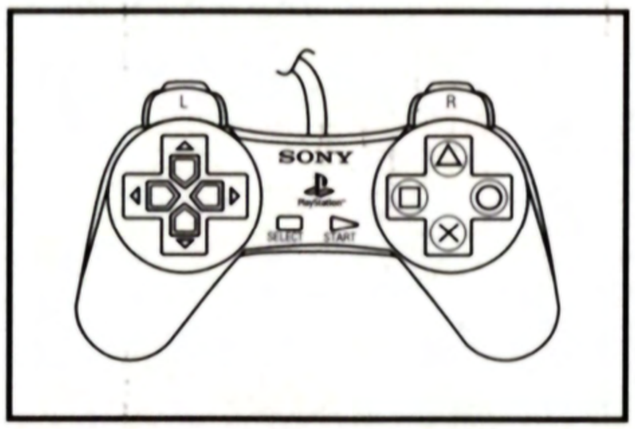


CONTROLS

DUALSHOCK™ analog controller



NOTE: Compatible only in Digital and Analog mode



NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.

CONTROLS



The basic controls at default are as follows.

	Normally	Vehicle Mode	Roddy Mode
○ button	Cancel	EXTRA SHOT	NAPALM
× button	Confirm	JUMP	JUMP
△ button		EXTRA MOVE	HYPERSONIC
□ button		SHOT	SHOT
START button		SUB WINDOW	SUB WINDOW
SELECT button		Get off vehicle	Get on vehicle
L1 & R1 buttons		SIDE JUMP	SIDE JUMP
L2 & R2 buttons		Change weapon	Turn view point
Directional Buttons	Move Cursor		

STARTING THE GAME

START SCREEN



NEW GAME

Choose this to play the game from the beginning.

CONTINUE

Choose this to resume a previously saved game. It cannot be chosen if no game data exists in the Memory Card inserted in the Memory Card slot.



OPTION

Allows you to adjust various settings.

LOADING

First select the Memory Card slot which the Memory Card is inserted in with the Left and Right directional buttons, and press the X button to confirm. Then select the game data you want to load with the Up and Down directional buttons, and press the X button to confirm.

1 STARTING THE GAME

OPTION SCREEN



In the OPTION screen, you can review or change the following settings.
Use the Up and Down directional buttons to select an item and press the X button. Then set it to whatever you want and press the X button to confirm the change.

DIFFICULTY Allows you to set the game difficulty level. Choose from EASY, NORMAL, HARD.

VIEW Allows you to select the game view point. Choose from LONG or UP.

SOUND Allows you to select the sound mode. Choose from stereo or mono.

STARTING THE GAME

MOVIE TEST	Allows you to watch the movies you have previously seen in the game.
VIBRATION	Allows you to turn the vibration on/off if you are using a DUALSHOCK™ analog controller.
BGM VOLUME	Allows you to set the BGM volume.
KEY CONFIG	Allows you to change the key assignments.

STORY

The year is 2019. The Earth is experiencing a series of large-scale disasters like crustal subsidence and abnormal tides. Not many considered the possibility that an "extraterrestrial raid" was behind the global calamity. But if it hadn't been for an underground battle fought 18 years ago, and one hero in particular, none of them would be here now...

His name was Jason... It was he who drove the "Lightning Beings" away from our planet by manipulating special machines developed in an unknown extraterrestrial world. Since then, he has continued to save this planet from countless threats.

And once again Earth needed his help... but it was no longer possible, since he had lost his life in a furious assault by the remnants of the Lightning Beings a few years back.

STORY

But hope remained in Jason's children, who had taken over his mission.

Their names are Roddy and Elfie. After Jason's death they inherited his machines and continued fighting against the Lightning Beings as Jason had wished them to.
Now they are expecting a great assault.
But they are still inexperienced. . .
To them the great battle they are about to fight is nothing other than a great test.
A test to show whether they can save the Earth from the biggest danger the planet has ever faced.

The great struggle is about to begin, and many secrets will be uncovered.

1 GAME SCREENS

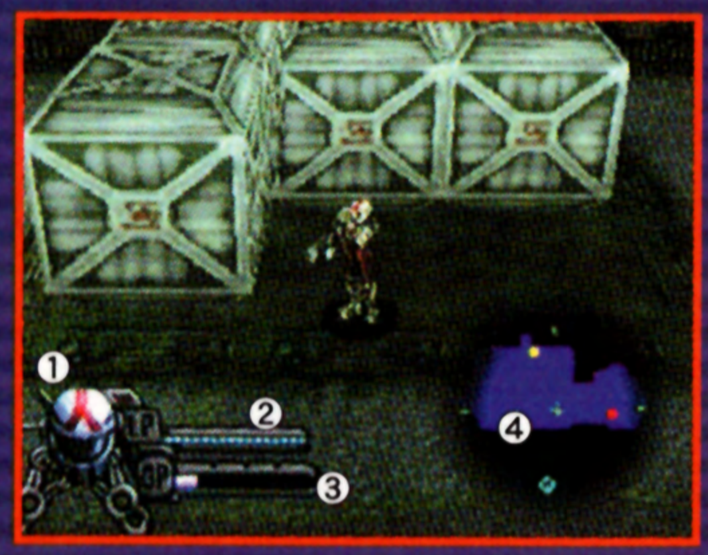


VEHICLE MODE

1. Attack option
   States the attack mode of EXTRA SHOT.
   It also shows the remaining energy for EXTRA MOVE. It is brightest when the energy is full and becomes darker as the energy diminishes.
   The energy lessens as you use EXTRA MOVE but gradually restores itself after a certain period of time.
2. Life gauge
   Shows the remaining endurance power of the machine.
3. Shot gauge
   Shows the attack power.
   By holding down the X button you can increase the attack power, and after reaching a certain point on the gauge the Lock-on system can be activated.
   As the gauge increases, the attack level is also powered up.
4. Radar
   Shows an eagle eye view of the position of the enemy relative to the player as well as the gate entrance.
5. Com sensor
   Lights up when it detects a communication signal from Elfie.

GAME SCREENS

RODDY MODE



1. Action gauge
   Shows the remaining energy that can be used for the Hypersonic gun.
   It is brightest when the energy is full and becomes darker as the energy diminishes. The energy lessens as you use the Hyper Sonic Gun but gradually restores itself after a certain period of time.
2. Life gauge
   Shows Roddy's remaining life.
3. Gun gauge
   Shows the attack level.
4. Radar
   Shows an eagle eye view of the position of the enemy relative to the player as well as the gate entrance.

* The view point of a screen varies according to the nature of the map.

GAME SCREENS

SUB WINDOW

You can display the SUB WINDOW at any time during the game by pressing the START button. The SUB WINDOW shows you a message from Elfie, the overall map structure, and the current target point.

5. Message from Elfie

6. Map of the explored parts of the current zone

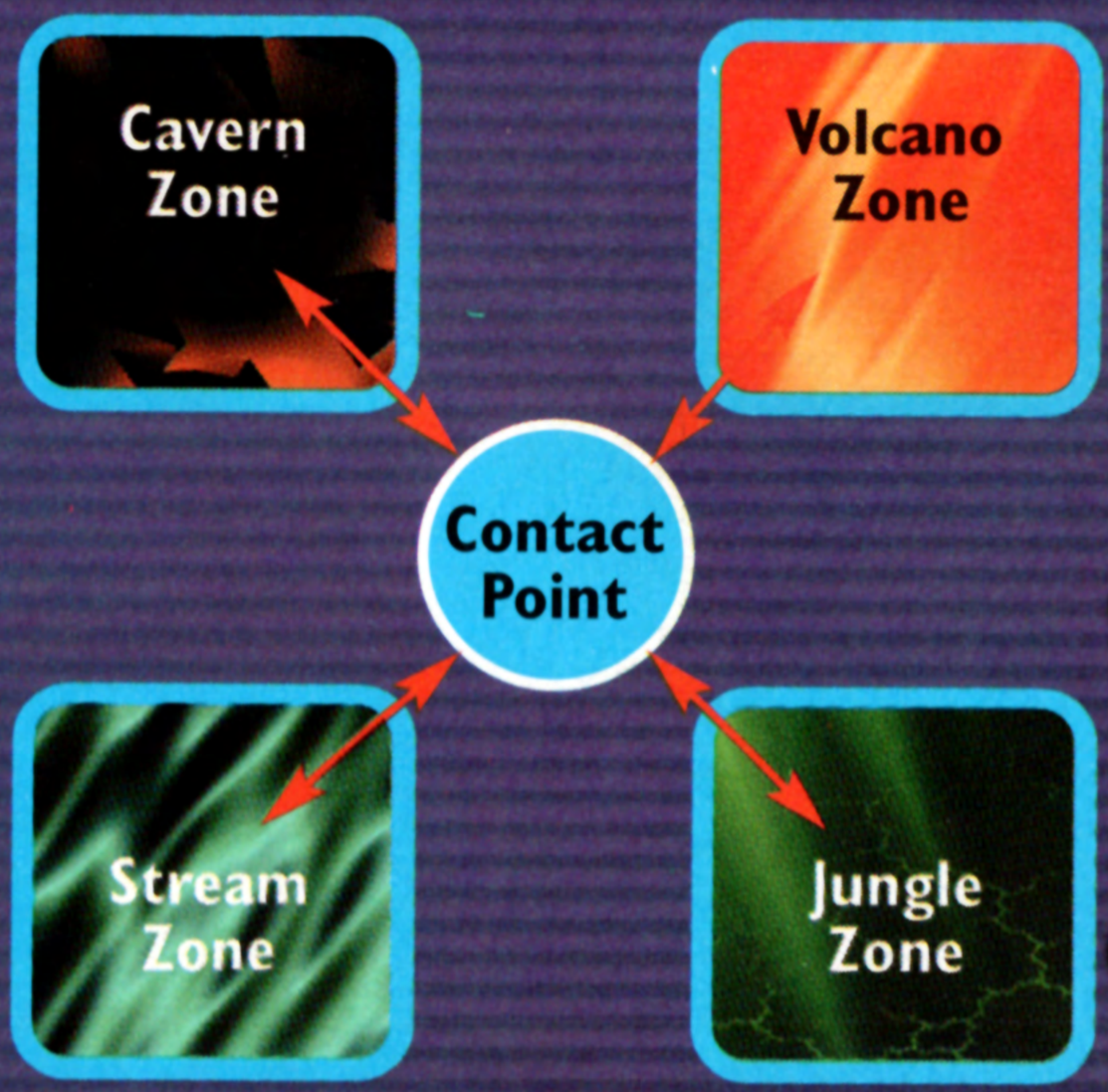
7. Target point as instructed by Elfie



THE MAP

There are entryways called space-time portals which link this world with other civilizations, and by passing through them, it is possible to travel beyond time and space to a world far away.
This is exactly what our two main characters came across, and the place which looks to be underground is actually the face of an alien planet.

This game focuses on five of these such planets.



Each zone has its own complexly woven passages filled with all sorts of fiends and enemy bosses, but deep inside also lies items which may help you in your mission.
There are many locations in each of these zones where vehicles can't enter and areas covered with traps, so it's not going to be easy to clear the zones without an element of tactics.

1 MOVEMENT

MAP RESTRICTIONS

This game has two different types of areas: Areas for the vehicle to pass through, and areas where only Roddy can go. Switch between the vehicle and Roddy from time to time, depending on the type of area you want to go to.

EXTRA MOVE

VEHICLE OPTIONS

The vehicle can have up to four EXTRA MOVE options.
At first, the vehicle does not have any of these moves, but they will gradually become available as you proceed with the game.
The four EXTRA MOVE options are listed on the next page, and the one assigned to the vehicle at that time, is the one which is activated.
To activate, you have to press the △ button, but it cannot be done if the Action gauge has reached zero.

MOVEMENT



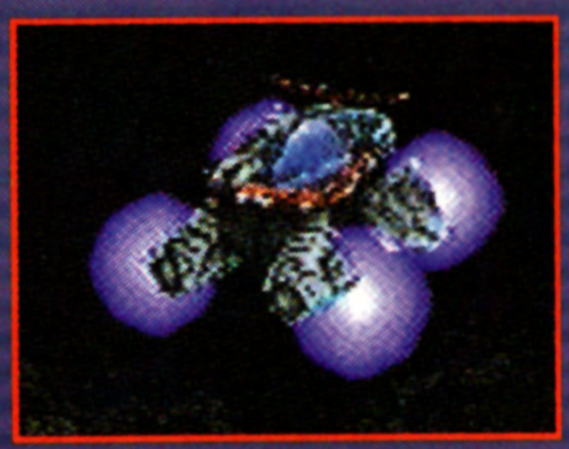
Boost When you press the △ button while moving on land, it increases the speed of the vehicle.



Climb When you press the △ button while you are in a special area surrounded by a cliff, the vehicle can climb it.



Submarine Allows the vehicle to move in water. With this option, when the vehicle goes into water, it automatically changes its shape, and when you press the △ button, it can move in water.



Hover When you press the △ button while you are still on land or in the air, the hover function is initiated to allow the vehicle to move through air.

ATTACK (VEHICLE)

SHOT (□ button)

Fires the vehicle's basic gun.

EXTRA SHOT (○ button)

The vehicle can have four EXTRA SHOT options.
At first, the vehicle does not have any of these, but it will gradually become available as you obtain energy items.
EXTRA SHOT can be powered up as the gauge increases.
Each EXTRA SHOT can be powered up in three levels as the gauge increases.
The four EXTRA SHOT options are listed on the next page, and the one assigned to the vehicle at that time, is the one which is activated.
To activate, you have to press the ○ button, but it cannot be done if the Option gauge has reached zero.

ATTACK (VEHICLE)

Blaster (B) Fires a powerful energy bullet straight ahead. Especially effective when there is a multitude of enemies coming towards you from the front.



Homing (H) Attacks an enemy within range using a homing missile. Especially effective on airborne enemies or other such enemies which are hard to aim at.



Thunder (T) Attacks and destroys an enemy at close range with a huge amount of electric current. Especially effective for a battle in a small area.



Field guard (F) Generates a defensive shield around the vehicle which destroys enemies nearby. Especially effective if you want a defensive attack.



ATTACK (RODDY)

SHOT (□ button)

The SHOT can be powered up a maximum of six levels by obtaining the level-up items. But whenever Roddy sustains any damage, the SHOT gradually powers down.

NAPALM (○ button)

The Napalm bomb causes damage to all enemies within a certain distance from Roddy. Infinite ammunition.



HYPERSONIC (△ button)

It generates a bright light around Roddy and enables him to move at high speeds. Whenever he comes in contact with an enemy while this is activated, the enemy will sustain damage. Roddy is invincible while this is happening, but it consumes a lot of Action points very fast, so don't use it unless you have to.



TIPS

SIDE JUMP

The distance Roddy or the vehicle jumps depends on how long you hold the L1 / R1 button for. By side jumping in certain ways, it should be possible to shoot at the enemy while dodging their attacks. This gives you a massive advantage on the battlefield.



JUMP, then SIDE JUMP

After jumping you might suddenly find an enemy shooting at you. You can dodge these by performing a SIDE JUMP in mid air.



HYPERSONIC

There is an invincible weapon that Roddy can use called the HYPER-SONIC. Although it drains Action points very quickly, it allows you to move at very high speeds, and should play a big role in the game. It may be a good idea to formulate battle techniques incorporating this.



Chain Reaction

When you destroy an enemy, damage may simultaneously be sustained by other enemies by the explosion caused. You might want to try luring the enemy so that they bunch together before picking them off.



ITEMS

Below are some of the items you can obtain in the game. All items should assist you in some way. Usually items are found lying around on the ground throughout the map, but it is also possible to get them by slaying enemies or sometimes also by destroying certain objects. However such items that appear by destroying something also disappear after a while, so it is necessary to grab them quickly.

T=Vehicle / P=Roddy

Healing Items

Name of Item	Type	Effect
LifeBoost A	T / P	Recovers 2 units of life
LifeBoost B	T / P	Recovers life half the total
LifeBoost C	T / P	Recovers life fully

ITEMS

Assault Items

	Name of Item	Type	Effect
	B=B(Blaster) Prism	T	Boosts the Blaster's Power (32)
	H=H(Homing) Prism	T	Boosts the Homing's Power (32)
	T=T(Thunder) Prism	T	Boosts the Thunder's Power (32)
	F=F(Field) Prism	T	Boosts the Field Guard's Power (32)
	X=X(Extra) Prism	T	Boosts the current weapon's Power (32)
	α=Alpha Material	T	Boosts the Power of every weapon (32)
	Ω=Omega Material	T	Boosts the Power of every weapon to full
	G=G(Gun) Custom Chip	P	Increases the player's shot power level

Support Items

	Name of Item	Type	Effect
	T=Timer	T / P	Freezes all enemies for a period of time
	W=Warp	T / P	Teleports you to the adjacent area
	X=X Bomb	T / P	Disintegrates all enemies in the area
	C=Critical Charger	T / P	Action power becomes MAX for a period of time
	B=B Power Memory	T	Increases the limit of the Blaster gauge
	H=H Power Memory	T	Increases the limit of the Homing gauge
	T=T Power Memory	T	Increases the limit of the Thunder gauge
	F=F Power Memory	T	Increases the limit of the Field Guard gauge

SAVE POINTS

Saving the game can only be done at save points, of which there are several in each map.
You will find them to be a great advantage, so use them more frequently.

Saving

First select the Memory Card slot which the Memory Card is inserted in with the Left and Right directional buttons, and proceed with pressing the X button to confirm.
Then select the block you want to save your game data in, with the Up and Down directional buttons, and press the X button to confirm.



CHARACTERS

Roddy



The Hero of the story.

He is the 15-year old son of Eve and Jason, the heroes who once fought against Plutonium Boss in Blaster Master.

Roddy – trained in using Sophia by his father – is unrivaled in his piloting skills.

However, he can easily get emotional and lose control of himself.

Thus, guidance by his sister is essential.

The growth of his character will be an important key to this game.

CHARACTERS

Elfie



Roddy's sister, 18 years old.
Despite her age, Elfie handles all the maintenance and modifications of Sophia J-7. She inherited Eve's talent as an engineer, and provides a perfect complement to Roddy.
Although her task is to guide Roddy through the surface of the Earth, she will play an essential role in the game by advising and giving Roddy emotional and moral support.

CHARACTERS

Sophia J-7

This combat vehicle was originally developed by an extra-terrestrial civilization under the official name "Sophia the 3rd NORA MA-01". Having gone through major modifications by Jason and Elfie, it no longer resembles the original model. So Roddy and Elfie named it "Sophia J-7".
With various new accessories currently under development, Sophia is the most formidable combat vehicle in this world!

Plutonium Boss ?

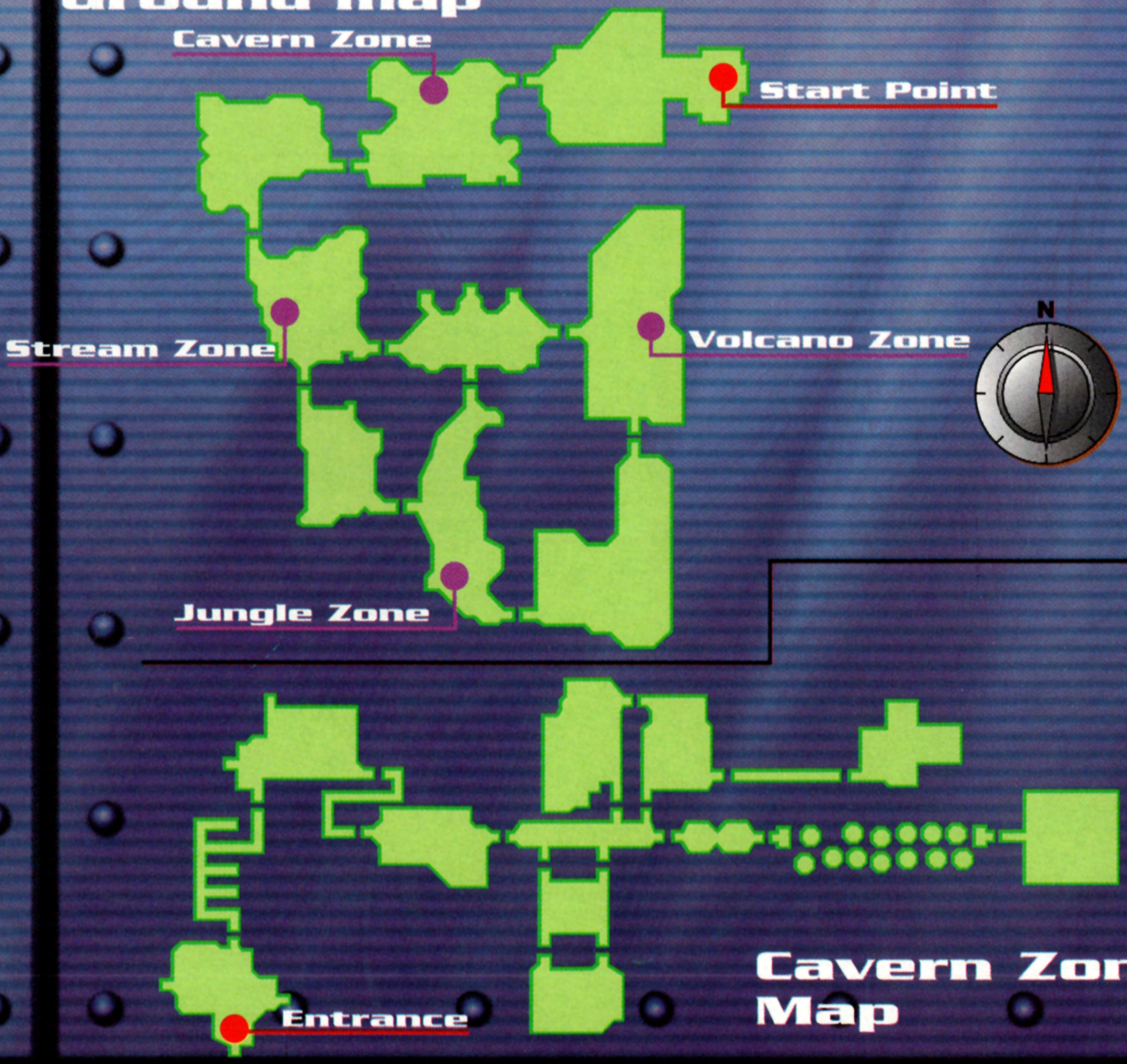
A mutant produced as a result of an underground nuclear test on an alien planet.
Nothing else is known about him.
Plutonium Boss was reported to have been destroyed by Jason.
So, who is this creature now?
One thing is for sure, it now controls the hordes of mechanical creatures, and it is going to be a greater challenge to beat it.

Eve

An extra-terrestrial, Eve was the former pilot of Sophia, who once fought alongside Jason. After, supposedly, destroying Plutonium Boss for the last time, she decided to remain on the earth and marry Jason. She passed away 5 years ago. Nevertheless, she plays an important key role in this story.

I AREA MAPS

Ground map



Cavern Zone Map

Eve & Jason



Sophia J7

BLASTER MASTER BLASTING AGAIN

Face it, you're stumped, so make the call...
Hints, Tips and Tricks all a phone call away!
US: 900-903-HINT
$0.95/US Dollar per minute

Must be 18 years of age or have parent's permission.
Touch tone phone required.

WARRANTY AND SERVICE INFORMATION

CRAVE ENTERTAINMENT, INC. WARRANTS TO THE ORIGINAL PURCHASER OF THIS CRAVE ENTERTAINMENT, INC. SOFTWARE PRODUCT THAT THE MEDIUM ON WHICH THIS COMPUTER PROGRAM IS RECORDED IS FREE FROM DEFECTS IN MATERIAL AND WORKMANSHIP FOR A PERIOD OF NINETY (90) DAYS FROM THE DATE OF PURCHASE. THE CRAVE ENTERTAINMENT, INC. SOFTWARE PROGRAM IS SOLD "AS IS" AND WITHOUT ANY EXPRESSED OR IMPLIED LOSSES OR DAMAGES OF ANY KIND RESULTING FROM USE OF THIS PROGRAM.

IF THE CRAVE ENTERTAINMENT, INC. SOFTWARE PRODUCT FAILS TO COMPLY WITH THIS LIMITED WARRANTY, CRAVE ENTERTAINMENT, INC. AGREES TO EITHER REPAIR OR REPLACE, AT ITS OPTION, FREE OF CHARGE, THE NONCOMPLYING CRAVE ENTERTAINMENT, INC. SOFTWARE PRODUCT, PROVIDED IT IS RETURNED BY THE ORIGINAL PURCHASER, POSTAGE PAID, WITH PROOF OF PURCHASE TO CRAVE ENTERTAINMENT, INC.'S FACTORY SERVICE CENTER.

WHEN RETURNING THE PROGRAM FOR WARRANTY REPLACEMENT PLEASE SEND THE ORIGINAL PRODUCT DISC(S) ONLY IN PROTECTIVE PACKAGING AND INCLUDE: (1) A PHOTOCOPY OF YOUR DATED SALES RECEIPT; (2) YOUR NAME AND RETURN ADDRESS TYPED OR CLEARLY PRINTED; (3) A BRIEF NOTE DESCRIBING THE DEFECT, THE PROBLEM(S) YOU ARE ENCOUNTERING AND THE SYSTEM ON WHICH YOU ARE RUNNING THE PROGRAM; (4) IF YOU ARE RETURNING THE PROGRAM AFTER THE 90-DAY WARRANTY PERIOD, BUT WITHIN ONE YEAR AFTER THE DATE OF PURCHASE, PLEASE INCLUDE CHECK OR MONEY ORDER FOR $15 U.S. CURRENCY PER DISC REPLACEMENT. NOTE: CERTIFIED MAIL RECOMMENDED.

IN THE U.S. SEND TO:

WARRANTY REPLACEMENTS
CRAVE ENTERTAINMENT, INC.
19645 RANCHO WAY
RANCHO DOMINGUEZ, CA 90220

THIS WARRANTY SHALL NOT BE APPLICABLE AND SHALL BE VOID IF THE DEFECT IN THE CRAVE ENTERTAINMENT, INC. SOFTWARE PRODUCT HAS ARISEN THROUGH ABUSE, UNREASONABLE USE, MISTREATMENT, NEGLECT OR REASONABLE WEAR AND TEAR. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE CRAVE ENTERTAINMENT, INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICIPATING PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL CRAVE ENTERTAINMENT, INC. BE LIABLE FOR ANY DIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE CRAVE ENTERTAINMENT, INC. SOFTWARE PRODUCT.

SOME STATES DO NOT ALLOW LIMITATIONS AS TO HOW LONG AN IMPLIED WARRANTY LASTS AND/OR EXCLUSIONS OF LIABILITY MAY NOT APPLY TO YOU. THIS LIMITED WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS, WHICH VARY, FROM STATE TO STATE.

Crave Entertainment
19645 Rancho Way, Rancho Dominguez, Ca 90220
Web : www.cravegames.com

© 2001 Sun Corporation. Published and distributed by Crave Entertainment,Inc. under license from Sun Corporation. Crave Entertainment and the Crave Entertainment logo are either trademarks or registered trademarks of Crave Entertainment, Inc. in the U.S. and other countries. All other trademarks and copyrights are the property of their respective holders. Blaster Master is a registered trademark of Sunosft. Sunsoft is a registered Trademark of Sun Corporation. © 2001 Sunsoft. All rights reserved.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.