VNote's Chronicle

A GUIDE TO:

BLASTER MASTER

© 1996-2007 V-Note's Chronicle
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

Follow this path upward after installing the Hover Module, then downward after installing the Wall 1 Module.

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!
**Area 3 (Factory)**
**Boss:** Constructor
**Recover:** Hover Module

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**Pause Grenade**
On Bosses 2, 4, 6, and 7 you can defeat the Boss with one well placed grenade. Throw a grenade. When it hits the target the Boss will glow, signifying that the hit has registered. At that moment, hit pause for about ten seconds. The grenade hit will register repeatedly until the boss is defeated. The sound will also change slightly when the grenade has done its job. Caution, if you are hit while using this technique it will work against you. Using auto-fire on your grenade helps to perform this coordinated technique much more easily.

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**Area 4 (Sewer System)**
**Boss:** Mutant Frog
**Recover:** Key

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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.

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**Area 5 (Water Supply)**
**Boss:** Mutant Crab
**Recover:** Dive Module

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Follow this path after installing the Wall 1 Module.

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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.
**Blaster Master** © 1988 Sunsoft / Sun Corporation of America

**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

**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.

Drop down through the first set of briars.

Recover your power here.