

Nintendo
GAME BOY COLOR

DMG-AEHE-USA

BLASTER MASTER[®]

ENEMY BELOW



SUNSOFT[®]

INSTRUCTION BOOKLET

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STORY

Emerging from his many battles both a warrior of legendary proportions and a battle-weary man, Jason starts life anew in a distant land. But one day, a stranger arrives at his door, one who knows his hero's past and has a plea to make: "I want you to capture — no, destroy the creatures of darkness we have succeeded in producing."

The research facility she spoke of was located in the depths of a subterranean installation, in a silent forest where even the birds song was hushed and still. In this remote location almost undisturbed by human habitation "it" had been created. An amalgam life form, an assimilation of life and machine, a multiple organic species, whose base structure was a tissue sample harvested by the lab from the subterranean life form that Jason was supposed to have destroyed.

Now exploiting its own astounding reproductive powers, the life form was apparently hollowing out subterranean niches in the image of its old haunts in the forbidden underground regions.

The decision to reactivate SOPHIA seems to Jason nothing more than an inevitability.

"Back into the cold — after all."

For SOPHIA as for himself, war is the only design and destiny...

HOW TO START AND PLAY THE GAME

How to Start

Insert the Game Pak in the Game Boy[®], Game Boy[®] Color or Super Game Boy[®] and turn on the power switch. The game demo will start. Press START, then title screen appears, then press START to start the game.

How to Play

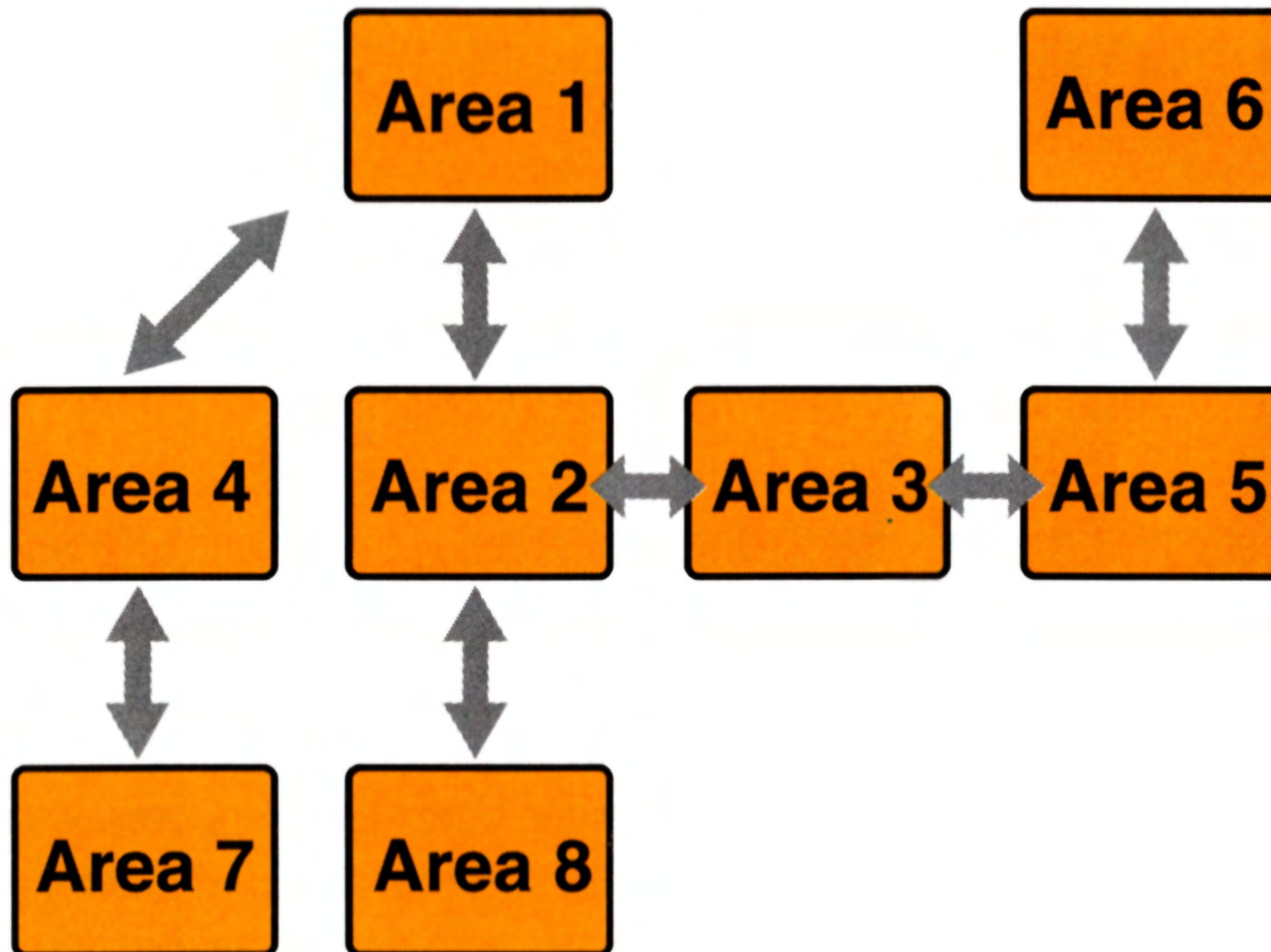
- The "Blaster Master Enemy Below" consists of eight main areas, each area in effect making up a level, making 8 levels in total. Within each area there are a number of sub-areas, which are viewed as either side-view areas (subterranean passages) or top-down view areas (Catacombs).

By manipulating the Vehicle (Sophia) or Jason the rider, you can move between these Areas and Sub-areas. The Vehicle can not enter the Catacombs area and so when entering a Catacomb area Jason must get out of the Vehicle and go independently.

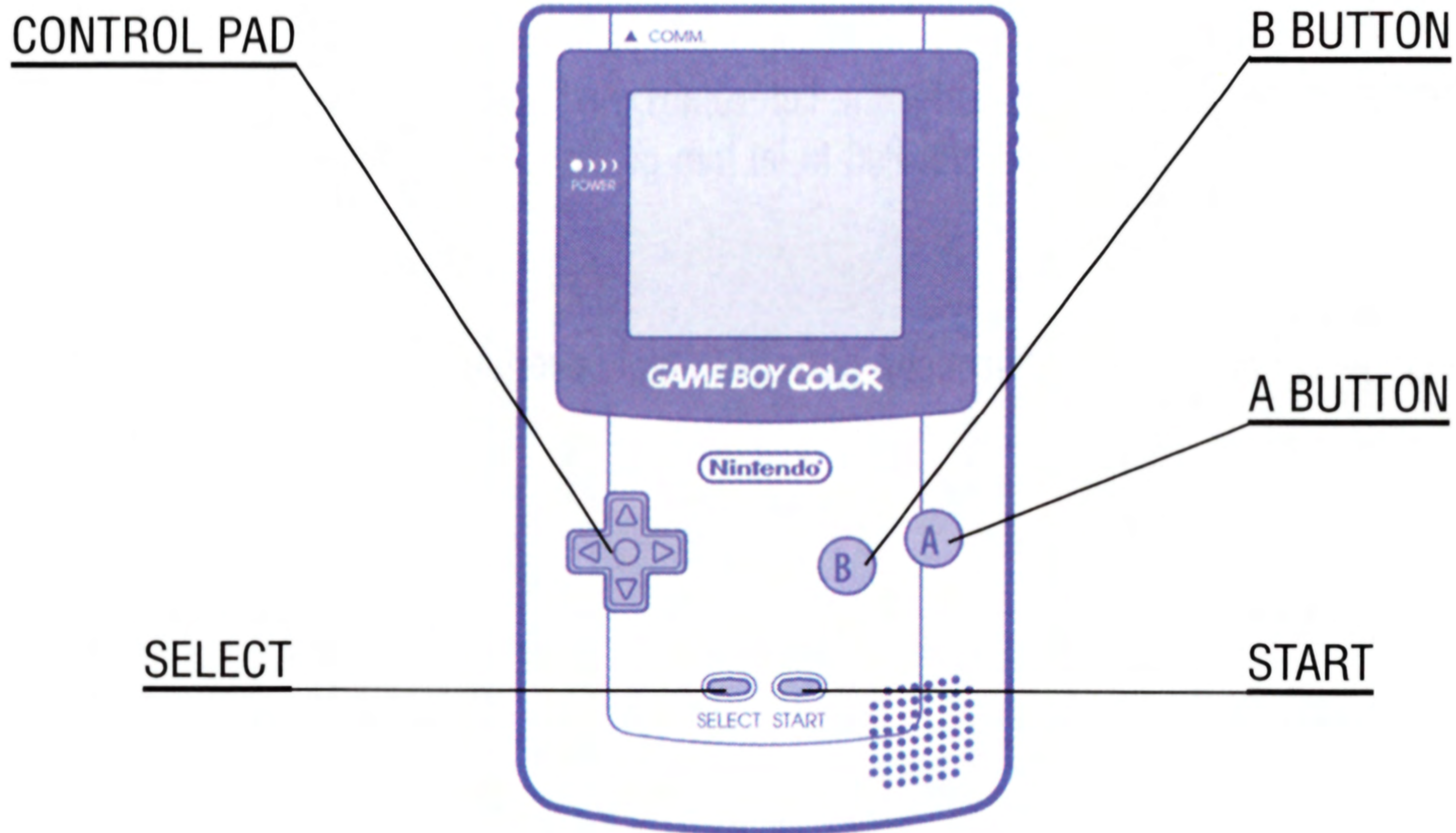
- In each of the Catacomb areas, you must find a key to get to the Catacomb Boss. If you beat the Boss, you get a weapon or an item. This item or weapon will enhance the performance of the Vehicle or Jason and will enable you to progress further into the game and to reach places that were previously inaccessible. For example it may be that the item you receive enables you to jump higher, in which case you will be able to jump over or onto a passage that was previously too high. Use the Subterranean passages to travel from one Catacomb area to another, making sure that you explore each area thoroughly.

HOW TO START AND PLAY THE GAME

- The areas are connected as shown in the following figure.



CONTROLS



GAME BOY COLOR

BASIC OPERATIONS

Operation on Side View (Subterranean passages)

To exit the Subterranean passage area and enter the Catacombs, first press SELECT to let Jason get out of the Vehicle, then press the Down Key of the Control Pad to let him go through the gate.

Operation on Top-down View

To exit the Catacombs and enter the Subterranean passages simply overlap Jason on the door/exit.

BASIC OPERATIONS

	When you are in the Vehicle	When you stand alone as Jason	In a Catacombs area
Control Pad, Left and Right	Move left and right	Move left and right	Move left and right
Control Pad, Up	Aim the gun upward	Climb a ladder	Move upward
Control Pad, Down	Press Down + B Button: Fire a homing missile or a thunder gun. Pass through the entrance/exit gate of an area.	Crouch; Climb down a ladder; pass through a gate	Move downward. Pass through a gate.
A Button	Jump (Press while in air to initiate hovering.)	Jump	Launcher/Shotgun attack
B Button	Attack	Attack	Attack with a gun
START	Item select screen	Item select screen	Item select screen
SELECT	Change to the standalone mode	Change to the Vehicle mode (This works only when SELECT is pressed while Jason is overlapping the Vehicle.)	Not available

GAME SCREEN — DETAILS

Gauges while in the Subterranean passages (side-view mode).

POW meter

The POW meter shows the remaining power of the Vehicle. If this gauge becomes zero, the game is over. It decreases when the Vehicle is damaged, and increases when you get a P item. You may receive a P item when you beat an enemy, though not always.

HOV meter

The HOV meter shows the hovering power. If this gauge becomes zero, you cannot use the hovering function. It decreases as you use the hovering function, and increases when you get an H item. The maximum power level is 8. NB; the HOV mode only comes into play when you have obtained the HOV item from the Boss on level 3, before this time even if you collect an H item the HOV meter will remain on zero.



HOV METER

POW METER

GAME SCREEN — DETAILS

Gauges while in the Catacombs (top-down view mode)

POW meter

The POW meter shows the remaining power for Jason. If this gauge becomes zero, the game is over. It decreases when Jason is attacked, and increases when you get a P item. A P item often appears when you beat an enemy though not always. Jason fully recovers when he gets back into his Vehicle.

GUN meter

The GUN meter shows the attacking power of the gun that you can use with the A Button. It decreases when Jason is attacked, and increases when you get a G item. Initially the gauge has the level of 3. If you get a GUN2 item, the maximum level increases to more than 4 and you will be able to use the Scattergun.



GUN METER

POW METER

ATTACK FUNCTIONS



The Vehicle has four types of attacks.

Hyper-attack

The Hyper-attack is the default attack function. It grades up when you get a Crasher item.

Homing missile

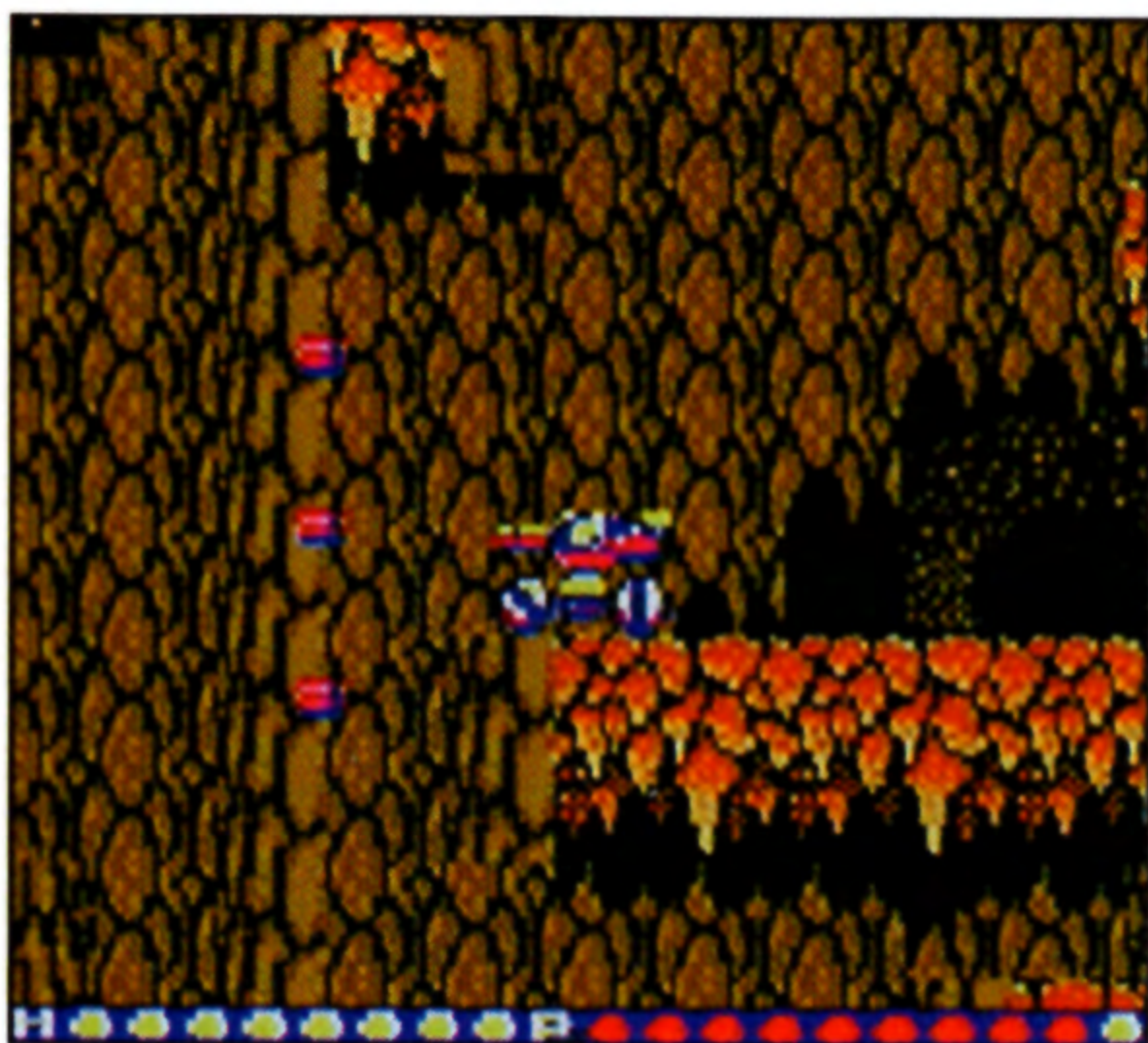
The Homing missile is a special attack function. A missile automatically flies at the enemy. The number of remaining shots increases when you get a Homing missile item.



ATTACK FUNCTIONS

Thunder break

A special attack function. It attacks enemies beneath you. The number of remaining shots increases when you get a Thunder break item.



3-Way missile

A special attack function. It fires three missiles at the same time, each taking a different flight path. The number of remaining shots increases when you get a 3-Way item.

ITEMS



P item

Increases the POW meter by one level.



H item

Increases the HOV meter by one level.



GUN item

Increases the GUN meter by one level.

SPECIAL WEAPON ITEMS

Thunderbolt item

Increases the number of remaining Thunderbolt shots by 10.



Homing missile

Increases the number of remaining Homing missiles by 10.



3-Way missile item

Increases the number of remaining 3-Way missiles by 10



If you manage to get two types of special items, the Vehicle may gain additional functions that help you proceed through the game, these are: boss-clear items that you can get when you beat a boss and bonus items that you can find by yourself. (For details of special items and where to find them see the boss chart on page 21).

BONUS ITEMS

You do not necessarily have to obtain bonus items to clear the game, but they may greatly help you attack the enemy. Items do not change the appearance of the Vehicle or Jason. These functions remain once you get this item.



Crasher

Grades up the strength of the gun on the Vehicle.



Hybrid Armor

Increases the POW meter level of Vehicle by two.



GUN2

Changes the MAX value of the GUN meter to 8. With the GUN meter level of 4 or more, the gun becomes a scattergun.

BONUS ITEMS

Launcher

Using the Launcher item allows you to throw a grenade further while you are in the Catacombs.



Shotgun

A weapon. While in the Catacomb areas you can switch between the shotgun and the launcher. Press the A Button to use the shotgun.



EXPLAINING ABOUT JASON



Damage caused by falling.

Jason is damaged when he falls from a certain height. If it is too high, he dies and the game is over.



Jumping on to a ladder

While Jason is overlapping a ladder, if you press the Up key of the Control Pad, he can move up or down it.

The number of shots Jason can use is unlimited.

ITEM SELECT SCREEN

The Subterranean passages (Side View) for Vehicle

During the game, pressing START reveals; the special weapon select screen, and the Wall 1, Wall 2 ON/OFF message.

Special Weapon selection

Thunderbolt, Homing missile, and 3-Way missile

Select the desired weapon by press left or right on the Control Pad. Press the A Button to confirm the selection.

Use the Weapon by pressing Down on the Control Pad and B Button simultaneously.



ITEM SELECT SCREEN

Wall 1 / Wall 2 ON/OFF

Wall 1 is available in level 7 & 8. Wall 2 is available in level 8.

If the Wall 1 item is ON, the Vehicle can climb the walls by using suction.

If the Wall 2 item is ON, the Vehicle can move upside down across the ceiling by using suction.

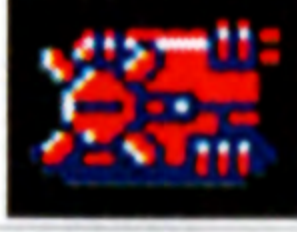
If OFF is visible or you do not have the Wall item, then it is not possible to move up either walls or ceilings.

In the Catacombs (Top-down View) for Jason.

Grenade and Shotgun

The Item Select screen displays different items depending on whether it is for the Subterranean passages or for the Catacombs. Press left or right on the Control Pad to choose an item and press the A Button to confirm the selection, and you will be able to use the selected item.

BOSS CHART

AREA	NAME OF BOSS	ITEM	ITEM FUNCTION	ICON
1	GIANT CANNIBAL FLOWER	HIGH JUMP	ALLOWS YOU TO JUMP HIGHER. GET OVER HIGH OBSTACLES.	
2	GROUND SNAKE	ENGINE BOOST	POWERS UP THE ENGINE, YOU CAN GO AGAINST THE WIND.	
3	POISONOUS FROG	HOVER	PRESS A BUTTON WHILE IN THE AIR TO HOVER.	
4	LOBSTER	GUN 1	UPGRADES JASON'S DEFAULT GUN IN BOTH RANGE AND STRENGTH.	
5	SHELLFISHES	DIVE	ALLOWS FREEDOM OF MOVEMENT IN WATER.	
6	DINOSAUR	WALL 1	WALK UP & DOWN WALLS.	
7	JELLYFISH	WALL 2	WALK UP & DOWN WALLS AND ACROSS CEILINGS.	
8	AMOEBA			

HINTS

If the POW meter becomes zero, the game is over and the password entry screen appears. Enter a password using eight letters and numbers.

If the game is over and you want to restart it, select "CONTINUE" and press the A Button. You can do this as many times as you want.

To quit the game, select "END" and press the A Button, and you will return to the initial title screen.

A few handy hints to help you on your way.

"Where do I go after I have beaten the boss in Area 1?"

On beating the Boss in area 1 you will receive a HIGH JUMP item. Use this item to jump higher than before. Try to find a passage that was previously too high to jump into.

"What will I do in Area 5 when the Vehicle has sunk in the water and won't float up?"

Get out of the Vehicle in the water, and try to find the dragon's cave, and the boss's cave. When you have beaten the Boss you will receive the DIVE item. Go back to the Vehicle. Now with the DIVE item you can move freely in the water and go on to the next area.

"How can I beat an enemy who is too short to be shot at from the Vehicle?"

Get out of the Vehicle and shoot at the enemy using Jason. If the enemy is even shorter than Jason when he is standing, press the Down Key of the Control Pad and Jason will crouch and shoot.

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SUNSOFT, USA, 3151 Airway Avenue, Suite F-109, Costa Mesa, CA 92626
Tel : (714) 850-2700, Web : www.sunsoft-games.com



Sunsoft USA

3151 Airway Avenue, Suite F-109

Costa Mesa, CA 92626

Tel : (714) 850-2700, Fax : (714) 850-2710

Web : www.sunsoft-games.com

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